



# **II** PRESTIGE CLASSES



*The towering bebilith hissed in delight as its razor-sharp pincers struck. With horrifying speed, it began tearing Amiri's armor apart, peeling her like an orange.*

*Seltyiel had figured the beast would go for her first—that was why he'd waited to strike. He ducked under the creature's legs, delivering a devastating blow to its belly. He grinned in triumph as his blade sank home, feeling his magic swell up inside him. Entrails had hardly begun slopping into the dirt before he sent a devastating cone of cold up into the raw, open wound.*

**P**restige classes allow characters to become truly exceptional, gaining powers beyond the ken of their peers. Unlike the core classes, characters must meet specific requirements before they can take their first level of a prestige class. If a character does not meet the requirements for a prestige class before gaining any benefits of that level, that character cannot take that prestige class. Characters that take levels in prestige classes do not gain any favored class bonuses for those levels.

This chapter presents 10 prestige classes for you to choose from, and other prestige classes appear in other Pathfinder products. Some prestige classes are quite focused and heavy on flavor that might not be compatible with your campaign—consult with your GM before you start to work toward qualifying for a prestige class to make sure that the class is allowed.

The prestige classes presented in this chapter are summarized below.

**Arcane Archer:** An arcane spellcaster who draws upon ancient elven traditions to infuse his arrows with potent magical power.

**Arcane Trickster:** A troublemaker and a scoundrel who uses arcane magic to enhance her thievery and trickery.

**Assassin:** A remorseless murderer who kills for money and the sheer thrill of death-dealing.

**Dragon Disciple:** An arcane spellcaster who has embraced his latent draconic heritage and, over the course of training and devotion, undergoes a partial transformation into a dragon.

**Duelist:** A swashbuckling swordsfighter who relies upon grace, poise, and acrobatics to win the day.

**Eldritch Knight:** An arcane spellcaster who augments his magical skills with combat to create a deadly combination of weapons and magic.

**Loremaster:** A spellcaster who devotes his life to research and rumination upon the mysteries of the world.

**Mystic Theurge:** Equally devoted to divine and arcane magic, the mystic theurge combines both magical traditions into one incredibly diverse class.

**Pathfinder Chronicler:** An explorer at heart, the Pathfinder chronicler travels to distant, exotic lands to expand her knowledge of the world.

**Shadowdancer:** A mysterious adventurer who walks the boundaries between the real world and the realm of shadows, and who can command shadows to do her bidding.

## Definitions of Terms

Here are definitions of some terms used in this section.

**Core Class:** One of the standard eleven classes found in Chapter 3.

**Caster Level:** Generally equal to the number of class levels (see below) in a spellcasting class. Some prestige classes add caster levels to an existing class.

**Character Level:** The total level of the character, which is the sum of all class levels held by that character.

**Class Level:** The level of a character in a particular class. For a character with levels in only one class, class level and character level are the same.

## **ARCANE ARCHER**

Many who seek to perfect the use of the bow sometimes pursue the path of the arcane archer. Arcane archers are masters of ranged combat, as they possess the ability to strike at targets with unerring accuracy and can imbue their arrows with powerful spells. Arrows fired by arcane archers fly at weird and uncanny angles to strike at foes around corners, and can pass through solid objects to hit enemies that cower behind such cover. At the height of their power, arcane archers can fell even the most powerful foes with a single, deadly shot.

Those who have trained as both rangers and wizards excel as arcane archers, although other multiclass combinations are not unheard of. Arcane archers may be found wherever elves travel, but not all are allies of the elves. Many, particularly half-elven arcane archers, use elven traditions solely for their own gain, or worse, against the elves whose very traditions they adhere to.

**Role:** Arcane archers deal death from afar, winnowing down opponents while their allies rush into hand-to-hand combat. With their capacity to unleash hails of arrows on the enemy, they represent the pinnacle of ranged combat.

**Alignment:** Arcane archers can be of any alignment. Elf or half-elf arcane archers tend to be free-spirited and are rarely lawful. Similarly, it is uncommon for elven arcane archers to be evil, and overall the path of the arcane archer is more often pursued by good or neutral characters.

**Hit Die:** d10.

## Requirements

To qualify to become an arcane archer, a character must fulfill all the following criteria.

**Base Attack Bonus:** +6.

**Feats:** Point Blank Shot, Precise Shot, Weapon Focus (longbow or shortbow).

**Spells:** Ability to cast 1st-level arcane spells.

## Class Skills

The arcane archer's class skills (and the key ability for each skill) are Perception (Wis), Ride (Dex), Stealth (Dex), and Survival (Wis).

**Skill Ranks Per Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the arcane archer prestige class.

**Weapon and Armor Proficiency:** An arcane archer is proficient with all simple and martial weapons, light armor, medium armor, and shields.

**Spells per Day:** At the indicated levels, an arcane archer gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming an arcane archer, he must decide to which class he adds the new level for purposes of determining spells per day.

**Enhance Arrows (Su):** At 1st level, every nonmagical arrow an arcane archer nocks and lets fly becomes magical, gaining a +1 enhancement bonus. Unlike magic weapons created by normal means, the archer need not spend gold pieces to accomplish this task. However, an archer's magic arrows only function for him.

In addition, the arcane archer's arrows gain a number of additional qualities as he gains additional levels. The elemental, elemental burst, and aligned qualities can be changed once per day, when the arcane archer prepares spells or, in the case of spontaneous spellcasters, after 8 hours of rest.

At 3rd level, every nonmagical arrow fired by an arcane archer gains one of the following elemental themed weapon qualities: *flaming*, *frost*, or *shock*.

At 5th level, every nonmagical arrow fired by an arcane archer gains the *distance* weapon quality.

At 7th level, every nonmagical arrow fired by an arcane archer gains one of the following elemental burst weapon qualities: *flaming burst*, *icy burst*, or *shocking burst*. This ability replaces the ability gained at 3rd level.

At 9th level, every nonmagical arrow fired by an arcane archer gains one of the following aligned weapon qualities: *anarchic*, *axiomatic*, *holy*, or *unholy*. The arcane archer cannot choose an ability that is the opposite of his alignment (for example, a lawful good arcane archer could not choose *anarchic* or *unholy* as his weapon quality).

The bonuses granted by a magic bow apply as normal to



TABLE II-1: ARCANE ARCHER

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+1	+1	+1	+0	Enhance arrows (magic)	—
2nd	+2	+1	+1	+1	Imbue arrow	+1 level of existing class
3rd	+3	+2	+2	+1	Enhance arrows (elemental)	+1 level of existing class
4th	+4	+2	+2	+1	Seeker arrow	+1 level of existing class
5th	+5	+3	+3	+2	Enhance arrows ( <i>distance</i> )	—
6th	+6	+3	+3	+2	Phase arrow	+1 level of existing class
7th	+7	+4	+4	+2	Enhance arrows (elemental burst)	+1 level of existing class
8th	+8	+4	+4	+3	Hail of arrows	+1 level of existing class
9th	+9	+5	+5	+3	Enhance arrows (aligned)	—
10th	+10	+5	+5	+3	Arrow of death	+1 level of existing class

arrows that have been enhanced with this ability. Only the larger enhancement bonus applies. Duplicate abilities do not stack.

**Imbue Arrow (Su):** At 2nd level, an arcane archer gains the ability to place an area spell upon an arrow. When the arrow is fired, the spell's area is centered where the arrow lands, even if the spell could normally be centered only on the caster. This ability allows the archer to use the bow's range rather than the spell's range. A spell cast in this way uses its standard casting time and the arcane archer can fire the arrow as part of the casting. The arrow must be fired during the round that the casting is completed or the spell is wasted. If the arrow misses, the spell is wasted.

