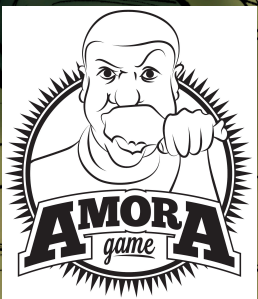
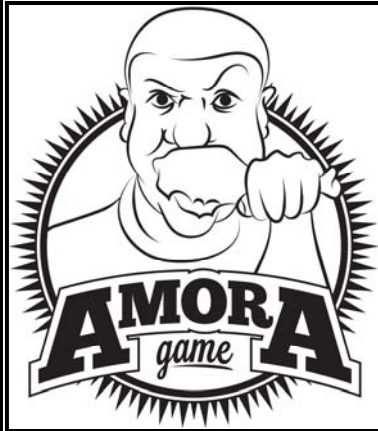


LIBER INFLUXUS COMMUNIS

THE BOOK OF COLLECTIVE INFLUENCE

SLOAN 14





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Liber Influxus Communis: the Book of Collective Influence

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Liber Influxus Communis: the Book of Collective Influence

The idea from this book started out as an open discussion group of on a few message board forums that are dedicated to 3rd party publishers of the Pathfinder Roleplaying Game System. There were several post that laid the foundation of gathering multiple classes and compiling them into one large book. One fantastic book that has all of those classes into one compilation. Questions arose as to what the qualifications would be for a class to have to make it within the book, which of these classes were fan favorites, etc. We didn't want to just make a book of reprinted classes.

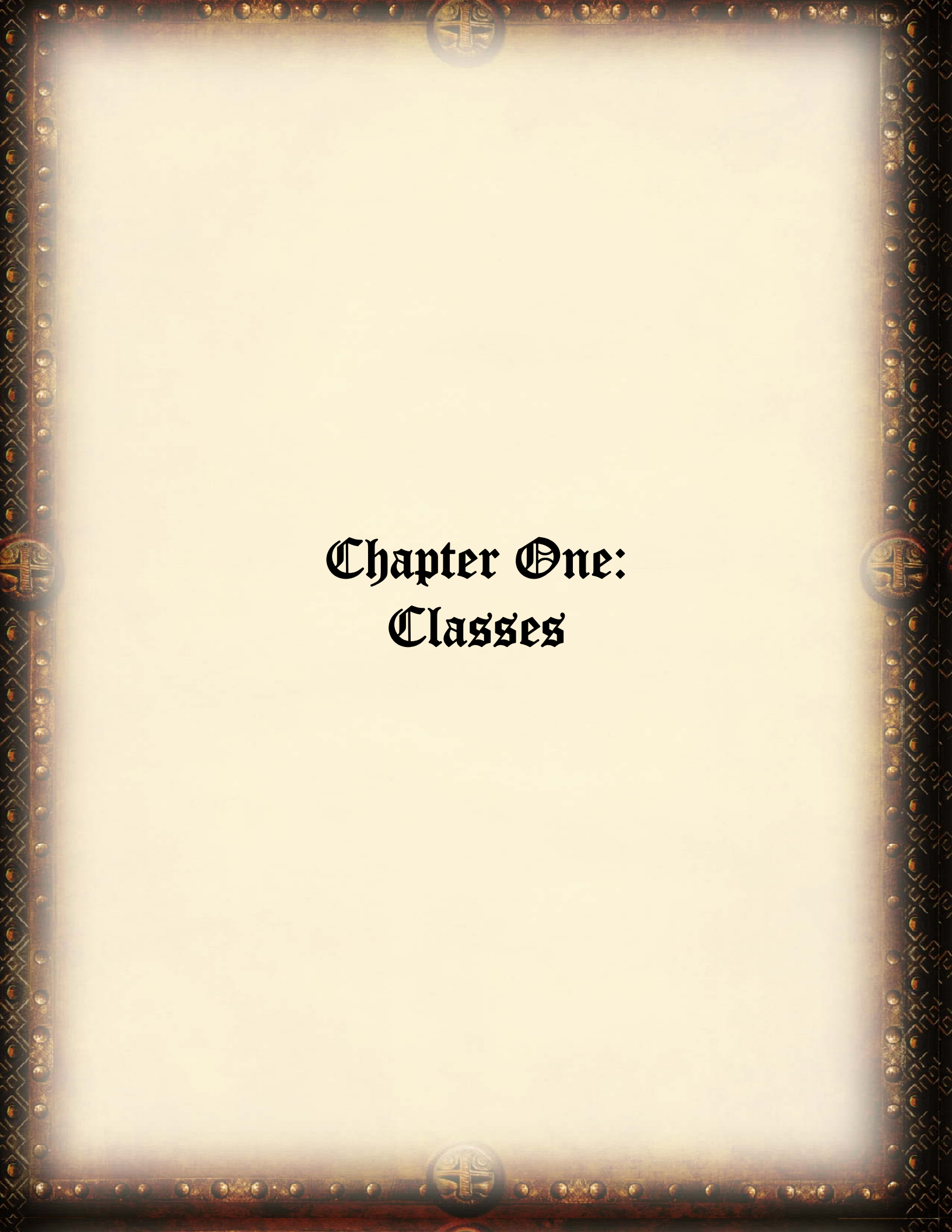
We watched these posts for several months. Then we started seeing threads of favorite designers and what mechanics were the best from the favorite classes. What type of designs should be built and who should collaborate on this project.

Then we posted inquiries to the public. You gave us your responses. We compiled the designers. We launched the Kickstarter. You backed it. Tested the material. Gave great feedback. Sat through revisions and slogged through the ether.

This book is the result of the community.

One might say this is a book influenced by a collective of fans for a system they love.

Thank You.
Enjoy.



Chapter One: Classes

Classes: Battle Lord

BATTLE LORD

"Commander, we have recovered the wounded. The medic is tending to them," said Corporal Wickheim.

Colonel Becket took a long look at the map drawn in the dirt before him, while chewing on the end of his dry flaking cigar. He was an artillery man and was left in charge of defending a strategic outpost. Some fifty feet away, he had two siege engines in functioning order and a handful of soldiers at his disposal.

Pointing at the siege engines and speaking through the side of his mouth, "Corporal, take the able enlisted and get them on those towers. I want those fully manned."

"Sir, that exposes us to enemy fire," rebutted Wickheim.

"Trust me. As long as you stay within the siege towers, every man in there will be safe. They may even act like a siege crew." Colonel loved it when a plan came together.

Some focus their training on the use of a blade, or using brutal ferocity to achieve goals, while others recognize that no matter how sharp the blade, it can never match the deadly edge of a keen mind. Battle lords are master tacticians that honed their skills in war colleges or through apprenticeships to generals in the theaters of war. They are capable of leading and instructing troops, skilled with arms, and educated in the classical arts. A battle lord is prepared to fight, but knows that wars are won through courtly intrigues, as they are on the field.

Role: The battle lord is a combat leader that uses his cunning and training to manipulate the battlefield and reinforce his allies. The battle lord is trained in extensive drills and masters potent auras to support his followers. His abilities makes their sword arm faster, arrows fly more true, and allows their mortal shells to shrug off deadly wounds.

Alignment: Any lawful; A battle lord requires strict discipline and rigid focus to master the techniques from which he draw their strength and effectiveness.

Hit Die: d10

Class Skills:

The battle lord's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Handle Animal (Cha), Knowledge (History) (Int), Knowledge (Local) (Int), Knowledge (Nobility) (Int), Perception (Wis), Perform (Cha) Profession (Wis), Ride (Dex), Sense Motive (Wis), Swim (Str).

Skill Ranks per Level: 4 + Int modifier

Class Features:

Weapon and Armor Proficiency: Battle lords are proficient with all simple and martial weapons. Battle lords are proficient with light armor, medium armor, and shields (except tower shields).

