

The Pathfinder Roleplaying game

BETA PLAYTEST EDITION PRESTIGE CLASSES

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PRESTIGE CLASSES

Prestige classes offer a new form of multiclassing. Unlike the basic 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.

Definitions of Terms

Here are definitions of some terms used in this section.

Base Class: One of the standard eleven classes.

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

Hit Die: d10.

Requirements

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

Race: Elf or half-elf.

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 Points at Each 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.

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

TABLE 12-1: ARCANE ARCHER

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

created by normal means, the archer need not spend experience points or 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 abilities as he gains additional levels. The elemental, elemental burst, and aligned abilities can be changed once per day, altering the type of ability granted. These abilities can be changed whenever the arcane archer prepares spells or spell slots each day.

At 3rd level, every nonmagical arrow fired by an arcane archer gains the flaming, frost, or shock special ability.

At 5th level, every nonmagical arrow fired by an arcane archer gains the distance special ability.

At 7th level, every nonmagical arrow fired by an arcane archer gains the flaming burst, icy burst, or shocking burst special ability. This ability replaces the ability gained at 3rd level.

At 9th level, every nonmagical arrow fired by an arcane archer gains the anarchic, axiomatic, holy, or unholy special ability. The arcane archer cannot choose an ability that is the opposite of his alignment (a Lawful Good arcane archer could not choose anarchic or unholy as his special ability).

Imbue Arrow (Sp): 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 on 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. It takes a standard action to cast the spell and fire the arrow. The

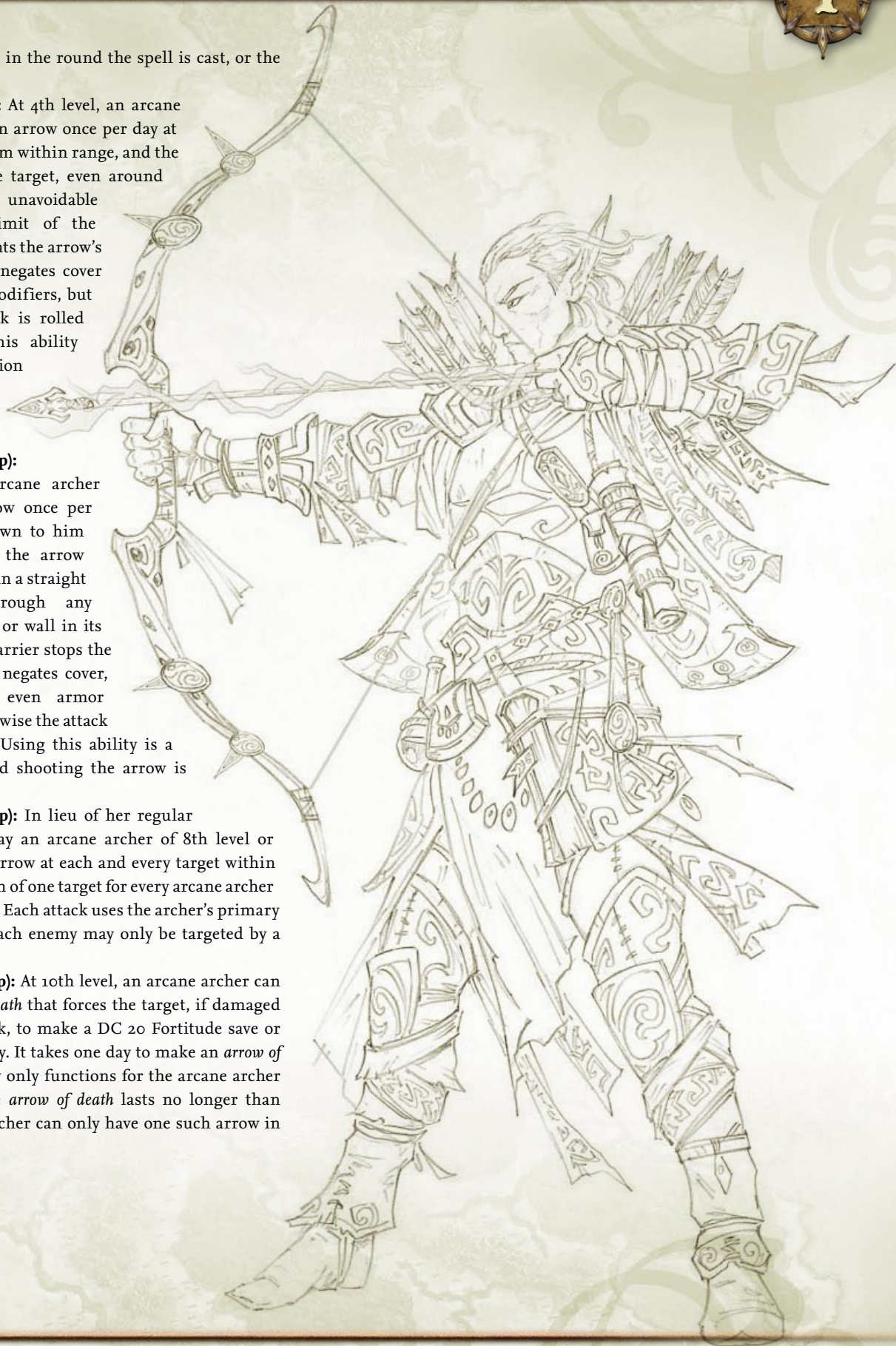
arrow must be fired in the round the spell is cast, or the spell is wasted.