**Seeker Arrow (Su):** At 4th level, an arcane archer can launch an arrow at a target known to him within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action). An arcane archer can use this ability once per day at 4th level, and one additional time per day for every two levels beyond 4th, to a maximum of four times per day at 10th level.

**Phase Arrow (Su):** At 6th level, an arcane archer can launch an arrow once per day at a target known to him within range, and the arrow travels to the target in a straight path, passing through any nonmagical barrier or wall in its way. (Any magical barrier stops the arrow.) This ability negates cover, concealment, armor, and shield modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action). An arcane archer can use this ability once per day at 6th level, and one additional time per day for every two levels beyond 6th, to a maximum of three times per day at 10th level.

**Hail of Arrows (Su):** In lieu of his regular attacks, once per day an arcane archer of 8th level or higher can fire an arrow at each and every target within range, to a maximum of one target for every arcane archer level she has earned. Each attack uses the archer's primary attack bonus, and each enemy may only be targeted by a single arrow.

**Arrow of Death (Su):** At 10th level, an arcane archer can create a special type of *slaying arrow* that forces the target, if damaged by the arrow's attack, to make a Fortitude save or be slain immediately. The DC of this save is equal to 20 + the arcane archer's Charisma modifier. It takes 1 day to make a *slaying arrow*, and the arrow only functions for the arcane archer who created it. The *slaying arrow* lasts no longer than 1 year, and the archer can only have one such arrow in existence at a time.

## **ARCANE TRICKSTER**

Few can match the guile and craftiness of arcane tricksters. These prodigious thieves blend the subtlest aspects of the arcane with the natural cunning of the bandit and the scoundrel, using spells to enhance their natural thieving abilities. Arcane tricksters can pick locks, disarm traps, and lift purses from a safe distance using their magical legerdemain, and as often as not seek humiliation as a goal to triumph over their foes than more violent solutions.

The path to becoming an arcane trickster is a natural progression for rogues who have supplemented their talents for theft with the study of the arcane. Multiclass rogue/sorcerers and rogue/bards are the most common arcane tricksters, although other combinations are possible. Arcane tricksters are most often found in large, cosmopolitan cities where their talents for magical larceny can be most effectively put to use, prowling the streets and stealing from the unwary.

**Role:** With their mastery of magic, arcane tricksters can make for even more subtle or confounding opponents than standard rogues. Ranged legerdemain enhances their skill as thieves, and their ability to make sneak attacks without flanking or as part of a spell can make arcane tricksters formidable damage-dealers.

**Alignment:** All arcane tricksters have a penchant for mischief and thievery, and are therefore never lawful. Although they sometimes acquire their magical abilities through the studious path of wizardry, their magical aptitude more often stems from a sorcerous bloodline. As such, many arcane tricksters are of a chaotic alignment.

**Hit Die:** d6.

### Requirements

To qualify to become an arcane trickster, a character must fulfill all of the following criteria.

**Alignment:** Any nonlawful.

**Skills:** Disable Device 4 ranks, Escape Artist 4 ranks, Knowledge (arcana) 4 ranks.

**Spells:** Ability to cast *mage hand* and at least one arcane spell of 2nd level or higher.

**Special:** Sneak attack +2d6.

### Class Skills

The arcane trickster's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Knowledge (all skills taken individually) (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Swim (Str).

**Skill Ranks Per Level:** 4 + Int modifier.

TABLE II-2: ARCANE TRICKSTER

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+1	+1	Ranged legerdemain	+1 level of existing class
2nd	+1	+1	+1	+1	Sneak attack +1d6	+1 level of existing class
3rd	+1	+1	+2	+2	Impromptu sneak attack 1/day	+1 level of existing class
4th	+2	+1	+2	+2	Sneak attack +2d6	+1 level of existing class
5th	+2	+2	+3	+3	Tricky spells 3/day	+1 level of existing class
6th	+3	+2	+3	+3	Sneak attack +3d6	+1 level of existing class
7th	+3	+2	+4	+4	Impromptu sneak attack 2/day, Tricky spells 4/day	+1 level of existing class
8th	+4	+3	+4	+4	Sneak attack +4d6	+1 level of existing class
9th	+4	+3	+5	+5	Invisible thief, Tricky spells 5/day	+1 level of existing class
10th	+5	+3	+5	+5	Sneak attack +5d6, surprise spells	+1 level of existing class

### Class Features

All of the following are class features of the arcane trickster prestige class.

**Weapon and Armor Proficiency:** Arcane tricksters gain no proficiency with any weapon or armor.

**Spells per Day:** When a new arcane trickster level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an arcane trickster, she must decide to which class she adds the new level for purposes of determining spells per day.

**Ranged Legerdemain (Su):** An arcane trickster can use Disable Device and Sleight of Hand at a range of 30 feet. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less. She can only use this ability if she has at least 1 rank in the skill being used.

**Sneak Attack:** This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If an arcane trickster gets a sneak attack bonus from another source, the bonuses on damage stack.

**Impromptu Sneak Attack (Ex):** Beginning at 3rd level, once per day an arcane trickster can declare one melee or ranged attack she makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu



sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack).

At 7th level, an arcane trickster can use this ability twice per day.

**Tricky Spells (Su):** Starting at 5th level, an arcane trickster can cast her spells without their somatic or verbal components, as if using the Still Spell and Silent Spell feats. Spells cast using this ability do not increase in spell level or casting time. She can use this ability 3 times per day at 5th level and one additional time per every two levels thereafter, to a maximum of 5 times per day at 9th level. The arcane trickster decides to use this ability at the time of casting.

**Invisible Thief (Su):** At 9th level, an arcane trickster can become invisible, as if under the effects of *greater invisibility*, as a free action. She can remain invisible for a number of rounds per day equal to her arcane trickster level. Her caster level for this effect is equal to her caster level. These rounds need not be consecutive.

**Surprise Spells:** At 10th level, an arcane trickster can add her sneak attack damage to any spell that deals damage, if the targets are flat-footed. This additional damage only applies to spells that deal hit point damage, and the additional damage is of the same type as the spell. If the spell allows a saving throw to negate or halve the damage, it also negates or halves the sneak attack damage.

## ASSASSIN

A mercenary undertaking his task with cold, professional detachment, the assassin is equally adept at espionage, bounty hunting, and terrorism. At his core, an assassin is an artisan, and his medium is death. Trained in a variety of killing techniques, assassins are among the most feared classes.

While nearly any class is capable of becoming an assassin, rogues suit the part more than any other, from both an ability viewpoint and an ideological one. Though they make excellent allies during combat, assassins excel in more clandestine situations, and the best assassins are the ones the victims never knew existed.

**Role:** Assassins tend to be loners by nature, seeing companions as liabilities at best. Sometimes an assassin's missions put him in the company of adventurers for long stretches at a time, but few people are comfortable trusting a professional assassin to watch their backs in a fight, and are more likely to let the emotionless killer scout ahead or help prepare ambushes.

**Alignment:** Due to its necessary selfishness and callous indifference toward taking lives, the assassin class attracts those with evil alignments more than any

others. Because the profession requires a degree of self-discipline, chaotic characters are ill suited to becoming these shadowy killers. Neutral characters sometimes become assassins, frequently thinking of themselves as simple professionals performing a job, yet the nature of their duties inevitably pushes them toward an evil alignment.

**Hit Die:** d8.

### Requirements

To qualify to become an assassin, a character must fulfill all the following criteria.

**Alignment:** Any evil.

**Skills:** Disguise 2 ranks, Stealth 5 ranks.

**Special:** The character must kill someone for no other reason than to become an assassin.

### Class Skills

The assassin's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

**Skill Ranks Per Level:** 4 + Int modifier.

### Class Features

All of the following are class features of the assassin prestige class.

**Weapon and Armor Proficiency:** Assassins are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. Assassins are proficient with light armor but not with shields.