Auras and Drills (Ex): The primary tools of a battle lord are the auras he projects around himself, and the drills he uses to command his allies in battle. A battle lord has an aura with a radius of 10 feet centered on himself. Starting at 3rd level this radius increases by 5 feet and every other level thereafter (15 feet at 3rd, etc.). Drills have the same area of effect, but the battle lord may center a drill area anywhere on the battlefield that is within his line of sight. Unless noted, all drills and auras have both audible and visual components, requiring all affected creatures to be able to both see and hear the battle lord.

While most of the commands are simple, a creature who does not speak the same language as the battle lord cannot benefit from his drills. However, after spending an uninterrupted hour training under the battle lord, they may learn the appropriate words and gestures.

The battle lord counts as his own ally for the effects of his drills and auras. If an aura or drill replicates a spell, he uses his battle lord level as his caster level. Unless noted otherwise, all drills and auras are extraordinary abilities.

Bravery (Ex): Starting at 2nd level, the battle lord gains Bravery as the Fighter class feature granting him a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

Combat Drills (Ex): Through a combination of hand signals and verbal commands, the battle lord takes control of the battlefield, directing and reinforcing his allies. The battle lord starts play with knowledge of two Combat Drills, and gains an additional drill at 4th level and every 4 levels thereafter (8th, 12th, 16, etc.).

The battle lord can activate a combat drill as a move action and once a drill has been activated, he may switch between any drill that he knows as a swift action. Drills can be maintained as a free action each round. A drill ends immediately if the battle lord is paralyzed, killed, knocked unconscious, stunned, or otherwise prevented from taking a free action. The battle lord can only have one combat drill active at any given time.

Some combat drills grant bonus feats to the battle lord. While the drill is active, he may choose to share the feat with his allies, as long as they are within the radius of the drill. Neither the battle lord nor his allies need to meet the prerequisites to benefit from the feat while the drill is active.

Drills marked with an "*", increase the bonus to a skill, damage roll, or save defined in the drill description. This bonus increases by +1 for every 4 levels that the battle lord possesses (+2 at 4th, +3 at 8th, etc.).

He may select his drills from the following list:

Artillery Drill: With training and coordination, this drill allows allies to return fire unimpeded. By using small prepared packets of black powder, the battle lord grants all allies within the range partial concealment from



Classes: Battle Lord

Table 1-1: Battle Lord

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Combat Drills (x2), aura (10 ft.)
2nd	+2	+0	+3	+3	Bravery +1, Specialty: Enlisted Training
3rd	+3	+1	+3	+3	Noble aura, aura (15 ft.)
4th	+4	+1	+4	+4	Combat drills
5th	+5	+1	+4	+4	Aura (20 ft.)
6th	+6/+1	+2	+5	+5	Bravery +2, corporal training
7th	+7/+2	+2	+5	+5	Noble aura, aura (25 ft.)
8th	+8/+3	+2	+6	+6	Combat drills, dual command
9th	+9/+4	+3	+6	+6	Aura (30 ft.)
10th	+10/+5	+3	+7	+7	Bravery +3, sergeant training
11th	+11/+6/+1	+3	+7	+7	Noble aura, aura (35 ft.)
12th	+12/+7/+2	+4	+8	+8	Greater combat drills
13th	+13/+8/+3	+4	+8	+8	Aura (40 ft.)
14th	+14/+9/+4	+4	+9	+9	Bravery +4, lieutenant training
15th	+15/+10/+5	+5	+9	+9	Imperial aura, aura (45ft.)
16th	+16/+11/+6/+1	+5	+10	+10	Greater combat drills, three-fold command
17th	+17/+12/+7/+2	+5	+10	+10	Aura (50 ft.)
18th	+18/+13/+3/+3	+6	+11	+11	Bravery +5, colonel training
19th	+19/+14/+19/+4	+6	+11	+11	Imperial aura, aura (55 ft.)
20th	+20/+15/+10/+5	+6	+12	+12	Divine aura

ranged attacks. The battle lord gains the feat Enfilading Fire^{UC}.

Assassination Drill *: Using silent hand signals to deliver careful instructions, the battle lord grants all allies within the range of this drill a +2 competence bonus on Stealth skill checks. Unlike other drills, his allies do not need to be able to hear him to benefit from this effect, as it relies only on visuals of the battle lord's hand signals. The battle lord gains the feat Stealth Synergy^{UC}.

Blademaster's Drill *: The battle lord grants all allies within range a +2 morale bonus on melee damage rolls. The battle lord gains the feat Precise Strike^{APG}.

Cavalry Drill *: The battle lord grants all allies within range of this drill a +2 competence bonus on Handle Animal and Ride skill checks. In addition, any creature currently serving as a mount gains a +1 competence bonus to AC and all saving throws. The bonus to Handle Animal and Ride skill checks progress. All the while, the bonuses to AC and saves for mounts increase as well. The battle lord gains the feat Cavalry Formation^{UC}.

Messenger's Drill *: Allies within range of this drill are granted a +1 morale bonus on Reflex saves to avoid damage from area of effects, such as a *fireball* spell or the splash damage from an alchemist's bombs. A battle lord gains the feat Duck and Cover^{APG}.

Infantry Drill: All allies that start their initiative within the range of this drill gain a 5 foot enhancement bonus to their base speed for the current round. This movement increases by 5 feet for every 4 levels that the battle lord possesses (10 feet at 4th level, 15 feet at 8th level, etc.). The battle lord gains the feat Swap Places^{APG}.

Phalanx Drill *: Allies within the range of this drill gain

a +1 morale bonus on Fortitude saves as long as they are adjacent to at least one other ally. The battle lord gains the feat Shield Wall^{APG}.

Steel Rain Drill *: The drill grants all allies within range a +2 morale bonus on ranged damage rolls. The battle lord gains the feat Target of Opportunity^{UC}.

Vanguard Drill *: The battle lord grants all allies within the range of this drill a +1 morale bonus on Will saves vs. compulsion and fear effects. The battle lord gains the feat Pack Attack^{UC}.

Specialty: Every battle lord learns a military role that reflects his particular talents called a specialty. As the battle lord grows in experience and skill, his ability in his specialty improve as well. At 2nd level the battle lord gains Enlisted level training in his chosen specialty. At every 4 levels thereafter (6th, 10th, etc.) he advances to the next rank in that specialty learning a new military skill. The battle lord may choose his training from the specialties section. Once a specialty is selected, it can not be changed.

Noble Aura: At 3rd level, the battle lord gains access to a Noble Aura. He learns an additional aura at 7th level and every 4 levels thereafter (11th, 15th, 19th). Activating a noble aura is a move action that must be taken while his spirit is calm and untroubled. Noble auras cannot be activated or maintained while he is in combat. He must spend a free action to maintain an aura each round, but it ends immediately if the battle lord is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action.

The battle lord can only have one noble aura active at any given time. Once he has activated a noble aura he

Classes: Battle Lord

can switch between any noble aura he knows as a swift action. Much like a battle lord's drills, several auras have bonuses that scale with level progression. Those that are marked with a "*" have their bonus increases by +1 at 7th level and every 4 levels thereafter (11th, 15th, 19th). He may select his auras from the following list:

Detective's Aura *: The battle lord with this aura has a keen investigative eye. The battle lord and his allies gain a +2 bonus to all Perception and Sense Motive skill checks. In addition, as long as this aura is active the battle lord and his allies gain a +5 bonus (that does not scale as the battle lord advances) to all Diplomacy skill checks made to gather information.