Seeker Arrow (Sp): At 4th 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, 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).

Phase Arrow (Sp): 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, and even armor modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action).

Hail of Arrows (Sp): In lieu of her 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 (Sp): At 10th level, an arcane archer can create an *arrow of death* that forces the target, if damaged by the arrow's attack, to make a DC 20 Fortitude save or be slain immediately. It takes one day to make an *arrow of death*, and the arrow only functions for the arcane archer who created it. The *arrow of death* lasts no longer than one year, and the archer can only have one such arrow in existence at a time.



ARCANE TRICKSTER

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 3rd 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 Points at Each Level: 4 + Int modifier.

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 any other benefit a character of that class would have gained, except for 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: An arcane trickster can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal

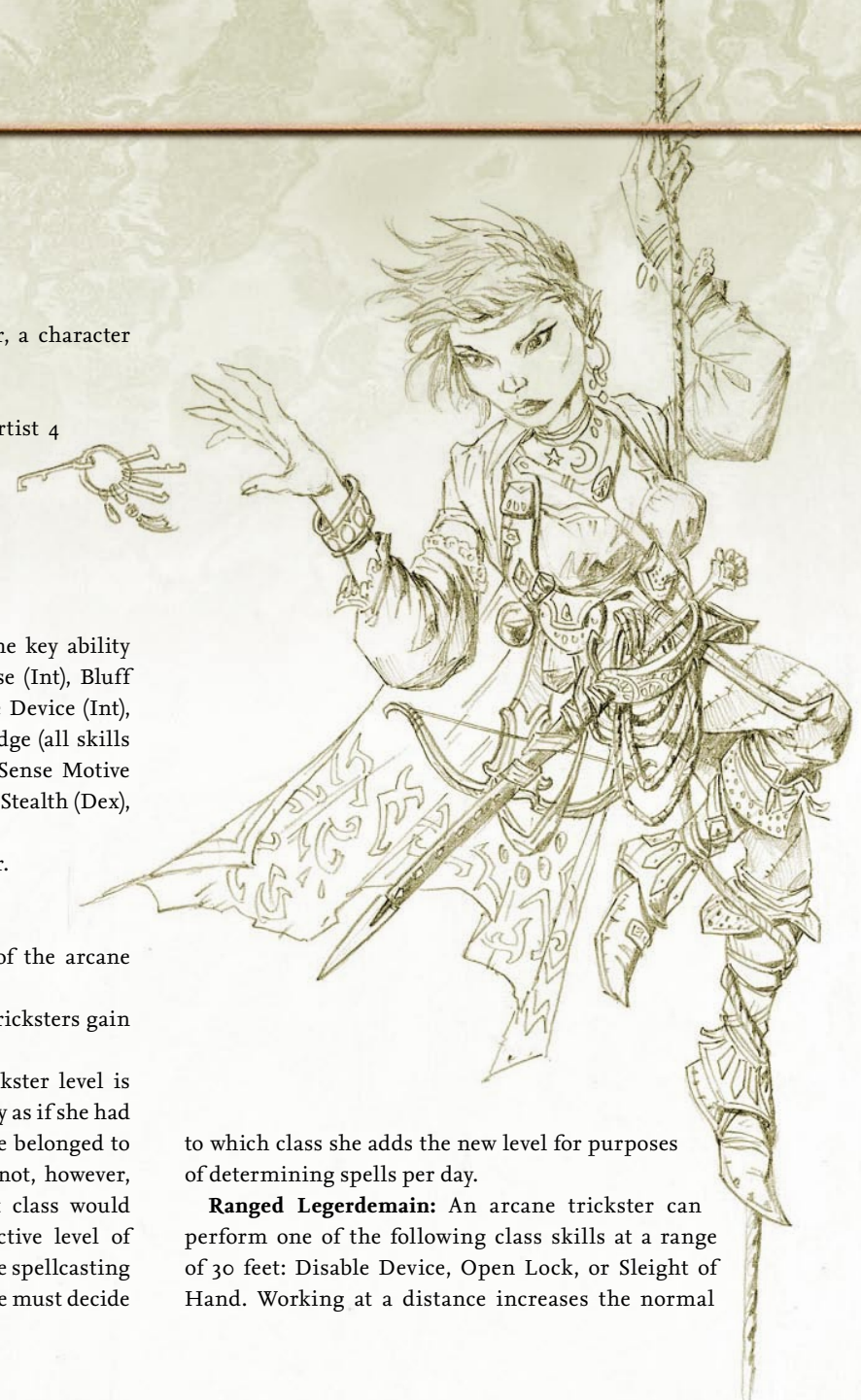


TABLE 12-2: ARCANE TRICKSTER

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+1	+1	Ranged legerdemain 1/day	+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	Ranged legerdemain 2/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	+1 level of existing class
8th	+4	+3	+4	+4	Sneak attack +4d6	+1 level of existing class
9th	+4	+3	+5	+5	Ranged legerdemain 3/day	+1 level of existing class
10th	+5	+3	+5	+5	Sneak attack +5d6, Surprise Spells	+1 level of existing class

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.

An arcane trickster can use ranged legerdemain once per day initially, twice per day upon attaining 5th level, and three times per day at 9th level or higher. 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: Beginning at 3rd level, once per day an arcane trickster can declare one melee or ranged attack he 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.

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

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 join the assassins.

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 Points at Each 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.