**Sneak Attack:** This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (1st, 3rd, 5th, 7th, and 9th). If an assassin gets a sneak attack bonus from another source, the bonuses on damage stack.

**Death Attack (Ex):** If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). Studying the victim is a standard action. The death attack fails if the target detects the assassin or recognizes the assassin as an enemy (although the attack might still be a sneak attack if the target is denied his Dexterity bonus to his Armor Class or is flanked). If the victim of such a death attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin.

TABLE II-3: ASSASSIN

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+1	+0	Sneak attack +1d6, death attack, poison use
2nd	+1	+1	+1	+1	+1 save bonus against poison, uncanny dodge
3rd	+2	+1	+2	+1	Sneak attack +2d6
4th	+3	+1	+2	+1	+2 save bonus against poison, hidden weapons, true death
5th	+3	+2	+3	+2	Improved uncanny dodge, Sneak attack +3d6
6th	+4	+2	+3	+2	+3 save bonus against poison, quiet death
7th	+5	+2	+4	+2	Sneak attack +4d6
8th	+6	+3	+4	+3	+4 save bonus against poison, hide in plain sight
9th	+6	+3	+5	+3	Sneak attack +5d6, swift death
10th	+7	+3	+5	+3	+5 save bonus against poison, angel of death

If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

**Poison Use:** Assassins are trained in the use of poison and cannot accidentally poison themselves when applying poison to a blade (see Poison, page 557).

**Save Bonus against Poison:** At 2nd level, the assassin gains a +1 saving throw bonus against poisons. This bonus increase by +1 every two levels.

**Uncanny Dodge (Ex):** At 2nd level, an assassin cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. An assassin with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If an assassin already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

**Hidden Weapons (Ex):** At 4th level, an assassin becomes a master at hiding weapons on his body. He adds his assassin level to all Sleight of Hand skill checks made to prevent others from noticing them.

**True Death (Su):** Starting at 4th level, anyone slain by an assassin's death attack becomes more difficult to bring back from the dead. Spellcasters attempting to bring a creature back from the dead using *raise dead* or similar magic must make a caster level check with a DC equal to 15 + the assassin's level or the spell fails and the material component is wasted. Casting *remove curse* the round before attempting to bring the creature back from the dead negates this chance. The DC of the *remove curse* is 10 + the assassin's level.

**Improved Uncanny Dodge (Ex):** At 5th level and higher, an assassin can no longer be flanked. This defense





denies a rogue the ability to sneak attack the assassin by flanking him, unless the attacker has at least four more rogue levels than the target has assassin levels.

If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

**Quiet Death (Ex):** At 6th level, whenever an assassin kills a creature using his death attack during a surprise round, he can also make a Stealth check, opposed by Perception checks of those in the vicinity to prevent them from identifying him as the assailant. If successful, those nearby might not even notice that the target is dead for a few moments, allowing the assassin to avoid detection.

**Hide in Plain Sight (Su):** At 8th level, an assassin can use the Stealth skill even while being observed. As long as he is within 10 feet of an area of dim light, an assassin can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

**Swift Death (Ex):** At 9th level, once per day, an assassin can make a death attack against a foe without studying the foe beforehand. He must still sneak attack his foe using a melee weapon that deals damage.

**Angel of Death (Su):** At 10th level, the assassin becomes a master of death. Once per day, when the assassin makes a successful death attack, he can cause the target's body to crumble to dust. This prevents *raise dead* and *resurrection* (although *true resurrection* works as normal). The assassin must declare the use of this ability before the attack is made. If the attack misses or the target successfully saves against the death attack, this ability is wasted with no effect.

## DRAGON DISCIPLE

As some of the most ancient, powerful, and capricious creatures in existence, dragons occasionally enter into trysts with unsuspecting mortals or sire offspring

with exceptional individuals. Likewise, the great power wielded by these creatures has long intrigued wizards and alchemists who have sought various magical methods to infuse their bodies with draconic power. As a result, the blood of dragons runs through the veins of many races. For some, this heritage manifests as a sorcerous bloodline and a predilection for magic; for others, however, the power of their draconic ancestors becomes an obsession.

Spellcasters who embrace their draconic heritage and learn to channel their abilities can become dragon disciples, fearsome warriors who possess not only the repertoire of an accomplished sorcerer but also the ability to unleash the furious power of dragons upon their foes. As dragon disciples discover the power of their forebears, they can learn to breathe fire, take flight on leathery wings, and—at the pinnacle of their abilities—assume the form of a dragon. Although they are rare, dragon disciples can be found in any land where dragons interact with mortals.

**Role:** With the magic of a spellcasting class at their disposal, dragon disciples can assume the typical role of a magic-user, hampering the movement of the enemy and hurling damage-dealing spells at their opponents. Dragon disciples' draconic abilities, however, make these versatile spellcasters even more formidable, as they use their breath weapons and flight to destroy their foes directly.

**Alignment:** Dragon disciples can be of any alignment, although they tend to be more chaotic than lawful. Those dragon disciples that assume the traits of chromatic dragons, such as bestial white and fearsome red dragons, have a proclivity for evil. Conversely, those that take after the metallic dragons, such as stoic brass and chivalric gold dragons, are often of good alignments.

**Hit Die:** d12.

## Requirements

To qualify to become a dragon disciple, a character must fulfill all the following criteria.

**TABLE II-4: DRAGON DISCIPLE**

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+1	+0	+1	Blood of dragons, natural armor increase (+1)	—
2nd	+1	+1	+1	+1	Ability boost (Str +2), bloodline feat, dragon bite	+1 level of existing arcane spellcasting class
3rd	+2	+2	+1	+2	Breath weapon	+1 level of existing arcane spellcasting class
4th	+3	+2	+1	+2	Ability boost (Str +2), natural armor increase (+1)	+1 level of existing arcane spellcasting class
5th	+3	+3	+2	+3	Blindsense 30 ft., bloodline feat	—
6th	+4	+3	+2	+3	Ability boost (Con +2)	+1 level of existing arcane spellcasting class
7th	+5	+4	+2	+4	Dragon form (1/day), natural armor increase (+1)	+1 level of existing arcane spellcasting class
8th	+6	+4	+3	+4	Ability boost (Int +2), bloodline feat	+1 level of existing arcane spellcasting class
9th	+6	+5	+3	+5	Wings	—
10th	+7	+5	+3	+5	Blindsense 60 ft., Dragon form (2/day)	+1 level of existing arcane spellcasting class

**Race:** Any nondragon.

**Skills:** Knowledge (arcana) 5 ranks.

**Languages:** Draconic.

**Spellcasting:** Ability to cast 1st-level arcane spells without preparation. If the character has sorcerer levels, he must have the draconic bloodline. If the character gains levels of sorcerer after taking this class, he must take the draconic bloodline.

### Class Skills

The dragon disciple's class skills (and the key ability for each skill) are Diplomacy (Cha), Escape Artist (Dex), Fly (Dex), Knowledge (all skills taken individually) (Int), Perception (Wis), and Spellcraft (Int).

**Skill Ranks Per Level:** 2 + Int modifier.

### Class Features

All of the following are class features of the dragon disciple prestige class.

**Weapon and Armor Proficiency:** Dragon disciples gain no proficiency with any weapon or armor.

**Spells per Day:** At the indicated levels, a dragon disciple gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a dragon disciple, he must decide to which class he adds the new level for purposes of determining spells per day.

**Blood of Dragons:** A dragon disciple adds his level to his sorcerer levels when determining the powers gained from his bloodline. If the dragon disciple does not have levels of sorcerer, he instead gains bloodline powers of the draconic bloodline, using his dragon disciple level as his sorcerer level to determine the bonuses gained. He must choose a dragon type upon gaining his first level in this class and that type must be the same as his sorcerer type. This ability does not grant bonus spells to a sorcerer unless he possesses spell slots of an appropriate level. Such bonus spells are automatically granted if the sorcerer gains spell slots of the spell's level.