Diplomat's Aura*: The battle lord exudes an aura that makes him preternaturally skilled at making friends. The battle lord and his allies gain a +2 competence bonus to Diplomacy skill checks. In addition, creatures within this aura must make a Will save (DC 10 + ½ the battle lord's class level + his Charisma modifier) or have their attitude towards the battle lord instantly improved by one step. This step can only be improved once per individual.

Expert's Aura *: The battle lord uses his skills off the battlefield and away from the court to work with his hands. The battle lord and those within his aura gain a +2 competence bonus on all Craft skill checks while this aura is active. In addition, as long as this aura is active he gains access to the Master Craftsman feat.

Sailor's Aura *: The battle lord gains a natural affinity for the open sea. The battle lord and his allies gain a +2 competence bonus to all Climb and Profession (Sailor) skill checks. In addition, as long as this aura is active the battle lord and his allies never have their chances of success with Acrobatics skill checks modified by slippery surfaces or slightly or moderately unsteady conditions.

Tyrant's Aura*: The battle lord gains an oppressive aura that forces others inclined to listen to what he has to say. The battle lord and his allies within this aura gain a +2 competence bonus to all Intimidate skill checks. As long as this aura is active, he gains Intimidating Prowess as a bonus feat.

Dual Command (Ex): At 8th level, the battle lord gains the ability to maintain up to two auras or drills simultaneously. When he activates or changes an active drill or aura, he may activate or change both auras or drills as part of the same action.

Greater Combat Drills: At 12th level and higher, whenever the battle lord gains a new combat drills, he may choose a greater combat drill.

He may choose from the following greater combat drills:

Adaptive Drill: At the start of each day, a battle lord with this aura may select two skills in which he has ranks at least equal to half his class level and two teamwork feats he knows. This drill provides a +5 morale bonus to

the selected skills to all allies within its radius. Also, he may share both of his selected teamwork feats with all allies within the drill.

Horde Tactics Drill: All allies that begin their initiative within the radius of this drill are whipped into a fighting frenzy and gain a morale bonus on all melee damage rolls made as part of a charge. This bonus damage is equal to 1 + the battle lord's Intelligence modifier. The battle lord gains the feat Coordinated Charge^{UC}.

Indomitable Drill: This drill grants DR 2/- to all allies within range. This DR increases by 1 for every 4 levels that he possesses beyond 12th (DR 3/- at 16th level, DR 4/- at 20th level). This damage reduction stacks with similar DR from other sources. The battle lord gains the feat Coordinated Defense^{UC}.

Mageslayer's Drill (Su): All allies within the range of this drill gain Spell Resistance 17. This SR increases by 4 for every 4 levels the battle lord possesses beyond 12th (21 at 16th level, 25 at 20th level). The battle lord gains the feat Shake It Off^{UC}.

Molten Steel Drill (Su): The battle lord's studies have taught him the value of having an arcane edge in combat and he has learned how to mix some basic elemental magic into the command gestures of a drill. All allies affected by this drill deal an additional 1d6 fire damage with all attacks made with natural or manufactured weapons. This damage increases to 2d6 at 16th level and 3d6 at 20th level. This damage stacks with similar effects, such as the *flaming* weapon quality. The battle lord gains the feat Broken Wing Gambit^{UC}.

Surgeon's Drill (Su): The battle lord grants fast healing to all allies under the effect of this drill whose hit points are reduced below 50% of their normal maximum. This healing is equal to 1 for every 4 levels that he possesses. This fast healing immediately ends if the allies hit points rise above 50% of their normal maximum. A creature may only benefit once per day from this drill. The battle lord gains the feat Combat Medic^{UC}.

Imperial Auras (Su): At 15th level, the battle lord adds the following imperial auras to the list of noble auras he can choose from. Imperial auras work in most ways as noble auras, but have more potent effects and may be used in combat. When used in combat, imperial auras count towards the number of drills the battle lord may have active at one time.

Aura of Empire: The battle lord that uses this aura, radiates that his inherent mandate to rule is absolute and people are eager to curry his favor. As a standard action, the battle lord can affect any target within the aura's radius whose hit die are equal to or greater than his own with an effect identical to a *suggestion* spell. In addition, as a separate standard action, the battle lord can instead affect any target within the aura's radius whose hit points are less than his own with an effect identical to a *lesser*

Classes: Battle Lord

geas spell. The DC for either use of this ability is (DC 10 + ½ the battle lord's class level + Intelligence modifier).

Commander's Aura: A battle lord that uses this aura, works small arcane gestures of bolstering magic into his movements, helping him to spur his allies into acts of incredible valor. As a standard action, he affects all allies within the aura's radius with an effect identical to a *greater heroism* spell. This effect ends immediately if the ally leaves the area of this aura. The battle lord can use this ability a number of times per day equal to 1 + his Intelligence modifier.

Inquisitor's Aura: When the battle lord uses this aura, his keen insight and cunning questions ferret the truth out of all those around him. It banishes dishonesty and deception. As a standard action, he can affect any target within the aura's radius with an effect identical to a *zone of truth* spell. This effect is not magical, and it does not provoke attacks of opportunity when activated. The DC for this ability is equal to 10 + ½ battle lord's class level + Intelligence modifier.

Three-fold Command (Ex): At 16th level, the battle lord gains the ability to activate and maintain up to three auras or drills simultaneously. If he activates or changes his active aura or drill, he may activate or change all three auras or drills as part of the same action.

Divine Aura (Su): At 20th level, a battle lord's ability to lead others becomes almost divine in its

potency. A battle lord of this level has been known to command the dead to keep fighting, to tread through a battle with unscathed armor, and to lead ranged units that possess precision strikes that tear through armor.

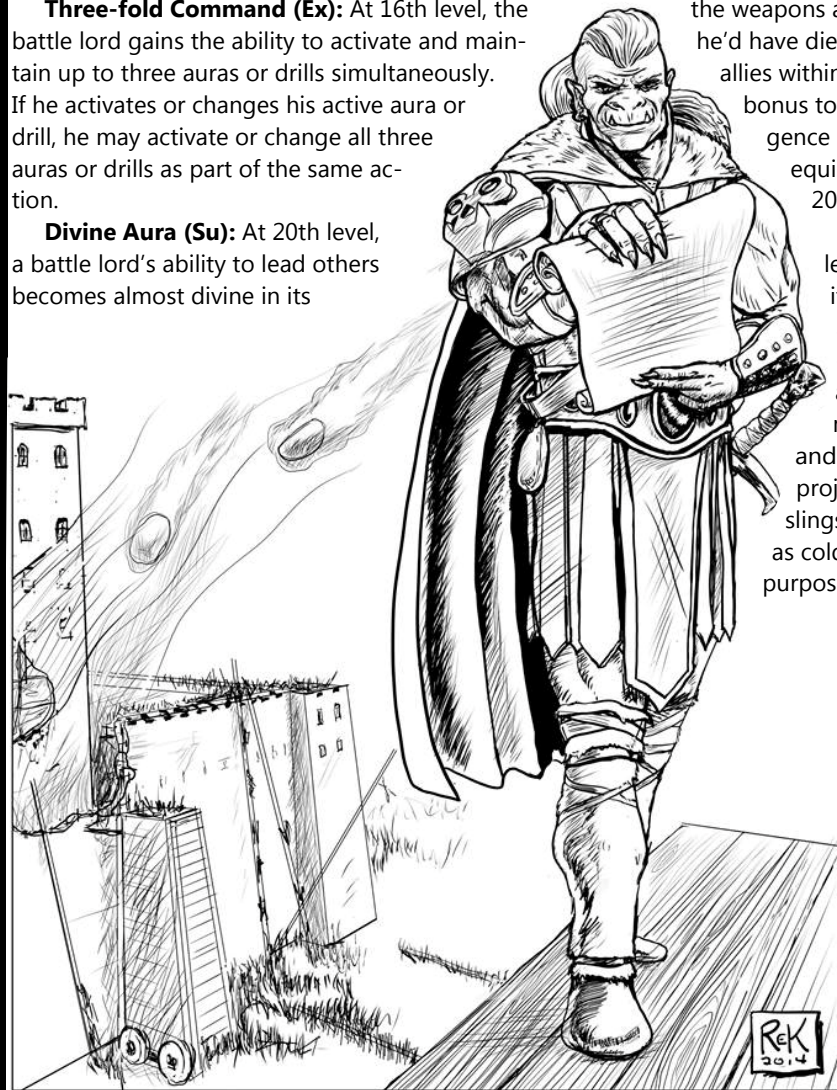
Divine auras are supernatural effects caused by the sheer force of the battle lord's fighting spirit bending and shaping the world around him. The selected aura becomes constantly active as long as he is conscious, and its effects end immediately if he is killed or disabled.