TABLE 12-3: ASSASSIN

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

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 assassin gets a sneak attack bonus from another source, the bonuses on damage stack.

Death Attack: 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). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an 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. 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 never risk accidentally poisoning themselves when applying poison to a blade.

Save Bonus against Poison: The assassin gains a natural saving throw bonus to all poisons gained at 2nd level that increases by +1 for every two additional levels the assassin gains.

Uncanny Dodge (Ex): Starting at 2nd level, an assassin retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class, the character automatically gains improved uncanny dodge (see below).

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 conceal weapons and to prevent others from noticing them.

Improved Uncanny Dodge (Ex): At 5th level, an assassin can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the assassin. The exception to this defense is that a rogue at least four levels higher than the assassin can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Quiet Death: At 6th level, whenever an assassin kills a creature using his death attack, he can also make an opposed Stealth check to prevent anyone in the vicinity 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. This ability cannot be used during combat.

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 some sort of shadow, 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: At 10th 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.

DRAGON DISCIPLE

Hit Die: d12.

Requirements

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

Race: Any nondragon (cannot already be a half-dragon).

Skills: Knowledge (arcana) 5 ranks.

Languages: Draconic.

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

Special: The player chooses a dragon variety when taking the first level in this prestige class.

Class Skills

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

Skill Points at Each 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 any other benefit a character of that class would have gained, except for 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 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.