**Natural Armor Increase (Ex):** As his skin thickens, a dragon disciple takes on more and more of his progenitor's physical aspect. At 1st, 4th, and 7th level, a dragon disciple gains an increase to the character's existing natural

armor (if any), as indicated on Table 11-4. These armor bonuses stack.

**Ability Boost (Ex):** As a dragon disciple gains levels in this prestige class, his ability scores increase as noted on Table 11-4. These increases stack and are gained as if through level advancement.

**Bloodline Feat:** Upon reaching 2nd level, and every three levels thereafter, a dragon disciple receives one bonus feat,



chosen from the draconic bloodline's bonus feat list (see page 75).

**Dragon Bite (Ex):** At 2nd level, whenever the dragon disciple uses his bloodline to grow claws, he also gains a bite attack. This is a primary natural attack that deals 1d6 points of damage (1d4 if the dragon disciple is Small), plus 1-1/2 times the dragon disciple's Strength modifier. Upon reaching 6th level, this bite also deals 1d6 points of energy damage. The type of damage dealt is determined by the dragon disciple's bloodline.

**Breath Weapon (Su):** At 3rd level, a dragon disciple gains the breath weapon bloodline power, even if his level does not yet grant that power. Once his level is high enough to grant this ability through the bloodline, the dragon disciple gains an additional use of his breath weapon each day. The type and shape of the breath weapon depends on the type of dragon selected by the dragon disciple, as detailed under the Draconic sorcerer bloodline description (see page 75).

**Blindsense (Ex):** At 5th level, the dragon disciple gains blindsense with a range of 30 feet. Using nonvisual senses the dragon disciple notices things he cannot see. He usually does not need to make Perception checks to notice and pinpoint the location of creatures within range of his blindsense ability, provided that he has line of effect (see page 215) to that creature.

Any opponent the dragon disciple cannot see still has total concealment against him, and the dragon disciple still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. At 10th level, the range of this ability increases to 60 feet.

**Dragon Form (Sp):** At 7th level, a dragon disciple can assume the form of a dragon. This ability works like *form of the dragon I*. At 10th level, this ability functions as *form of the dragon II* and the dragon disciple can use this ability twice per day. His caster level for this effect is equal to his effective sorcerer levels for his draconic bloodline. Whenever he casts *form of the dragon*, he must assume the form of a dragon of the same type as his bloodline.

**Wings (Su):** At 9th level, a dragon disciple gains the wings bloodline power, even if his level does not yet grant that power. Once his level is high enough to grant this ability through the bloodline, the dragon disciple's speed increases to 90 feet.

## DUELIST

Duelists represent the pinnacle of elegant swordplay. They move with a grace unmatched by most foes, parrying blows and countering attacks with swift thrusts of their

blades. They may wear armor, but generally eschew such bulky protection as their grace allows them to dodge their opponents with ease. While others flounder on treacherous terrain, duelists charge nimbly across the battlefield, leaping and tumbling into the fray. They thrive in melee, where their skill with the blade allows them to make sudden attacks against clumsy foes and to cripple opponents with particularly well-placed thrusts of the blade.

The path to the duelist is natural for rogues and bards, as those classes do not rely on armor for defense, although nearly as many duelists come from the ranks of fighters and rangers. They are often found in those regions that possess elaborate rules and etiquette for battle.

**Role:** The abilities of duelists complement those rogues or bards who wish to accentuate their fighting prowess but, because of their lack of heavy armor, are afraid to leap into combat. Duelists fight in the forefront alongside fighters, barbarians, and other melee combatants, deftly avoiding the blades of their opponents while expertly targeting their vulnerabilities.

**Alignment:** Duelists can be of any alignment, although since most hail from backgrounds as rogues or bards, they tend to eschew lawful behavior. Lawful duelists are not unheard of, however, and such duelists often adhere to a strict code of honor, refusing to attack unarmed or obviously inferior opponents.

**Hit Die:** d10.

## Requirements

To qualify to become a duelist, a character must fulfill all the following criteria.

**Base Attack Bonus:** +6.

**Skills:** Acrobatics 2 ranks, Perform 2 ranks. **Feats:** Dodge, Mobility, Weapon Finesse.

## Class Skills

The duelist's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Escape Artist (Dex), Perception (Wis), Perform (Cha), and Sense Motive (Wis).

**Skill Ranks Per Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the duelist prestige class.

**Weapon and Armor Proficiency:** The duelist is proficient with all simple and martial weapons. Duelists are proficient with light armor but not with shields.

**Canny Defense (Ex):** When wearing light or no armor and not using a shield, a duelist adds 1 point of Intelligence bonus (if any) per duelist class level as a dodge bonus to her Armor Class while wielding a melee weapon. If a duelist is caught flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus.

TABLE II-5: DUELIST

Level	Base				Special
	Bonus	Attack	Fort	Ref	
1st	+1	+0	+1	+0	Canny defense, precise strike
2nd	+2	+1	+1	+1	Improved reaction +2, parry
3rd	+3	+1	+2	+1	Enhanced mobility
4th	+4	+1	+2	+1	Combat Reflexes, grace
5th	+5	+2	+3	+2	Riposte
6th	+6	+2	+3	+2	Acrobatic charge
7th	+7	+2	+4	+2	Elaborate defense
8th	+8	+3	+4	+3	Improved reaction +4
9th	+9	+3	+5	+3	Deflect Arrows, no retreat
10th	+10	+3	+5	+3	Crippling critical

**Precise Strike (Ex):** A duelist gains the ability to strike precisely with a light or one-handed piercing weapon, adding her duelist level to her damage roll.

When making a precise strike, a duelist cannot attack with a weapon in her other hand or use a shield. A duelist's precise strike only works against living creatures with discernible anatomies. Any creature that is immune to critical hits is also immune to a precise strike, and any item or ability that protects a creature from critical hits also protects a creature from a precise strike.

**Improved Reaction (Ex):** At 2nd level, a duelist gains a +2 bonus on initiative checks. At 8th level, the bonus increases to +4. This bonus stacks with the benefit provided by the Improved Initiative feat.

**Parry (Ex):** At 2nd level, a duelist learns to parry the attacks of other creatures, causing them to miss. Whenever the duelist takes a full attack action with a light or one-handed piercing weapon, she can elect not to take one of her attacks. At any time before her next turn, she can attempt to parry an attack against her or an adjacent ally as an immediate action. To parry the attack, the duelist makes an attack roll, using the same bonuses as the attack she chose to forego during her previous action. If her attack roll is greater than the roll of the attacking creature, the attack automatically misses. For each size category that the attacking creature is larger than the duelist, the duelist takes a -4 penalty on her attack roll. The duelist also takes a -4 penalty when attempting to parry an attack made against an adjacent ally. The duelist must declare the use of this ability after the attack is announced, but before the roll is made.

**Enhanced Mobility (Ex):** Starting at 3rd level, when wearing light or no armor and not using a shield, a duelist gains an additional +4 bonus to AC against attacks of opportunity caused when she moves out of a threatened square.

**Combat Reflexes:** At 4th level, a duelist gains the benefit of the Combat Reflexes feat when using a light or one-handed piercing weapon.

**Grace (Ex):** At 4th level, a duelist gains an additional +2 competence bonus on all Reflex saving throws. This ability functions for a duelist only when she is wearing light or no armor and not using a shield.

**Riposte (Ex):** Starting at 5th level, a duelist can make an attack of opportunity against any creature whose attack she successfully parries, so long as the creature she is attacking is within reach.