Choose one of the following auras:

Aura of the Immortal Legion: Battle lords of old are spoken of in awed whispers, for it was said that even the dead themselves would rise to serve them. All allies that are affected by this aura gain Regeneration equal to the battle lord's Intelligence modifier. If a character that is benefiting from this regeneration takes damage from an ally within the aura (due to confusion, dominance, or some other effect or cause) it does not function on the following round for that character.

Iron Aura: The battle lord knows that if it weren't for the weapons and armor that carried him this far, he'd have died long before. The battle lord and all allies within the area of this aura gain a deflection bonus to AC equal to the battle lord's Intelligence modifier. The hardness of all metal equipment they wear or wield increases by 20.

Trueshot Aura: The battle lord has learned through countless battles that it is often the attack that strikes first and unseen which wins battles and ends wars. All allies within this aura add the battle lord's Intelligence modifier as a bonus to ranged attack and damage rolls. All manufactured projectiles they use to attack (arrows, slingstones, bullets, darts, etc.) are treated as cold iron, silver, and adamantite for the purposes of overcoming damage reduction.



Classes: Battle Lord

Specialty

Specialties represent the special training a battle lord receives as they progress in life. They start with enlisted training and end with colonel training.

Artillerist

The artillerist is an expert in using firearms and light siege weaponry.

Enlisted Training: The artillerist gains the feat, Amateur Gunslinger as a bonus feat, but he uses his Intelligence modifier in place of his Wisdom modifier to determine his uses of Grit. He also gains proficiency with the all culverins and the muskets.

Corporal Training: The artillerist knows that a man's fear of the unfamiliar can lead to the wrong reaction when he faces a man armed with black powder weapons. The artillerist adds his Intelligence modifier as a bonus on all damage rolls with firearms or light siege weapons. An artillerist using the artillery drill can forego spending a dose of black powder to activate or maintain its abilities if he's made an attack with a siege weapon within the last round. In addition, he gains Siege Engineer^{UC} as a bonus feat.

Sergeant Training: The artillerist has led crews through several fire-fights. He adds his Intelligence modifier as a morale bonus to saves versus fear effects for all allies currently affected by any of his drills or auras. In addition, he gains Siege Gunner^{UC} as a bonus feat.

Lieutenant Training: The artillerist has become a siege expert at leading crews in operating siege weapons in the most harrowing of conditions. He gains Master Siege Engineer as a bonus feat, and the benefits of this feat apply not just to his own crew, but to any siege engine crew currently affected by one of his drills or auras.

Colonel Training: The artillerist has been shot at nearly as often as he has fired a weapon. He now gains a dodge bonus that only applies to his touch AC that is equal to his Intelligence modifier. This bonus extends to all allies currently affected by any of his drills or auras.

Soldier

The soldier knows that wars are won by men and women with the strength of arm. They will to step into the fray and carve their way to victory.

Enlisted Training: The soldier adds Knowledge (Engineering) to his class skill list. In addition, the soldier adds his Intelligence modifier to his CMB and CMD to perform or resist a Bull Rush, Drag, Reposition, or an Overrun combat maneuver.

Corporal Training: A few close calls and a few broken bones have taught the soldier the hard way that nothing wins or loses a battle quicker than a lost or broken weapon. The soldier adds his Intelligence modifier to his

CMB and CMD to perform or resist combat maneuvers of Disarm and Sunder maneuvers.

Sergeant Training: The soldier has seen more nasty fighting techniques, and cheated death using unconventional moves, more times than most men have seen combat. He adds his Intelligence modifier to CMB and CMD checks to perform or resist the Dirty Trick and Trip maneuvers, and never provokes when performing them.

Lieutenant Training: The soldier knows that sometimes holding a little back in a fight can give that extra bit needed to block or evade the blow that should have ended him. Whenever the soldier fights defensively and makes a total defense action, or use Combat Expertise feat, he adds his Intelligence modifier to his AC.

Colonel Training: Even magical attacks are hardly a concern to a seasoned soldier, who's weathered fire, lightning and all manner of darksome curses during his years of battle. The soldier adds his Intelligence modifier as a bonus on Fortitude and Will saving throws. Also when ever the soldier succeeds on a Fortitude or Will saving throw versus a spell or ability that would normally have a reduced effect on a save, he instead ignores all effects of that ability.

Medic

The medic understands that there will not be anyone to lead to victory if he doesn't keep his followers in top condition.

Enlisted Training: The medic adds Heal to his class skill list. In addition, he may make a special DC 20 Heal check on an ally as a standard action that provokes attacks of opportunity. If this check is successful the ally recovers 1 hit point +1 for each point by which the medic exceeds the DC. He can only attempt to heal a particular creature with this ability a number of times per day equal to the battle lord's Intelligence modifier. Attempting to heal a creature but failing to meet the DC of this ability counts towards this daily total. This is an extraordinary ability.

Corporal Training: The medic experiences more in the field and becomes more competent in the healing arts. He learns how to use advanced techniques in treating serious ailments. As a full round action that provokes attacks of opportunity, the medic may make a special Heal check on a single ally at DC 20. If successful, the medic cures any one of the following conditions afflicting the ally: poison, paralysis, blindness or deafness.

Alternatively, the medic can restore 1 point of ability damage +1 point for every 3 points by which he exceeds the ability's DC. He can only attempt to heal a particular creature with this ability a number of times per day equal to the battle lord's Intelligence modifier. Attempting to heal a creature but failing to meet the DC of this ability counts towards this daily total. This is an extraordinary ability.

Classes: Battle Lord

Sergeant Training: A medic has seen every gruesome illness and affliction a soldier can come in contact with and has learned secret techniques for defeating them. As a full round action that provokes attacks of opportunity, the medic may make a special Heal check on a single ally at DC 25. If successful, the medic cures any one of the following conditions afflicting the ally: confusion, cursed, or diseased (even magical diseases).

Alternatively, the medic can restore 1 point of ability drain +1 point for every 5 points by which he exceeds the ability's DC. The battle lord can only attempt to heal a particular creature with this ability a number of times per day equal to his Intelligence modifier. Attempting to heal a creature but failing to meet the DC of this ability counts towards this daily total. This is an extraordinary ability.

Lieutenant Training: The medic's dedicated, steadfast determination and compassionate care of the soldiers under his command has grown to a point where he can fend off death itself. As a full round action that provokes attacks of opportunity, the medic can make a special DC 30 Heal check on an ally who has died within 1 round's time. If successful, the ally is healed and restored to life exactly as though they had been the target of a *breath of life* spell. He can only attempt to heal a specific creature with this ability a number of times per day equal to the battle lord's Intelligence modifier. Attempting to heal a creature but failing to meet the DC of this ability counts towards this daily total. This is an extraordinary ability.