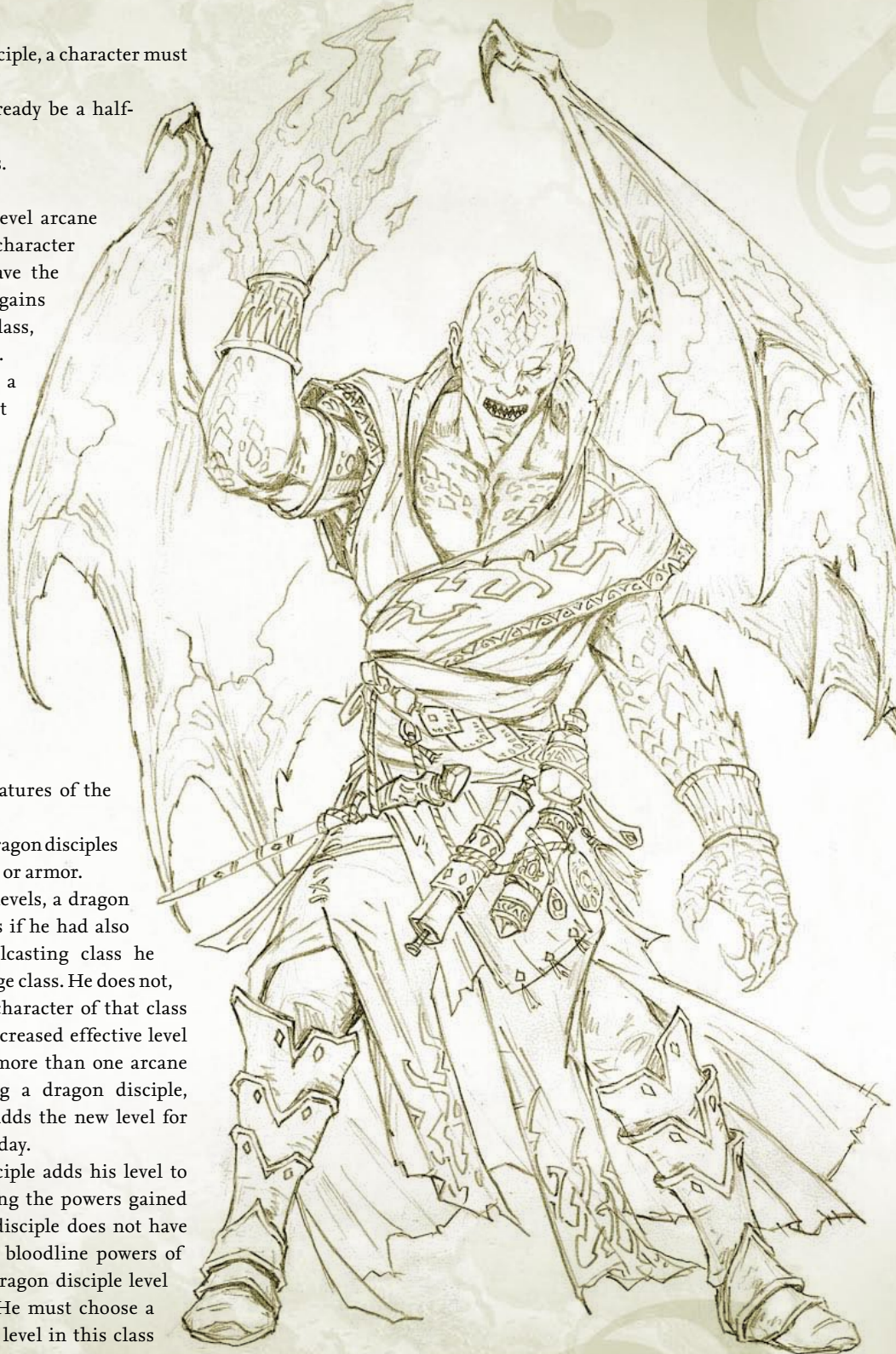


TABLE 12-4: DRAGON DISCIPLE

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)	+1 level of existing arcane spellcasting class
2nd	+1	+1	+1	+1	Ability boost (Str +2), bloodline feat	—
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 (+2)	+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	<i>Form of the dragon</i> (1/day), natural armor increase (+3)	+1 level of existing arcane spellcasting class
8th	+6	+4	+3	+4	Ability boost (Int +2), bloodline feat	—
9th	+6	+5	+3	+5	Wings	+1 level of existing arcane spellcasting class
10th	+7	+5	+3	+5	Blindsense 60 ft., <i>form of the dragon</i> (2/day)	+1 level of existing arcane spellcasting class

This ability does not grant bonus spells to a sorcerer unless he possesses spell slots of an appropriate level. Lost bonus spells are automatically granted if the sorcerer gains spell slots of the spell's level.

Natural Armor Increase (Ex): 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 12-4: Dragon Disciple (the numbers represent the total increase gained to that point). As his skin thickens, a dragon disciple takes on more and more of his progenitor's physical aspect.

Ability Boost (Ex): As a dragon disciple gains levels in this prestige class, his ability scores increase as noted on Table: The Dragon Disciple.

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.

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 noted on page 45.

Blindsense (Ex): At 5th level, the dragon disciple gains blindsense with a range of 30 feet. Using nonvisual senses the dragon disciple notices things it 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 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.

Form of the Dragon (Sp): At 7th level, a dragon disciple can assume the form of a might dragon for a limited period of time. This ability works like *form of the dragon I*. Activating this ability is a standard action. At 10th level, this ability functions as *form of the dragon II* and the dragon disciple can use this ability twice per day.

Wings (Ex): 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

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 Points at Each Level: 4 + Int modifier.

Class Features

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 to her Dexterity bonus

TABLE 12-5: DUELIST

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
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

to modify 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.

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 not vulnerable 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 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): 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): At 5th level, a duelist can make an attack of opportunity against any creature whose attack she successfully parries, so long as the creature is within reach.