**Acrobatic Charge (Ex):** At 6th level, a duelist gains the ability to charge in situations where others cannot. She may



charge over difficult terrain that normally slows movement. Depending on the circumstance, she may still need to make appropriate checks to successfully move over the terrain.

**Elaborate Defense (Ex):** At 7th level and higher, if a duelist chooses to fight defensively or use total defense in melee combat, she gains an additional +1 dodge bonus to AC for every 3 levels of duelist she has attained.

**Deflect Arrows:** At 9th level, a duelist gains the benefit of the Deflect Arrows feat when using a light or one-handed piercing weapon. The duelist does not need a free hand to use this feat.

**No Retreat (Ex):** At 9th level, enemies adjacent to the duelist that take a withdraw action provoke an attack of opportunity from the duelist.

**Crippling Critical (Ex):** When you confirm a critical hit using a light or one-handed piercing weapon, you can apply one of the following penalties in addition to the damage dealt: reduce all of the target's speeds by 10 feet (minimum 5 feet), 1d4 points of Strength or Dexterity damage, -4 penalty on all saving throws, -4 penalty to Armor Class, or 2d6 points of bleed damage. These penalties last for 1 minute, except for ability damage, which must be healed normally, and bleed damage, which continues until the target receives magic healing or a DC 15 Heal skill check.

## ELDRITCH KNIGHT

Fearsome warriors and spellcasters, eldritch knights are rare among magic-users in their ability to wade into battle alongside fighters, barbarians, and other martial classes. Those who must face eldritch knights in combat fear them greatly, for their versatility on the battlefield is tremendous; against heavily armed and armored opponents they may level crippling spells, while opposing spellcasters meet their ends on an eldritch knight's blade.

Because the road to becoming an eldritch knight requires both martial prowess and arcane power, eldritch knights almost always begin their paths as multiclassed

characters, such as fighter/wizards or ranger/sorcerers. They may be found wherever studies of the arcane are as prevalent as martial training.

**Role:** Eldritch knights blend the abilities of fighting classes and spellcasters, hurling magic at the enemy one moment and hewing down their opponents with steel the next. They are just as comfortable fighting in the thick of combat as they are casting spells at foes while remaining safely behind their compatriots. Their versatility makes them valuable allies when the nature of an upcoming battle is unclear.

**Alignment:** The road to becoming an eldritch knight is as varied as the paths leading to apprenticeship under a wizard or a career as a soldier, and eldritch knights can therefore be of any alignment. Maintaining a balance between studies of arcane lore and martial techniques requires great discipline, however, and for that reason many favor lawful alignments.

**Hit Die:** d10.

### Requirements

To qualify to become an eldritch knight, a character must fulfill all the following criteria.

**Weapon Proficiency:** Must be proficient with all martial weapons.

**Spells:** Able to cast 3rd-level arcane spells.

### Class Skills

The eldritch knight's class skills (and the key ability for each skill) are Climb (Str), Knowledge (arcana) (Int), Knowledge (nobility) (Int), Linguistics (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

**Skill Ranks Per Level:** 2 + Int modifier.

### Class Features

All of the following are features of the eldritch knight prestige class.

TABLE II-6: ELDRITCH KNIGHT

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+1	+1	+0	+0	Bonus combat feat, diverse training	—
2nd	+2	+1	+1	+1	—	+1 level of existing arcane spellcasting class
3rd	+3	+2	+1	+1	—	+1 level of existing arcane spellcasting class
4th	+4	+2	+1	+1	—	+1 level of existing arcane spellcasting class
5th	+5	+3	+2	+2	Bonus combat feat	+1 level of existing arcane spellcasting class
6th	+6	+3	+2	+2	—	+1 level of existing arcane spellcasting class
7th	+7	+4	+2	+2	—	+1 level of existing arcane spellcasting class
8th	+8	+4	+3	+3	—	+1 level of existing arcane spellcasting class
9th	+9	+5	+3	+3	Bonus combat feat	+1 level of existing arcane spellcasting class
10th	+10	+5	+3	+3	Spell critical	+1 level of existing arcane spellcasting class

**Weapon and Armor Proficiency:**

Eldritch knights gain no proficiency with any weapon or armor.

**Bonus Feat:** At 1st level, an eldritch knight may choose a bonus combat feat. This is in addition to the feats that a character of any class normally gets from advancing levels. The character must still meet any prerequisites for these bonus feats. An eldritch knight gains an additional combat feat at 5th and 9th level.

**Diverse Training:** An eldritch knight adds his level to any levels of fighter he might have for the purpose of meeting the prerequisites for feats (if he has no fighter levels, treat his eldritch knight levels as levels of fighter). He also adds his level to any levels in an arcane spellcasting class for the purpose of meeting the prerequisites for feats.

**Spells per Day:** At the indicated levels, an eldritch knight gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming an eldritch knight, he must decide to which class he adds the new level for purposes of determining spells per day.

**Spell Critical (Su):** At 10th level, whenever an eldritch knight successfully confirms a critical hit, he can cast a spell as a swift action. The spell must include the target of the attack as one of its targets or in its area of effect. Casting this spell does not provoke an attack of opportunity. The caster must still meet all of the spell's components and must roll for arcane spell failure if necessary.

## LOREMASTER

The loremaster is a gatherer and keeper of secrets. He is often obsessed by the written word, with cryptic and arcane lore serving as his devoted mistress. Holding to the adage that knowledge is power, the loremaster often forsakes material wealth and personal glory for rare or unusual information, an endless quest that brings him ever closer to his unattainable goal: perfection through edification. Often rejecting what he views as the pointless affectations and transitory pleasures of his short-sighted neighbors, the loremaster believes that the only worthwhile goal in life is the acquisition of intellectual might. After all, wealth is spent, passions fade, and the power of the body is limited by age, while the mind's capacity to grow greater with time is infinite.



The loremaster class holds little appeal for non-spellcasters—indeed, before one can devote a life to the studies and traditions of the loremaster, a character must first master several spells of the school of divination. Most loremasters begin their paths as clerics or wizards, but any character capable of casting enough divination spells can, eventually, become a loremaster.

**Role:** Loremasters' lives are spent in study, research, and fieldwork. While the first two lend themselves to the loremaster's reputation as a bookish recluse, the latter oftentimes forces a loremaster to seek out the

aid of adventurers who, through a mutually beneficial arrangement, might provide a degree of protection to the scholar while he seeks whatever knowledge he is after. For his part, the loremaster provides a wealth of information and arcane firepower to a party. Some loremasters actively deride those of their kind who fear to leave the safety of the temple or library, pointing out that only old lore can be discovered in books—new lore must be sought out in the world. These more active loremasters might join up with an adventuring party for the benefit of the journey, content with whatever knowledge might be picked up along the way.

**Alignment:** Most loremasters cannot be bothered with distracting and pointless philosophies such as ethics, and so tend to be neutral, neutral good, or neutral evil.

**Hit Die:** d6.

### Requirements

To qualify to become a loremaster, a character must fulfill all the following criteria.

**Skills:** Knowledge (any two) 7 ranks in each.

**Feats:** Any three metamagic or item creation feats, plus Skill Focus (Knowledge [any individual Knowledge skill]).

**Spells:** Able to cast seven different divination spells, one of which must be 3rd level or higher.

### Class Skills

The loremaster's class skills (and the key ability for each skill) are Appraise (Int), Diplomacy (Cha), Handle Animals (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Linguistics (Int), Perform (Cha), Spellcraft (Int), and Use Magic Device (Cha).

**Skill Ranks Per Level:** 4 + Int modifier.

### Class Features

All of the following are Class Features of the loremaster prestige class.

**Weapon and Armor Proficiency:** Loremasters gain no proficiency with any weapon or armor.

**Spells per Day/Spells Known:** When a new loremaster level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a loremaster, he must decide to which class he adds the new level for purposes of determining spells per day.