Colonel Training: The medic has saved enough lives to field a kingdom and can bandage a wound with uncanny speed and efficiency. He can now perform the special ability granted by his enlisted training as a swift action, and the abilities granted by his corporal and sergeant training as a standard actions.

Scout

The scout learns to lead reconnaissance teams deep into the heart of enemy territory, and retrieve vital information to turn the tide of war.

Enlisted Training: The scout adds Survival and Stealth to his list of class skills. He also adds his Intelligence modifier as a bonus on Stealth skill checks for himself and any ally currently affected by one of his drills or auras.

Corporal Training: The scout's danger sense has heightened even further, allowing him to evade deadly traps and warn his allies of unseen threats. The scout adds his Intelligence modifier as a bonus to AC and saving throws versus traps for himself and any ally currently affected by one of his drills or auras. In addition, the scout adds his

Intelligence modifier to AC against all attacks that target him during a surprise round.

Sergeant Training: The scout has lived through enough close calls to develop a preternatural ability to react to unexpected threats. He adds his Intelligence modifier to his initiative score and can always act in a surprise round even if he does not notice his enemies.

Lieutenant Training: The scout's time in the wilds has taught him a number of tricks and techniques for getting the drop on the enemy. The scout gains Learn Ranger Trap as a bonus feat, but he uses his Intelligence in place of his Wisdom for determining DC's, uses per day, and any other effects of this feat. If the scout has taken Learn Ranger Trap via another source, he may gain the feat a second time and select a new trap.

Colonel Training: The scout's ability to avoid danger is nearly super-human, and he is nearly impossible to kill. The scout gains Evasion, as the Ranger ability, and adds his Intelligence modifier as a bonus on all Reflex saving throws. If he already has Evasion from another source, he instead gains Improved Evasion.



CONDUIT

Thorngill watched as Shelly, his comrade, fall to her back with a sickening crack of her head hitting the stone laden floor. Thorngill felt the tension of magic in the air and stared at Shelly's attacker.

The lich turned to face Thorngill and began to chant the incantation for another lightning bolt spell. "One more silly adventurer disturbing my unrest," it thought to itself. "This dwarf should only take a few more seconds."

Thorngill could almost make out the smug expression upon the skeletal face. Over the shoulder of the lich, he saw his companion begin to rise to her feet. The lich may not have noticed that Shelly was touched by the spell, but was left unfazed. "The lass had absorbed it like a sponge does to dish water," he noted.

Shelly acted quickly, by summoning the forces of the new found magic coursing through her body. With all of her might, she unleashed a bolt of mystical energy.

These rare individuals are destined from birth to live an existence that creates the legends in the cultures they touch. Conduits are people that can defy the natural laws with abilities that control the ebb and flow of magic. Conduits possess a rare exceptional gift that is only shared by a few disparate creatures from the far-flung planes of existence, the ability to absorb magic. With this power, they are able to wield manifested magic, or even channel it into martial prowess while dispelling whatever magic their enemies might bring to bear upon them. They use terrifying counters that force energies directed at them, back towards their originators.

Role: The conduit is an adaptable adventurer able to fulfill a number of different roles. Given his myriad array of abilities, a conduit might be a physical adept, a ranged powerhouse, a fast moving scout, or an extremely sly operator. He does require magic to function properly and, in low-fantasy settings, a conduit might find oneself at a great disadvantage compared to its counterparts.

Alignment: Any

Hit Die: d8

Class Skills:

The conduit's class skills are Acrobatics (Dex), Bluff (Cha), Fly (Dex), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier

Class Features:

Weapon and Armor Proficiency: All conduits are proficient with all simple weapons. A conduit is proficient with light armor, but not with shields.

Mystical Conduction (Su): At 1st level, a conduit can absorb any spell or spell-like ability targeted at him from any source, (including traps and magic item). He may draw the spell into his body as an immediate action.

The rule of measuring the amount of magic absorbed by the conduit is defined by his conduct pool, which is a pool of points representing absorbed spell levels. The conduit must be aware of the spell targeting him for it to be absorbed. Any spells or spell-like abilities absorbed in this way are converted into conduct pool points at a rate of 1 point per spell level. Only spells of a level equal to $\frac{1}{2}$ the conduit's class level may be absorbed in this way. A 5th level conduit would only be able to absorb spells of up to 2nd level.

Spells that are considered cantrips and orisons cannot be converted into conduct points, but a conduit gains a limited spell resistance against these types of spells equal to 11 + his conduit level.

At 7th level, activating mystical conduction becomes a free action that the conduit may take an point in time.

Maximum Conduct Pool: A conduit has a limited amount of magic that his body can absorb. When he progresses in level the maximum number of his conduct pool increases as described on Table 1-2: Conduit. This value represents the number of equivalent spell levels that a conduit may have stored within himself at any given time. When the conduit does not have sufficient "slots" in his conduct pool to absorb any given spell, the conduit is affected by the spell as normal.

A 6th level conduit, for example, has a conduct pool currently "filled" with 9 conduct points, and is targeted with a *ray of exhaustion* casted as a 3rd level spell. With 2 points left in his conduct pool before his maximum, the conduit is unable to use his mystical conduction ability to absorb the spell.

A conduit may spend a number of conduct points per ability equal to $\frac{1}{2}$ his conduit level (minimum 1). There are some abilities that alter this restriction. Conduct points never expire and any points remaining after a rest, stay within the conduct pool until they are expended.

Unless noted otherwise, spending points from the conduct pool takes a swift action.

Mystical Bolt (Su): As a standard action that does not provoke an attack of opportunity, a conduit converts absorbed mystical energy into a deadly ray of magic. The conduit expends 1 conduct point and can make a ranged touch attack with a magical ray at a target creature within of 25 feet. If the attack is successful, it deals 2d6 points of force damage.

The conduit can expend additional conduct points when activating this ability, to increase the mystical bolts damage by 1d6 per point spent. He is still limited to his maximum points per ability spending restriction.

In addition, starting at 2nd level, the distance of the



Classes: Conduit

magical ray increases by 5 feet per conduit level, up to a maximum of 120 feet at 20th level.

Desperate Measures (Su): The experience of intense pain can awaken a conduit's most remarkable abilities, allowing the conduit to empower himself by awakening the very magic that courses through his veins. Some do this by spending time tensing all of their muscles at once, to a quick physical regime, while zealots practice this through self infliction.

Once per day per two conduit levels (minimum 1), a conduit may strain his mind and body in order to gain and recover points to his conduct pool. The conduit spends a full round action to gain 1d4 conduct points, while also inflicting lethal damage of an equal amount at the same time. This damage bypasses damage reduction that the conduit may have. If any effect or spell would prevent, reduce, or redirect this damage then this ability confers no conduct points.

Mystical Protections (Su): At 2nd level, a conduit may expend a point from his conduct pool to gain a +1 deflection bonus to his AC for one minute per conduit level. This bonus increases to +2 at 6th level and again at 10th, 14th, and 18th levels, to a maximum of +5.

Conduit Power (Su): At 3rd level, the conduit learns to emulate the effects of spells using his conduct pool. When using a conduit power, it never provokes an attack of opportunity. If a conduit power has a DC, it is equal to 10 + ½ the conduit's class level + his Charisma modifier, or as noted within the description. At 6th level, and then again at every three levels thereafter, the conduit chooses another power from this list. He may select his conduit powers from the listed below:

Alacrity: The conduit gains a circumstance bonus to Intelligence based checks for a number of minutes equal to the conduit's class level. The circumstance bonus granted is equal to the total number of conduit points expended when activating this ability.

Deflective: The conduit learns to instinctively perceive his surroundings, and may deflect a melee or ranged attack as an immediate action. Once per round he may activate this ability, by sacrificing a number of conduct points up to ½ his conduit class level.