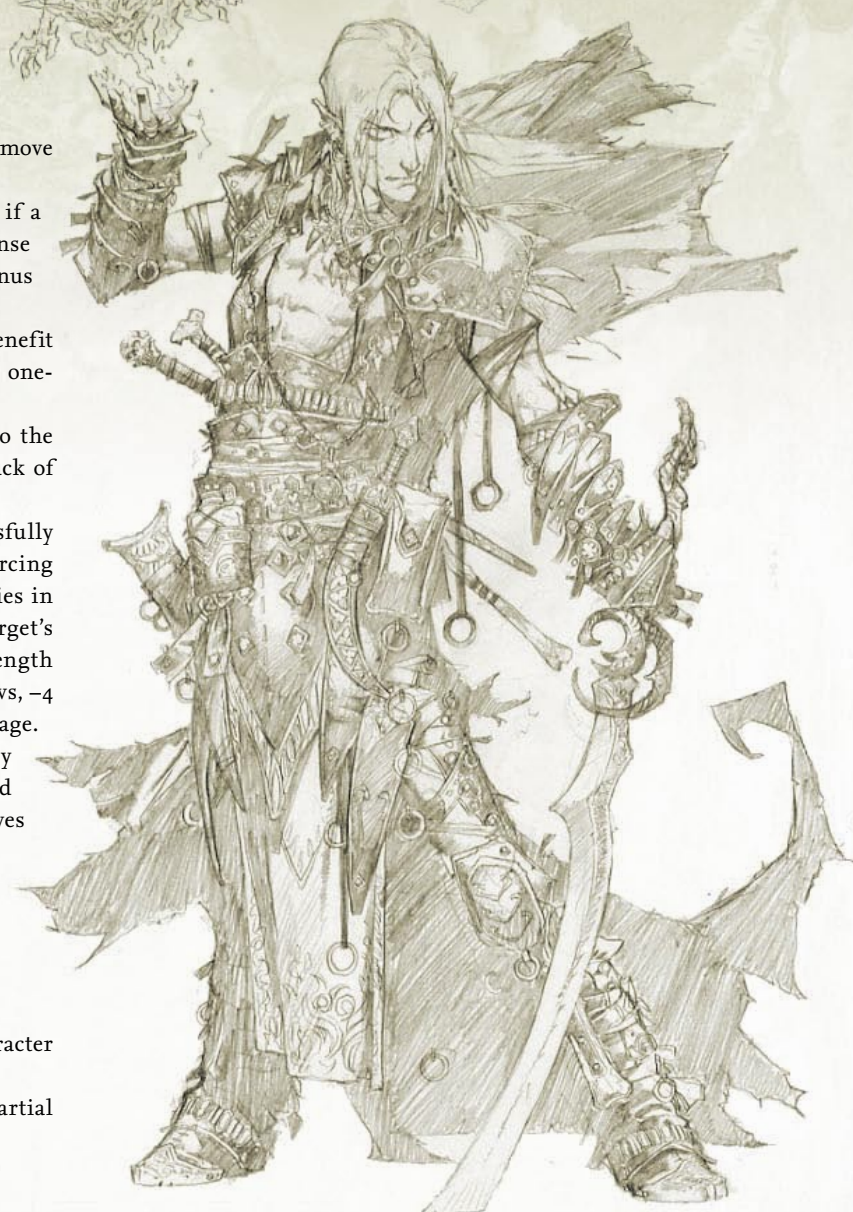
Acrobatic Charge (Ex): At 6th level, a duelist gains the ability to charge in situations where others cannot. She may charge over difficult terrain that normally slows movement. Depending on the circumstance, she may still need to make appropriate checks to successfully move over the terrain.

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 each level of duelist she has.

Deflect Arrows: At 9th level, a duelist gains the benefit of the Deflect Arrows feat when using a light or one-handed piercing weapon.

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): Whenever you successfully 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

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.

TABLE 12-6: ELDRITCH KNIGHT

Level	Base				Special	Spells Per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+1	+1	+0	+0	Bonus 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 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 feat	+1 level of existing arcane spellcasting class
10th	+10	+5	+3	+3	Spell critical	+1 level of existing arcane spellcasting class



Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are features of the eldritch knight prestige 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. 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: From 2nd level on, when a new eldritch knight level is gained, the character gains new spells per day as if she had also gained a level in whatever arcane spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of eldritch knight to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one arcane spellcasting class before she became an eldritch knight, she must decide to which class she adds each level of eldritch knight for the purpose 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

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 Points at Each 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 (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before she added

TABLE 12-7: 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	+3 hit points
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.

the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of loremaster to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

Secret: At 1st level and every two levels higher than 1st (3rd, 5th, 7th, and 9th), the loremaster chooses one secret from the table below. Her level plus Intelligence modifier determines the total number of secrets she can choose. She can't choose the same secret twice.

Lore: At 2nd level, a loremaster selects one knowledge skill. He gains 1 bonus skill point to place in that Knowledge skill and an additional skill point every time he gains a level in loremaster. In addition, a loremaster adds 1/2 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. A loremaster with the bardic knowledge ability must choose a different Knowledge skill for this ability.

Bonus Languages: A loremaster can choose 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 the Appraise skill check.

True Lore (Ex): At 10th level, once per day a loremaster can use her knowledge to gain the effect of a *legend lore* spell or an *analyze dweomer* spell.

MYSTIC THEURGE

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.