**Secret:** At 1st level and every two levels higher than 1st (3rd, 5th, 7th, and 9th), the loremaster chooses one secret from the Loremaster Secrets table. His level plus Intelligence modifier determines which secrets he can choose. He can't choose the same secret twice.

**Lore:** At 2nd level, a loremaster adds half his level to all Knowledge skill checks and may make such checks untrained. The bonuses gained from this ability stack with those gained from Bardic Knowledge.

**Bonus Languages:** A loremaster can learn any new language at 4th and 8th level.

**Greater Lore (Ex):** At 6th level, a loremaster gains the ability to understand magic items. Whenever a loremaster examines a magic item to determine its properties, he gains a +10 circumstance bonus on his Spellcraft skill check.

**True Lore (Ex):** At 10th level, a loremaster's knowledge becomes vast indeed. Once per day a loremaster can use his knowledge to gain the effect of a *legend lore* spell or an *analyze dweomer* spell. If used to create a *legend lore* effect, this ability has a casting time of 1 minute, regardless of how much information is already known about the subject in question.



TABLE II-7: LOREMASTER

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+1	Secret	+1 level of existing class
2nd	+1	+1	+1	+1	Lore	+1 level of existing class
3rd	+1	+1	+1	+2	Secret	+1 level of existing class
4th	+2	+1	+1	+2	Bonus language	+1 level of existing class
5th	+2	+2	+2	+3	Secret	+1 level of existing class
6th	+3	+2	+2	+3	Greater lore	+1 level of existing class
7th	+3	+2	+2	+4	Secret	+1 level of existing class
8th	+4	+3	+3	+4	Bonus language	+1 level of existing class
9th	+4	+3	+3	+5	Secret	+1 level of existing class
10th	+5	+3	+3	+5	True lore	+1 level of existing class

### LOREMASTER SECRETS

Level + Int Modifier	Secret Effect
1 Instant mastery	4 ranks of a skill in which the character has no ranks
2 Secret health	Toughness bonus feat
3 Secrets of inner strength	+2 bonus on Will saves
4 The lore of true stamina	+2 bonus on Fortitude saves
5 Secret knowledge of avoidance	+2 bonus on Reflex saves
6 Weapon trick	+1 bonus on attack rolls
7 Dodge trick	+1 dodge bonus to AC
8 Applicable knowledge	Any one feat
9 Newfound arcana	1 bonus 1st-level spell*
10 More newfound arcana	1 bonus 2nd-level spell*

\* As if gained through having a high ability score.

### MYSTIC THEURGE

Mystic theurges place no boundaries on their magical abilities and find no irreconcilable paradox in devotion to the arcane as well as the divine. They seek magic in all of its forms, finding no reason or logic in denying themselves instruction by limiting their knowledge to one stifling paradigm, though many are simply hungry for limitless power. No matter what their motivations, mystic theurges believe that perception is reality, and through the divine forces and astral energies of the multiverse, that perception can be used to manipulate and control not only the nature of this reality, but destiny itself.

Mystic theurges are drawn from multiclass spellcasters who can already cast both arcane and divine spells, and the powers that they gain increase their mastery over both.

**Role:** The mystic theurge is a powerful component for any party, supplying magic for attack, defense, and healing. Mystic theurges travel the world in search of arcane and

holy artifacts, magical lore, or divine revelations, and most have no qualms about teaming up with groups of adventurers so long as that group's goals do not directly conflict with their own.

**Alignment:** The motivations of a mystic theurge rarely stem from a sense of altruism or philanthropy, so most tend to be neutral, neutral good, or neutral evil. Lawful mystic theurges, whether good, neutral, or evil, are rarer, and often use their powers for either the benefit—or control—of society. Chaotic mystic theurges are rarer still, as the calling generally requires great personal discipline.

**Hit Die:** d6.

### Requirements

To qualify to become a mystic theurge, a character must fulfill all the following criteria.

**Skills:** Knowledge (arcana) 3 ranks, Knowledge (religion) 3 ranks.

**Spells:** Able to cast 2nd-level divine spells and 2nd-level arcane spells.

### Class Skills

The mystic theurge's class skills (and the key ability for each skill) are Knowledge (arcana) (Int), Knowledge (religion) (Int), Sense Motive (Wis), and Spellcraft (Int).

**Skill Ranks Per Level:** 2 + Int modifier.

### Class Features

All of the following are features of the mystic theurge prestige class.

**Weapon and Armor Proficiency:** Mystic theurges gain no proficiency with any weapon or armor.

**Spells per Day:** When a new mystic theurge level is gained, the character gains new spells per day as if he had also gained a level in any one arcane spellcasting class he belonged to before he added the prestige class



and any one divine spellcasting class he belonged to previously. He does not, however, gain other benefits a character of that class would have gained. This essentially means that he adds the level of mystic theurge to the level of whatever other arcane spellcasting class and divine spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. If a character had more than one arcane spellcasting class or more than one divine spellcasting class before he became a mystic theurge, he must decide to which class he adds each level of mystic theurge for the purpose of determining spells per day.

**Combined Spells (Su):** A mystic theurge can prepare and cast spells from one of his spellcasting classes using the available slots from any of his other spellcasting classes. Spells prepared or cast in this way take up a slot one level higher than they originally occupied. This ability cannot be used to cast a spell at a lower level if that spell exists on both spell lists. At 1st level, a mystic theurge can prepare 1st-level spells from one of his spellcasting classes using the 2nd-level slots of the other spellcasting class. Every two levels thereafter, the level of spells that can be cast in this way increases by one, to a maximum of 5th-level spells at 9th level (these spells would take up 6th-level spell slots). The components of these spells do not change, but they otherwise follow the rules for the spellcasting class used to cast the spell.

Spontaneous spellcasters can only select spells that they have prepared that day using non-spontaneous classes for this ability, even if the spells have already been cast. For example, a cleric/sorcerer/mystic theurge can use this ability to spontaneously cast a *bless* spell using a 2nd-level sorcerer spell slot, if the character had a prepared *bless* spell using a 1st-level cleric spell slot, even if that spell had already been cast that day.

**Spell Synthesis (Su):** At 10th level, a mystic theurge can cast two spells, one from each of his spellcasting classes, using one action. Both of the spells must have the same casting time. The mystic theurge can make any decisions concerning the spells independently. Any target affected by both of the spells takes a -2 penalty on saves made against each spell. The mystic theurge receives a +2 bonus on caster level checks made to overcome spell resistance with these two spells. A mystic theurge may use this ability once per day.

## **PATHFINDER CHRONICLER**

Brave explorers and scavengers of lost or forgotten knowledge, Pathfinder chroniclers are quintessential adventurers, exploring the world for esoteric truths, magical and mundane relics and artifacts, and new and mysterious vistas, be they wonderful or terrible. For some, this journey is purely about the wealth, for others the glory of discovery, and still more are stirred by the irresistible drive to uncover the bones of the ages and legends of forgotten epochs in an effort to chronicle the deeds of yesterday, today, and tomorrow.

The Pathfinder chronicler class attracts any who see the world as a great mystery to be unraveled, and thus has a diverse and varied following, from fighters and bards to wizards and clerics, and everything in between. However, due to their role as historians and preservers of posterity,



**TABLE II-8: MYSTIC THEURGE**

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+1	Combined spells (1st)	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
2nd	+1	+1	+1	+1		+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
3rd	+1	+1	+1	+2	Combined spells (2nd)	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
4th	+2	+1	+1	+2		+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
5th	+2	+2	+2	+3	Combined spells (3rd)	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
6th	+3	+2	+2	+3		+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
7th	+3	+2	+2	+4	Combined spells (4th)	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
8th	+4	+3	+3	+4		+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
9th	+4	+3	+3	+5	Combined spells (5th)	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class
10th	+5	+3	+3	+5	Spell synthesis	+1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class

hopefuls must be literate and scholarly—for Pathfinder chroniclers are more than mere treasure hunters.