The conduit makes an opposed check against the attacker. He rolls a d20 + his conduit level + the number of points sacrificed versus the original attack result. If his result is higher than the original attack roll, it is deflected harmlessly and treated as though it had failed.

Conduit Strike: The conduit learns to harness the power of his mystical bolts and focus this destructive energy into a single touch. He may now deliver a mystical bolt as a touch attack.

Convince: The conduit gains a circumstance bonus to Charisma based checks for a number of minutes equal to his conduit class level. The circumstance bonus gained is equal to the number of conduit points expended when activating this ability.

Disappear: The conduit learns to mask his presence using the most fundamental of illusions. The conduit grants himself the ability to turn *invisible* as per the spell, for a number of minutes equal to the number of conduct points spent to activate this ability (minimum 1).

At 8th level, the conduit can increase this power as if he is using the *improved invisibility* spell. When using this version of the power, the duration the lasts for a number

Table 1-2: Conduit

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Conduct Pool Max	Special
1st	+0	+0	+0	+2	3	Desperate measures, mystical bolt, mystical conduction
2nd	+1	+0	+0	+3	5	Mystical protections
3rd	+2	+1	+1	+3	6	Conduit power
4th	+3	+1	+1	+4	8	Mystical weapons
5th	+3	+1	+1	+4	10	Mystical movement
6th	+4	+2	+2	+5	11	Conduit power
7th	+5	+2	+2	+5	13	Improved mystical bolt, spell resistance
8th	+6/+1	+2	+2	+6	15	Dissipation
9th	+6/+1	+3	+3	+6	16	Conduit power
10th	+7/+2	+3	+3	+7	18	Improved mystical weapons
11th	+8/+3	+3	+3	+7	20	Mystical boost
12th	+9/+4	+4	+4	+8	21	Conduit power
13th	+9/+4	+4	+4	+8	23	Desperate means
14th	+10/+5	+4	+4	+9	25	Disruption, improved spell resistance
15th	+11/+6/+1	+5	+5	+9	26	Improved mystical boost, conduit power
16th	+12/+7/+2	+5	+5	+10	28	Redirection
17th	+12/+7/+2	+5	+5	+10	30	Reweave fortune
18th	+13/+8/+3	+6	+6	+11	31	Conduit power
19th	+14/+9/+4	+6	+6	+11	33	Greater mystical boost
20th	+15/+10/+5	+6	+6	+12	35	Mystical apotheosis

Classes: Conduit

of rounds equal to the number of conduct points spent to activate this power.

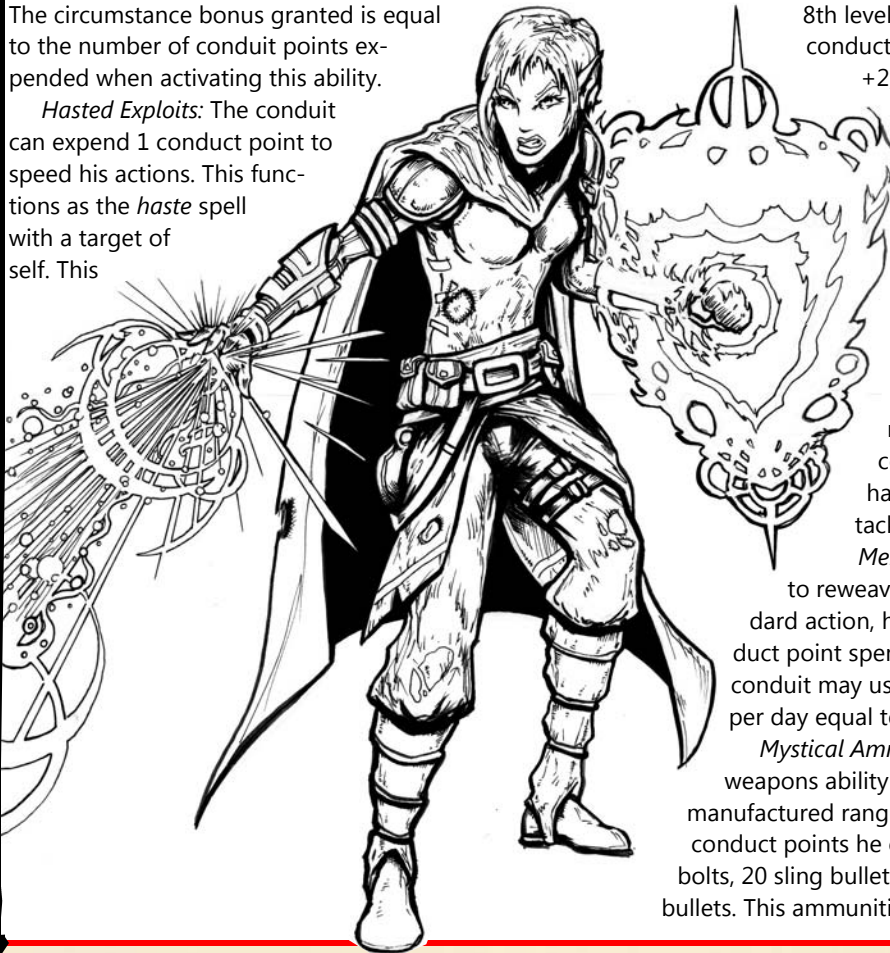
Explode: The conduit learns to shape his mystical bolt into a maelstrom of power that damages everything around him while leaving himself unharmed. Using a mystical bolt in this way requires the conduit to spend one separate conduit point in addition to the cost of the power of the mystical bolt he manifests. This mystical bolt then takes the shape of a 20 foot burst centered on the conduit. A successful Reflex save halves the damage from this attack.

Focus: A conduit gains a circumstance bonus to all Wisdom based checks (but not to Will saving throws) for a number of minutes equal to his conduit class level. The circumstance bonus granted is equal to the number of conduit points expended when activating this ability.

Funnel: The conduit has mastered the ability to shape his mystical blast, funneling it into a dangerous 30 foot cone with which to engulf his enemies. Channeling his bolt in this way cost the conduit 2 conduct points and is spent separately his mystical bolt. A successful Reflex save halves the damage from the attack.

Grace: The conduit gains a circumstance bonus to Dexterity based checks (but not to Reflex saving throws) for a number of minutes equal to his conduit class level. The circumstance bonus granted is equal to the number of conduit points expended when activating this ability.

Hasted Exploits: The conduit can expend 1 conduct point to speed his actions. This functions as the *haste* spell with a target of self. This



heightened state lasts for a number of rounds equal to his Charisma modifier. The conduit must be at least 9th level before selecting this power.

Holding Back: The conduit can expend 1 an additional point in the creation of a mystical bolt and hold it's charge as a readied action. He is unable to use another mystical bolt ability until he has released the held charge. When he does, it is considered a free and instantaneous action. This charge can be held up to 1 minute before it dissipates. A conduit must be 4th level before selecting this power.

Improved Conduit Strike: The conduit's touch is on par with a martial artist's one inch punch. His conduit strike power has its damage die increased by one step. The conduit must be of 6th level before selecting this power.

Improved Mending: The conduit may now reweave the pattern of another creature in the same manner as he mended himself. He may heal another creature for 5 hit points per 2 conduct points spent. This ability is never restricted by his level, but he must possess the mending power and be of 6th level.

Improved Mystical Ammo: A conduit that manifests ammunition can now create improved versions. By spending two extra conduct points during his use of the mystical ammo power he can create +1 ammunition. At 8th level, he may spend an additional conduct point to increase this bonus to a +2, and again at 12th level for a +3, +4 at 16th level, and finally a +5 at 20th level.

Line: The conduit can unleash mystical bolts with a dangerous potency that scorches away from them in a direct line. A conduit's mystical bolt becomes a 60 foot line at the cost of two conduct points. This cost is counted as a separate ability from his mystical bolt cost. A successful Reflex save halves the damage from this attack.