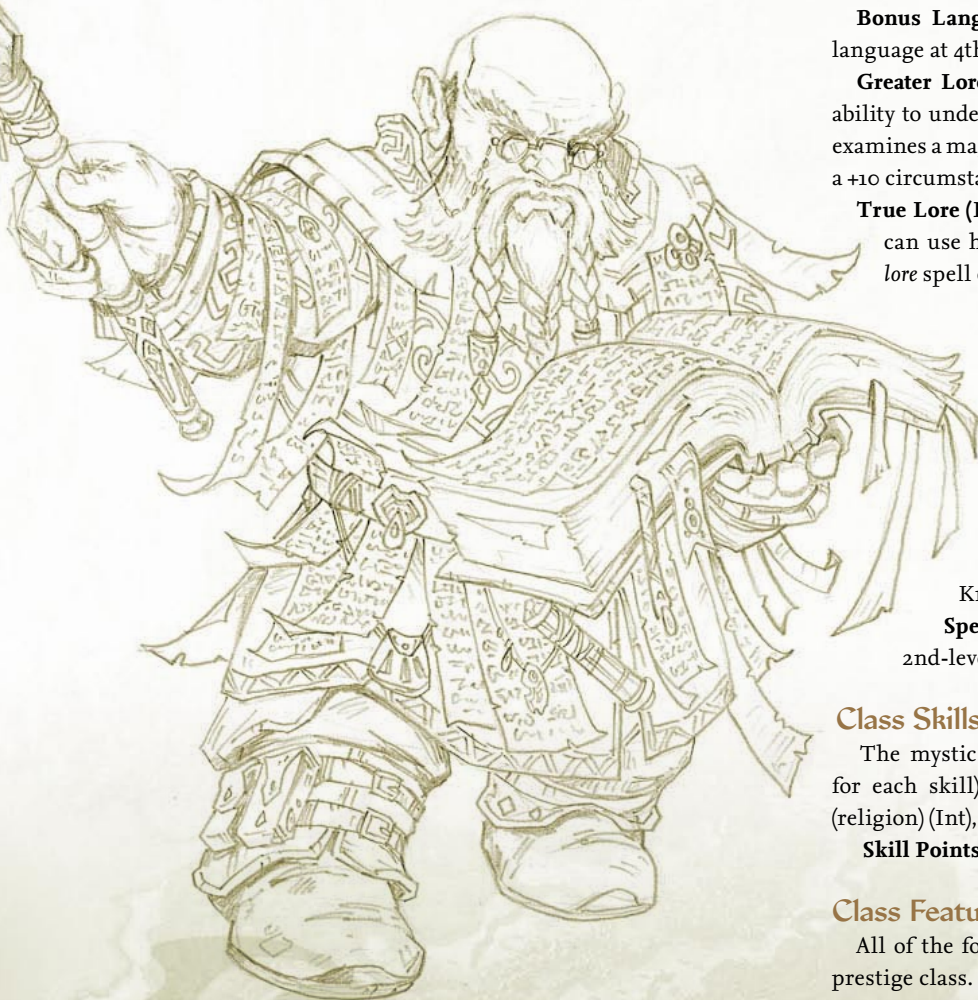
Class Skills

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 Points at Each 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 any other benefit 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 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 using the available slots from any of his available 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 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 might 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 those spells. 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.