**Role:** The Pathfinder chronicler’s missions often thrust her into the role of party leader, and adventures typically result from, and revolve around, his endless quests.

**Alignment:** A Pathfinder chronicler’s alignment largely determines her motivations. Good characters tend to view their missions as noble ventures, neutral characters seek to preserve knowledge for knowledge’s sake, and evil characters are driven by an urge to accumulate wealth and add to their own glory.

**Hit Dice:** d8.

### Requirements

To qualify to become a Pathfinder chronicler, a character must fulfill all the following criteria.

**Skills:** Linguistics 3 ranks, Perform (oratory) 5 ranks, Profession (scribe) 5 ranks.

**Special:** Must have authored or scribed something (other than a magical scroll or other device) for which another person (not a PC) paid at least 50 gp.

### Class Skills

The Pathfinder chronicler’s class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Ride

(Dex), Sense Motive (Wis), Sleight of Hand (Dex), Survival (Wis), and Use Magic Device (Cha).

**Skill Ranks Per Level:** 8 + Int modifier.

### Class Features

The following are class features of the Pathfinder chronicler prestige class.

**Weapon and Armor Proficiency:** Pathfinder chroniclers gain no proficiency with any weapon or armor.

**Bardic Knowledge (Ex):** This ability is identical to the bard class feature of the same name, and levels in this class stack with levels in any other class that grants a similar ability.

**Deep Pockets (Ex):** A Pathfinder chronicler collects items as well as lore, picking up small amounts of this or that throughout her travels. As a result, she may carry unspecified equipment worth up to 100 gp per class level. This can be any kind of gear that can reasonably fit into a backpack, including potions and scrolls (but not any other sort of magic item). As a full-round action, the chronicler may dig through her pockets to retrieve an item she specifies at that time, deducting its value from the allocated amount of cost. This item cannot weigh more than 10 pounds. When the total remaining cost reaches 0, the chronicler can retrieve no more items until she refills her deep pockets by spending a few hours and an amount of gold to bring her total up to 100 gp per class level.

In addition, if she takes 1 hour to pack her gear each day, she gains a +4 bonus to Strength to determine her

light encumbrance. This does not affect her maximum carrying capacity. The efficient distribution of weight simply encumbers her less than the same amount of weight normally should. Finally, the Pathfinder chronicler gains a +4 bonus on Sleight of Hand checks made to conceal small objects on her person.

**Master Scribe (Ex):** A Pathfinder chronicler adds her class level as a bonus on all Linguistics and Profession (scribe) checks, as well as Use Magic Device checks involving scrolls or other written magical items. A Pathfinder chronicler can make Linguistics checks to decipher text as a full-round action and can always take 10 on Linguistics and Profession (scribe) checks, even if distracted or endangered.

**Live to Tell the Tale (Ex):** At 2nd level, once per day per two class levels, a Pathfinder chronicler can attempt a new saving throw against any ongoing condition against which she failed a saving throw in a previous round, even if the effect is normally

permanent. This ability has no effect on conditions that do not allow saving throws or against instantaneous effects.

**Pathfinding (Ex):** Beginning at 2nd level, a Pathfinder chronicler develops an excellent sense of direction and skill at leading others through difficult terrain or by following ancient maps. A Pathfinder chronicler gains a +5 bonus on Survival checks made to avoid becoming lost and to Intelligence checks to escape a *maze* spell. In addition, she always uses the “road or trail” overland movement modifier even when in trackless terrain, whether on foot or mounted. With a DC 15 Survival check, the Pathfinder chronicler can extend this benefit to one companion per class level.

**Bardic Performance (Su):** At 3rd level, a Pathfinder chronicler gains this ability, which functions like the bard class feature of the same name, except that the chronicler’s effective bard level is 2 lower than her class level. Levels in this class stack with levels in any other class that grants a similar ability to determine her effective bard level.

**Improved Aid (Ex):** Starting at 3rd level, a Pathfinder chronicler using the aid another action grants a +4 bonus, rather than the normal +2.

**Epic Tales (Su):** A 4th-level Pathfinder chronicler can inscribe a tale so evocative and so moving that it conveys the effects of bardic performance through the written word. To create an epic tale requires the Pathfinder chronicler to expend a number of rounds of her bardic performance ability equal to twice the duration of the epic tale (maximum duration of 10 rounds), and any relevant Perform skill check is made with Profession (scribe) instead. An epic tale affects only the reader, but it grants all the benefits that would normally apply for hearing a performance. A Pathfinder chronicler may apply the effects of any feats that affect bardic performance to her epic tales. An epic tale retains its supernatural potency for 1 day per class level. It requires 1 hour to inscribe, a full-round action to activate, and a duration equal to 1/2 the number of bardic performance rounds expended during its creation. Once activated, an epic tale’s magic is consumed.

**Whispering Campaign (Ex):** Pathfinder chroniclers influence the world through their control of information and ability to shape public perception. At 5th level, as a special use of bardic performance, the Pathfinder chronicler can create the effect of a *doom* spell as cast by a sorcerer of her class level by denouncing a creature in person. This is a language-dependent effect.

Alternatively, the chronicler can denounce a particular target (an individual or a definable group of creatures) to others. This form of bardic music creates the effect of the *enthrall* spell, but at the end of the performance all creatures who failed to save shift their attitude toward the target of the oration by one step (in the direction of the Pathfinder chronicler’s choice) for 1 day per class level.



**TABLE II-9: PATHFINDER CHRONICLER**

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+1	+1	Bardic knowledge, deep pockets, master scribe
2nd	+1	+1	+1	+1	Live to tell the tale, pathfinding
3rd	+2	+1	+2	+2	Bardic performance, improved aid
4th	+3	+1	+2	+2	Epic tales
5th	+3	+2	+3	+3	Whispering campaign
6th	+4	+2	+3	+3	Inspired action (move)
7th	+5	+2	+4	+4	Call down the legends
8th	+6	+3	+4	+4	Greater epic tales
9th	+6	+3	+5	+5	Inspired action (standard)
10th	+7	+3	+5	+5	Lay of the exalted dead

**Inspire Action (Su):** As a special use of bardic performance, a 6th-level Pathfinder chronicler can exhort any one ally within hearing to a sudden surge of action, allowing her ally to immediately take an extra move action. This does not count against the ally's number of actions on his own turn.

At 9th level, she can enable an ally to immediately take a standard action instead.

**Call Down the Legends (Su):** At 7th level, once per week as a full-round action, a Pathfinder chronicler can summon 2d4 4th-level human barbarians, as if she used a bronze *horn of Valhalla*; these summoned barbarians serve her with complete loyalty. The barbarians are constructs, not actual people (although they seem to be). They arrive with the normal starting equipment for barbarians (see page 454) and attack anyone the chronicler designates.

**Greater Epic Tales (Su):** At 8th level, the Pathfinder chronicler's written word gains power. This ability functions like the chronicler's epic tales ability, except that if read aloud, the bardic performance takes effect as if the author had used the ability, but the effects are targeted by the reader and use the reader's Charisma score where applicable.

**Lay of the Exalted Dead (Su):** Once per week as a full-round action, a 10th-level Pathfinder chronicler can summon 1d4+1 5th-level human barbarians, as if she used an iron *horn of Valhalla*. The summoned barbarians serve her with complete and unquestioning loyalty. They are constructs, with the incorporeal subtype (they take 50% of the damage from corporeal sources, and no damage from nonmagical sources). They arrive wearing +2 *studded leather* and wielding +1 *ghost touch greataxes* (allowing them to deal full damage to corporeal creatures) and attack anyone the chronicler designates. To the chronicler and their allies, these exalted dead appear like a noble troop of spectral warriors. Her enemies, however, behold the terrible wrath of the ancient heroes and must succeed at Will saves or become shaken for 1 round per summoned barbarian (DC 15 + the Pathfinder chronicler's Charisma modifier).