Mending: A conduit channels magic to reweave his natural pattern. As a standard action, he heals 3 points for every conduct point spent to activate this ability. The conduit may use this ability a number of times per day equal to his Charisma modifier.

Mystical Ammo: A conduit alters his mystical weapons ability to now manifest ammunition for manufactured ranged weapons. By spending two conduct points he can create either 20 arrows, 20 bolts, 20 sling bullets, or 10 rounds of black powder bullets. This ammunition last for 1 minute per conduit

Classes: Conduit

class level, or until they have made impact after being fired from the appropriate apparatus.

Mystical Eyes: A conduit can spend a conduct point to cause his eyes to shine light in a 40 foot cone. For the first 20 feet his eyes produce normal light, and increases the light level for the other 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). This power last for a 10 minutes per conduit level.

Permutation: When selecting this power the conduit selects one spell that has been previously absorbed of 1st level, be it arcane or divine, and learns to mimic it's effects. This spell becomes a spell like ability that can be used when feed from his inner conduct pool. He may cast this spell spontaneously using his conduit level as his caster level and his Charisma as his spell casting attribute to determine spell effects. For each conduct point he expends, it counts as the spell slot level of the spell. In this manner, he can not cast this spell at a higher level then he is capable of. The spell level maximum is considered that of a wizard or cleric of equal level. This power may be selected more than once, each time selecting a new spell that must meet the above condition.

Permutation II: Just as permutation, except that the conduit may now select a 2nd level spell. He must be of at least 6th level and have the permutation I power. He may select this power a number of times equal to his Charisma modifier.

Permutation III: Just as permutation II, but he may now select a 3rd level spell. The conduit must be of 9th level to select this power.

Rapid Bolts: The conduit learns how to channel the energies of his mystical bolt more quickly. A number of times per day equal to his Charisma modifier, the conduit may let loose a number of mystical bolts equal to his maximum number of attacks per round (each at their normal cost) as a full attack action.

Rigor: The conduit gains a circumstance bonus to Constitution based checks (but not to Fortitude saving throws) for a number of minutes equal to the conduit's class level. The bonus granted is equal to the number of conduct points spent when activating this ability.

Surge: The conduit gains a circumstance bonus to Strength based checks (but not CMB, melee attack rolls, or damage rolls) for a number of minutes equal to the conduit's class level. The circumstance bonus granted is equal to the number of conduit points expended when activating this ability.

Vitality: After activating this ability, the conduit gains a number of temporary hit points equal to 3x the number of conduct points expended. Vitality may only be used once per day per six conduit levels (minimum 1). These temporary hit points remain until removed or for conduit level x 2 hours, whichever comes first.

Mystical Weapons (Su): At 4th level, the conduit learns to manifest magic within his hands, forming it into weapons of considerable power. By expending 2 conduct points, the conduit creates a melee weapon out of raw magical energy. A conduit must select a type of manifestation of the following when using this ability:

- 1 exotic weapon
- 2 martial weapons
- 1 martial (or simple) weapon and a shield
- 4 or less simple weapons

The conduit is treated as proficient in the use of these weapons regardless of the form that he chooses for them to take (though size penalties still apply). A manifested weapon persist for a number of minutes equal to the conduit's class level.

By spending an additional conduit point, the weapons have a +1 enhancement bonus to attack and damage that increases by +1 at 8th level, and again at every four levels thereafter (maximum of +5 at 20th level).

Mystical Movement (Su): At 5th level, the conduit learns to use the primal power of magic to flit about the landscape in bursts of raw, mystical speed. By spending 1 conduct point, the conduit can increase one known form of movement by 10 feet or may temporarily gain a climb or swim speed of 20 feet instead. These effects last for a number of minutes equal to the conduit's class level.

At 7th level, a conduit may spend 2 conduct pool points to fly at a speed equal to his base speed (with average maneuverability).

At 9th level, the conduit can increase his base speed by 15 feet, or gain climb or swim speeds of 30 feet. If a conduit has flying, he improves his maneuverability rating by one step for each point expended.

At 12th level, a conduit may expend conduct pool points to gain a burrow speed.

At 15th level, the duration of these effects increase to one hour per conduit level.

Improved Mystical Bolt (Su): At 7th level, a conduit's body processes the absorbed magical energies more efficiently to deliver a devastating blast. The damage die of a conduit's mystical bolt increases by one step.

Spell Resistance (Su): At 7th level, the conduit's body becomes inured to magic, allowing him to develop an organic resistance to it. He gains a spell resistance equal to 6 + the conduit's class level. If the conduit already possesses innate spell resistance from another source, increase its value by +2. The conduit can lower his spell resistance as an immediate action.

Dissipation (Su): At 8th level, the conduit's talent for absorbing magic becomes so intoned that he is able to drain the magic out of an entire area. When the conduit is within the area of effect of a spell, he may attempt to absorb it with a test of wills. He makes an opposed check, a Will saving throw against the spellcaster's caster

Classes: Conduit

level. If the conduit succeeds (and has enough points in his conduit pool to hold the spell), the spell is absorbed harmlessly. If unsuccessful, the spell affects him normally.

Improved Mystical Weapons (Su): At 10th level, the conduit learns to grant magical weapon properties to his mystical weapons. By expending a number of conduit points equal to the equivalent enhancement bonus, a conduit may bestow a weapon enchantment onto one mystical weapon, which lasts until the weapon dissipates. Each weapon must be enchanted separately and may not possess more enchantments than his mystical weapon has enhancement bonus.

Example: A 10th level conduit might spend 1 conduit point to grant a +2 mystical weapon the flaming property, or 2 conduit points to grant it the flaming burst property.

Mystical Boost (Su): At 11th level, the conduit can use the primal energies of the magic he has absorbed to enhance his physical and mental attributes. When he expends one or more conduit points, the conduit gains a +2 enhancement bonus to any one attribute score for 1 hour per point expended.

Desperate Means (Su): At 13th level, the conduit learns to make the absolute most of his own essence when using it to fuel his miraculous abilities. Once per day, the conduit may injure himself, taking 1 temporary point of Constitution damage to gain 4 conduit pool points.

At 16th level, the conduit may use this ability twice per day, gaining 8 conduit pool points instead. At 19th level, the conduit may use this ability three times per day, gaining 12 conduit pool points per use.

This ability can be used in conjunction with desperate measures.

Disruption (Su): At 14th level, the conduit's control over magic becomes even more impressive. The conduit as a standard action, makes an opposed Will save against a spellcasting creature within 30 feet (even those that possess spell-like abilities). If successful he draws out a number of spell levels, prepared spells, or spell-like uses per day equal to $\frac{1}{2}$ the conduit's class level. This magic is then converted into points in his conduit pool. In the event he lacks the requisite space in his conduit pool, this ability only absorbs spell level amounts that he has available.

These prepared spells, spell slots, or spell-like abilities are taken from the lowest available spell source first and progress until

the maximum is reached. A creature may only be affected by the conduit once in a 24 hour period.

Improved Spell Resistance (Su): At 14th level, the conduit's spell resistance increases to 11 + the conduit's class level. If the conduit possesses spell resistance from another source, that is greater than this innate ability, increase that source's value by an additional +2.

Improved Mystical Boost (Su): At 15th level, the enhancement bonus granted by mystical boost increases to +4.

Redirection (Su): At 16th level, the conduit learns to reshape magic in such a way as to immediately direct it at the area or target of their choice. As an immediate action, the conduit sacrifices a number of conduit points equal to the spell level of a spell or spell-like ability that targets him, or $1\frac{1}{2}$ conduit points of the spell level when he is within an area of effect.