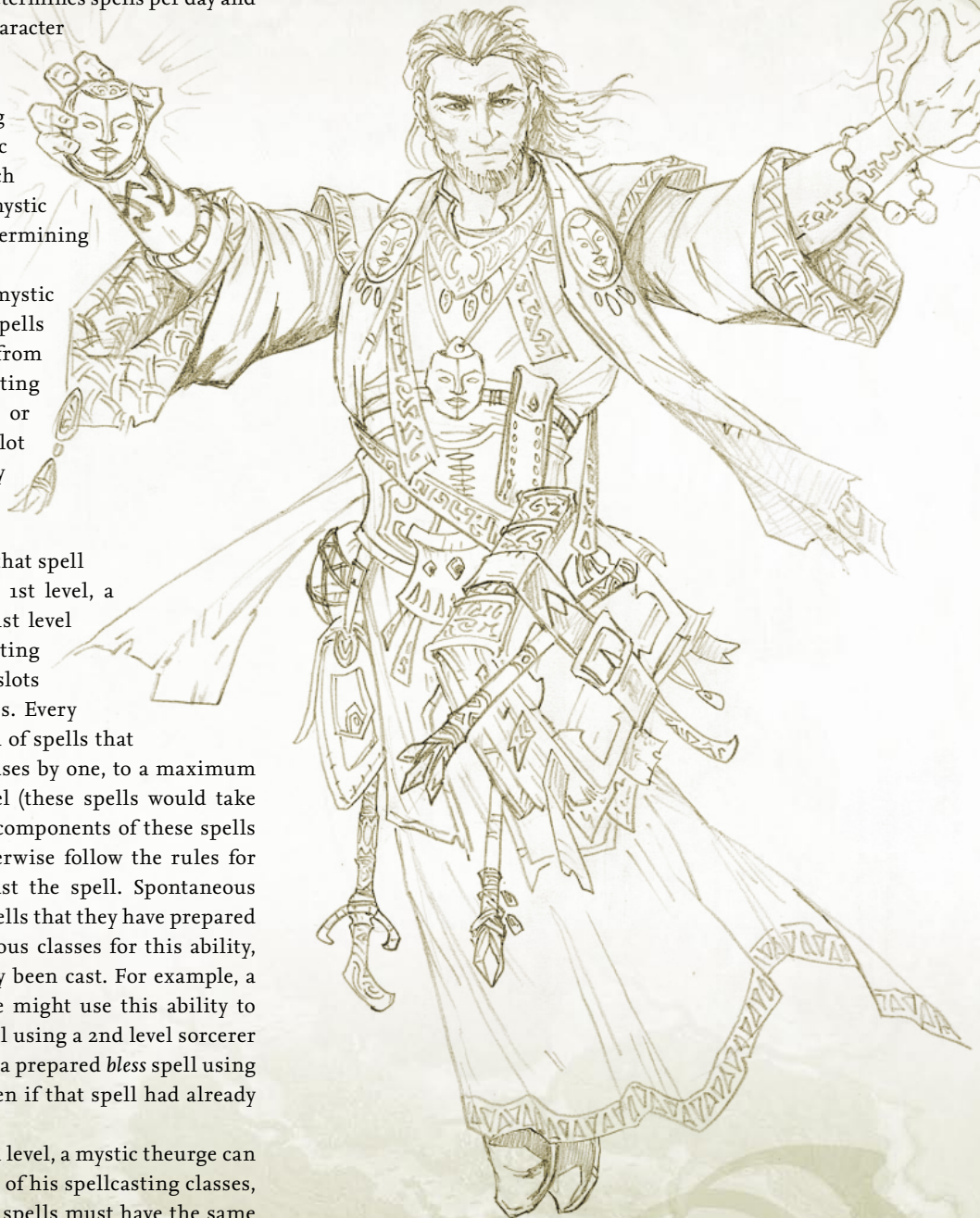


TABLE 12-8: MYSTIC THEURGE

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+1	Combined magic (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 magic (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 magic (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 magic (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 magic (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

PATHFINDER CHRONICLER

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 written and published 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 Points at Each Level: 8 + Int modifier.

Class Features

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

Bardic Knowledge (Ex): This ability is identical to the bard's class ability, 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 up to 10 pounds of unspecified equipment worth up to 100 gp per class level. This can be any kind of nonmagical gear that can reasonably fit into a backpack. At any later time, 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 and weight. When either cost or weight reaches 0, the chronicler can retrieve no more items until she refills her deep pockets by spending a few hours and 100 gp in any settlement.

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 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

TABLE 12-9: 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 music, 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

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): 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 Music (Su): This ability functions like the bard ability of the same name, except that the chronicler’s effective bard level is 2 lower than her chronicler 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): Pathfinder chroniclers frequently serve as the companions of great heroes, standing by their side and recording their deeds, but often lending a crucial helping hand. 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 music through the written word. To create an epic tale requires two daily uses of her bardic music



ability, and any relevant skill ranks or checks are made with Profession (scribe) rather than Perform (oratory). 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 music 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 has a duration of 1 minute. 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 music, 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.

Inspire Action (Su): As a special use of bardic music, a 6th-level Pathfinder chronicler can exhort any 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*, who serve her with complete loyalty. These summoned barbarians are constructs, not actual people (although they seem to be). They arrive with the normal starting equipment for barbarians (PH 26) and attack anyone the chronicler designates.

Greater Epic Tales (Su): This ability imbues even greater power in the Pathfinder chronicler's written word. This ability functions like the chronicler's epic tales ability, except that if read aloud, the bardic music 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, not actual people (although they seem to be living creatures). They arrive with the starting equipment for barbarians (PH 26) as well as +1 *ghost touch greataxes* 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

Hit Die: d8.

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), Search (Int), Sleight of Hand (Dex), and Stealth (Dex).

Skill Points at Each 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 some sort of shadow, 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 (Su): At 2nd level, a shadowdancer can see in the dark as though she were permanently under the effect of a *darkvision* spell.

Uncanny Dodge (Ex): Starting at 2nd level, a shadowdancer retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class, the character automatically gains improved uncanny dodge (see below).

Shadow Illusion (Sp): When a shadowdancer reaches 3rd level, she can create visual illusions. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

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 cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. Every third level gained by the shadowdancer adds +2 HD (and the requisite base attack and base save bonus increases) to her shadow companion.