## SHADOWDANCER

Civilized folk have always feared the night, barring themselves behind doors or comforting themselves with bonfires when the shadows grow long, rightfully wary of the creatures that prowl the darkness. Yet long ago, some learned that the best way to conquer an enemy is to embrace it. These were the first shadowdancers.

Shadowdancers exist in the boundary between light and darkness, where they weave together the shadows to become half-seen artists of deception. Unbound by any specified morality or traditional code, shadowdancers encompass a wide variety of adventuring types who have seen the value of the dark. Spellcasters use their abilities to safely cast spells from hiding and then move quickly away, while classes devoted to hand-to-hand combat enjoy the ability to attack foes with the element of surprise. Some even take the name of their kind quite literally, becoming eerie and mysterious performers and dancers, though more often the temptation presented by their talents with deception and infiltration causes shadowdancers to turn to lives of thievery.

**Role:** Shadowdancers adventure for a wide variety of reasons. Many adventuring parties find shadowdancers valuable members of their teams due to their incredible stealth and ability to surprise enemies with lightning-quick attacks where they're least expected. For this reason, their services are often sought out by those groups in need of scouts or spies.

**Alignment:** Because of their nature as visually duplicitous tricksters, shadowdancers do not fit comfortably into the lawful category, as many use their talents to avoid the eyes of legitimate authority. Yet though they are allies of darkness, shadowdancers are neither inherently evil nor predisposed to good. To them, the darkness is simply the darkness, without any of the usual moral connotations made by the unenlightened.

**Hit Die:** d8.

**TABLE II-10: SHADOWDANCER**

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+1	+0	Hide in plain sight
2nd	+1	+1	+1	+1	Evasion, darkvision, uncanny dodge
3rd	+2	+1	+2	+1	Rogue talent, shadow illusion, summon shadow
4th	+3	+1	+2	+1	Shadow call, shadow jump 40 ft.
5th	+3	+2	+3	+2	Defensive roll, improved uncanny dodge
6th	+4	+2	+3	+2	Rogue talent, shadow jump 80 ft.
7th	+5	+2	+4	+2	Slippery mind
8th	+6	+3	+4	+3	shadow jump 160 ft., shadow power
9th	+6	+3	+5	+3	Rogue talent
10th	+7	+3	+5	+3	Improved evasion, shadow jump 320 ft., shadow master

### Requirements

To qualify to become a shadowdancer, a character must fulfill all the following criteria.

**Skills:** Stealth 5 ranks, Perform (dance) 2 ranks.

**Feats:** Combat Reflexes, Dodge, Mobility.

### Class Skills

The shadowdancer's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Perception (Wis), Perform (Cha), Sleight of Hand (Dex), and Stealth (Dex).

**Skill Ranks Per Level:** 6 + Int modifier.

### Class Features

All of the following are features of the shadowdancer prestige class.

**Weapon and Armor Proficiency:** Shadowdancers are proficient with the club, crossbow (hand, light, or heavy), dagger (any type), dart, mace, morningstar, quarterstaff, rapier, sap, shortbow (normal and composite), and short sword. Shadowdancers are proficient with light armor but not with shields.

**Hide in Plain Sight (Su):** A shadowdancer can use the Stealth skill even while being observed. As long as she is within 10 feet of an area of dim light, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

**Evasion (Ex):** At 2nd level, a shadowdancer gains evasion. If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw. The evasion ability can only be used if the shadowdancer is wearing light armor or no armor.

**Darkvision (Ex):** At 2nd level, a shadowdancer gains darkvision out to a range of 60 feet. If she already has darkvision, the range increases by 30 feet.

**Uncanny Dodge (Ex):** At 2nd level, a shadowdancer cannot be caught flat-footed, even if the attacker is invisible. He still loses her Dexterity bonus to AC if immobilized. A shadowdancer with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a shadowdancer already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead (see page 393).

**Rogue Talent:** At 3rd level, and every three levels thereafter, a shadowdancer gains a special ability that allows her to confound her foes. This functions as the rogue talent class feature. A shadowdancer cannot select an individual talent more than once. If a shadowdancer has the advanced talents rogue class feature, she can choose from the advanced talents list instead.

**Shadow Illusion (Sp):** When a shadowdancer reaches 3rd level, she can create visual illusions. This ability functions as *silent image*, using the shadowdancer's level as the caster level. A shadowdancer can use this ability once per day for every two shadowdancer levels she has attained. The DC for this ability is Charisma-based.

**Summon Shadow (Su):** At 3rd level, a shadowdancer can summon a shadow, an undead shade. Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer, and the creature cannot create spawn. The summoned shadow receives a +4 bonus on Will saves made to halve the damage from positive channeled energy and the shadow cannot be turned or commanded. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. This shadow has a number of hit points equal to half the shadowdancer's total. The shadow uses the shadowdancer's base attack bonus and base save bonuses. Otherwise, this shadow is identical to the shadow found in the *Pathfinder RPG Bestiary*.

If a shadow companion is destroyed, or the shadowdancer chooses to dismiss it, the shadowdancer must attempt a DC

15 Fortitude save. If the saving throw fails, the shadowdancer gains one permanent negative level. A successful saving throw avoids this negative level. A destroyed or dismissed shadow companion cannot be replaced for 30 days.

**Shadow Call (Sp):** At 4th level, a shadowdancer can create creatures and effects out of raw shadow. This ability functions as *shadow conjuration*, using the shadowdancer's level as the caster level. A shadowdancer can use this ability once per day at 4th level, plus one additional time per day for every two levels attained beyond 4th (2/day at 6th level, 3/day at 8th level, and 4/day at 10th level). Upon reaching 10th level, this ability functions as *greater shadow conjuration*. The DC for this ability is Charisma-based.

**Shadow Jump (Su):** At 4th level, a shadowdancer gains the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some dim light. A shadowdancer can jump up to a total of 40 feet each day in this way; this may be a single jump of 40 feet or four jumps of 10 feet each. Every two levels higher than 4th, the distance a shadowdancer can jump each day doubles (80 feet at 6th, 160 feet at 8th, and 320 feet at 10th). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

**Defensive Roll (Ex):** Starting at 5th level, once per day, a shadowdancer can attempt to avoid a lethal blow. This functions as the rogue's advanced talent of the same name.

**Improved Uncanny Dodge (Ex):** At 5th level and higher, shadowdancer can no longer be flanked. This defense denies a rogue the ability to sneak attack the shadowdancer by flanking her, unless the attacker has at least four more rogue levels than the target has shadowdancer levels.

If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

**Slippery Mind (Ex):** At 7th level, a shadowdancer becomes resilient to enchantment spells. This functions as the rogue's advanced talent of the same name.

**Shadow Power (Sp):** At 8th level, a shadowdancer can use raw shadow to damage her foes. This ability functions as *shadow evocation*, using the shadowdancer's level as the caster level. A shadowdancer can use this ability once per day at 8th level, and one additional time per day upon reaching 10th level. The DC for this ability is Charisma-based.

**Improved Evasion (Ex):** This ability, gained at 10th level, works like evasion (see above). A shadowdancer takes no damage at all on successful saving throws against attacks that allow a Reflex saving throw for half damage. What's more, she takes only half damage even if she fails her saving throw.

**Shadow Master (Su):** At 10th level, whenever a shadowdancer is in an area of dim light, she gains DR 10/— and a +2 luck bonus on all saving throws. In addition, whenever she successfully scores a critical hit against a foe who is in an area of dim light, that foe is blinded for 1d6 rounds.