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 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 shadow. A shadowdancer can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. Every two levels higher than 4th, the distance a shadowdancer can jump each day doubles (40 feet at 6th, 80 feet at 8th, and 160 feet at 10th). This amount can be split

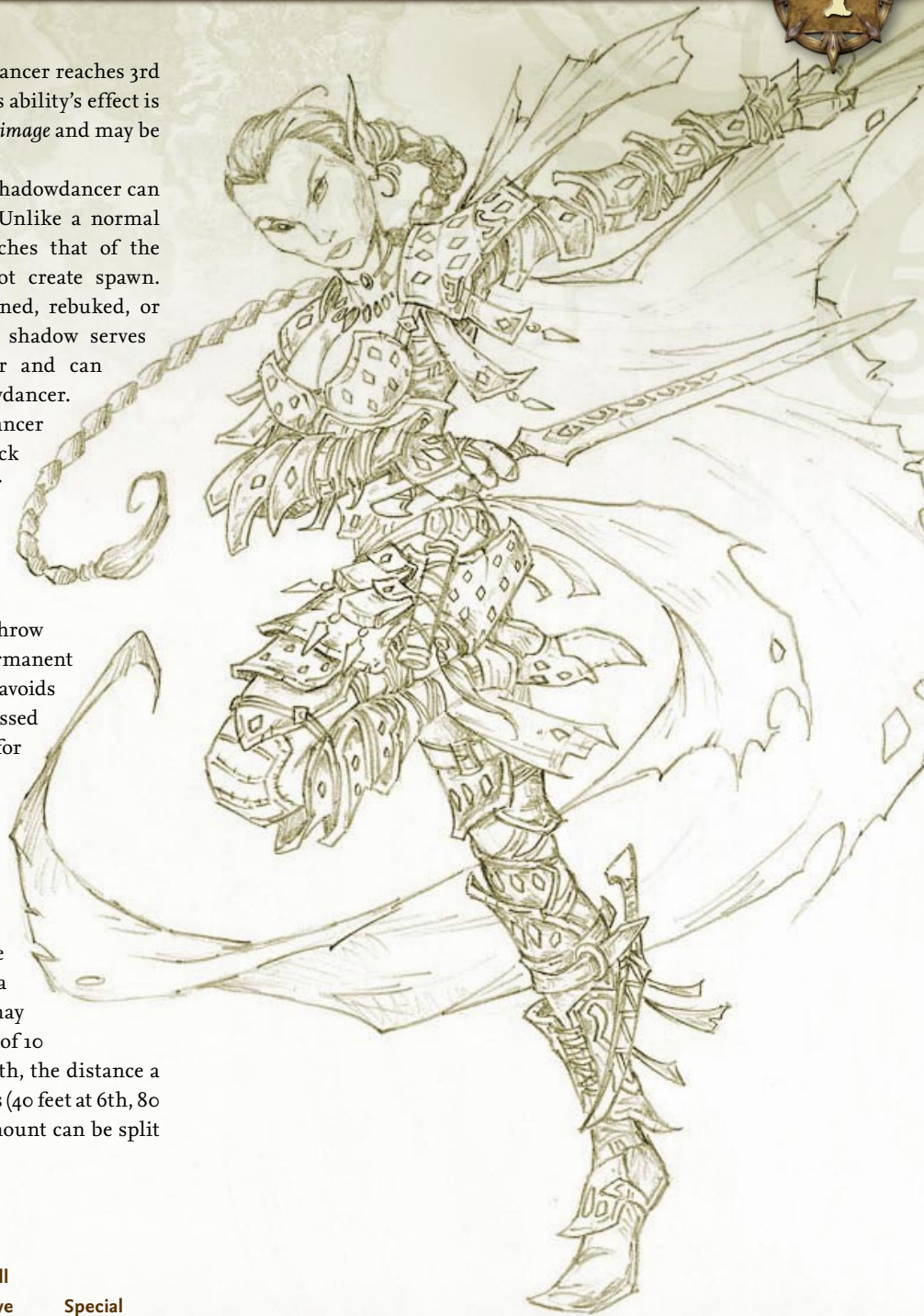


TABLE 12-10: SHADOWDANCER

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	Shadow illusion, summon shadow
4th	+3	+1	+2	+1	Shadow jump 20 ft.
5th	+3	+2	+3	+2	Defensive roll, improved uncanny dodge
6th	+4	+2	+3	+2	Shadow jump 40 ft., summon shadow
7th	+5	+2	+4	+2	Slippery mind
8th	+6	+3	+4	+3	Shadow jump 80 ft.
9th	+6	+3	+5	+3	Summon shadow
10th	+7	+3	+5	+3	Shadow jump 160 ft., improved evasion

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, when a shadowdancer would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), she can attempt to roll with the damage. She makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. She must be aware of the attack and able to react to it in order to execute her defensive roll. If she is in a situation that would deny her any Dexterity bonus to AC, she can't attempt a defensive roll.

Improved Uncanny Dodge (Ex): At 5th level, a shadowdancer can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the shadowdancer. The exception to this defense is that a rogue at least four levels higher than the shadowdancer can flank her (and thus sneak attack her).

If a character gains uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Slippery Mind (Ex): At 7th level, if a shadowdancer is affected by an enchantment and fails her saving throw, 1 round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw. If it fails as well, the spell's effects occur normally.

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.

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