He must then make a Will saving throw against the opposed spellcaster's caster level check. On a successful Will save, the conduit redirects the incoming spell or spell-like ability towards a target or an area of his choice within a range of 30 feet.

Reweave Fortune (Su): At 17th level, the conduit can enact his powers against fate itself, to change simple outcomes with the flick of a wrist or wink of the eye. As a swift action, the conduit may expend 3 conduit points to force a creature to reroll any one d20 check the target has just made. The creature must take the results of the second roll, for better or for worse. A conduit may use this ability once per day.

Greater Mystical Boost (Su): At 19th level, the bonus granted by mystical boost increases to +6.

Mystical Apotheosis: At 20th level, the conduit's entire being becomes suffused with arcane, divine, and ethereal energies as the conduit transcends his mortal existence.

The conduit becomes immune to the effects of aging and no longer requires sleep, food, or water. In addition, the conduit becomes immune to magic as a golem, and becomes able (when the conduit so chooses) to ignore any spell subject to spell resistance.

All of the conduit's attacks with natural or manufactured weapons, are considered to be magical for the purposes of overcoming damage reduction.



Classes: Demiurge

DEMIURGE

Serenity walked the corridor between the old sulking buildings, along the cobblestone pathway in search of the disorder that had fallen her family. While she knew the location of the dismay, it was the idea of using her own philosophy of befuddlement to bring order to the chaos.

In short order she found the source, or in this case it found her. It threw her against the stone wall causing the wind to escape from her lungs.. Luckily it turned towards her open pack after it's initial contact. This small amount of time allowed Serenity to pull forth the ideals needed for use against the mutated alchemist.

She pulled forth a shadow brute that hovered above the deranged alchemist, as it slowly it took form. The mad alchemist remained unaware of the second figure, and then the third. Serenity and her facsimiles began to work on the solution to her family problems.

The Perfect World is a wide-ranging realm full of the perfect forms of ideals and objects. Each demiurge can glimpse into certain regions of the Perfect World. One commonality between all demiurges is their ability to glimpse into what is referred to as the Base Realm, the realm of the Perfect World that all other realms connect. The center of the Base Realm is dominated by a colossal everburning flame. Every demiurge shares certain base-line capabilities due to their common ability to glimpse into this flicking fire of illumination.

The demiurge focuses on theses illuminations and their incorporations into the material plane. These thoughts are given form and shape called facsimiles. While no theory is without its flaws, a demiurge uses rhetoric to influence the facsimiles with open argument.

Role: The demiurge can take the position of one that supports all of his allies around him. His versatility in the facsimiles that he can create lends to the type of support he wishes to be. He can play the role of mentor and trainer while still commanding hordes of facsimiles to swarm the battlefield.

Alignment: Non-chaotic

Hit Die: d8

Class Skills:

The demiurge's class skills are Appraise (Int), Bluff (Cha), Craft (any), Diplomacy (Cha), Heal (Wis), Intimidation (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (oratory) (Cha), Profession (Cha), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier

Class Features:

Weapon and Armor Proficiency: Demiurges are proficient with all simple weapons. Demiurges are also

Deep Thoughts:

The demiurge is an extremely complex class that requires some forethought and pregame prep work to ensure a smooth experience, and might be cumbersome for new players (or GMs). Players of this class are encouraged to create a number of pre-made general purpose facsimile templates that they can call upon quickly, rather than spending time at the table trying to assemble a facsimile.

In addition, the class is capable of having multiple minions in the field of play at any given time. Both the GM and the player should be aware of this so that the demiurge's turns do not monopolize combat. If this becomes the case, we recommend that the GM and demiurge consider giving other players a facsimile to control and act on the assigned player's initiative.

In Chapter 3, you will find a few facsimiles of various designs and point cost to use as examples.

proficient with light armor and shields.

Demiurge Knowledge (Ex): The demiurge is granted insight into various mysteries of the universe due to his frequent glimpses into the Perfect World. A demiurge adds half their level (minimum 1) on all Knowledge skill checks, and can make Knowledge skill checks even if it is untrained.

Enlightenment: While every demiurge can glimpse into the Base Realm, most subrealms appear only as ephemeral shadows dancing about around the Base Realm's inner flame. Each demiurge has the ability to shine a metaphorical light on one of the many subrealms, revealing the complex principles found within them. These subrealms are known to the demiurge as Enlightenments. Each enlightenment grants him special abilities that alter the way in which he interacts with the material world.

At 1st level the demiurge chooses one of these enlightenments and gains a deeper understanding of the ideologies. As the demiurge progresses in levels (2nd, 8th, and 15th) he grows in his abilities, and reveals additional epiphanies associated with the chosen realm of inquiry. Enlightenments are further detailed in the enlightenment section.

Facsimile (Su): The primary ability of a demiurge is the ability to intertwine disparate ideals from the Perfect World, and making them into resultant ideals manifested as animated magical constructs on the material world. These ideals are known as a facsimile.

Facsimiles are creatures of law and are byproducts of the thoughts idealized by the demiurge. Despite their intelligence, facsimiles only have the freedom to act with limited autonomy. A demiurge can issue a number of commands equal to his Charisma modifier as a move action to facsimiles he has created. The facsimiles that



Classes: Demiurge

receive these commands, carry out to the orders to the best of their ability. Each facsimile can receive a separate command.

A demiurge must speak commands to his facsimiles, although some abilities allow communication between them telepathically. Facsimiles are unable to speak, but understand any language that their creator knows.

The creation of a single facsimile is a full round action and materializes at a designated point within 30 feet of the demiurge. The demiurge may improve this process to a standard action by spending additional quintessence equal to half of the normal cost of the facsimile. When he creates facsimiles in this way, this additional cost is not refunded upon its destruction, nor is it calculated the facsimile's maintenance cost. The creation of a facsimile and its attributes, are detailed in the facsimile section.

Unlike summoned creatures, a facsimile last until it is destroyed or dissipates. When it is dissipated by means of suffering damage, one fourth of its maintenance cost is returned to the demiurge.

At any given time, the demiurge can have a number of facsimiles created equal to half his class level (minimum 1).

Quintessence (Su): The abilities of the demiurge are powered by quintessence, an eldritch substance that the Perfect World exudes and only demiurges are able to capture. At 1st level the demiurge gains a quintessence pool that contains a number of points equal to twice his

Intelligence modifier, plus a number of points based on his level as indicated on Table: Demiurge.

The demiurge can never have more quintessence at a given time than his limit. The creation of his facsimiles draws from this pool, and he may choose to divide the available points of quintessence amongst his facsimiles in any way he sees fit. If a demiurge attempts to create a facsimile or activate an ability that costs more quintessence than available in his pool, the ability or creation of the facsimile fails.

A demiurge's quintessence pool replenishes each day after 1 hour of quiet contemplation. Since contemplating the Perfect World requires a tranquil mind, a demiurge needs at least 4 hours of rest during the prior night.

Any effect that increases the demiurge's Intelligence modifier temporarily (such as the spell *fox's cunning*, and some magic items) does not increase this quintessence pool. Conversely, any effect that decreases his Intelligence modifier, also decreases the demiurge's maximum quintessence pool.

Facsimile: Quintessence points spent in the creation of a facsimile is permanently subtracted from a demiurge's quintessence pool. This expenditure is later known as the maintenance cost.

When contemplating the Perfect World, the demiurge can choose to not maintain any existing facsimiles, thus not deducting the maintenance cost of each facsimile from his total quintessence points for the day. This

Table 1-3: Demiurge

	Base Attack	Fort	Ref	Will		Bonus
Level	Bonus	Save	Save	Save	Special	Quintessence Points
1st	+0	+0	+0	+2	Demiurge knowledge, enlightenment, facsimile, Quintessence, reclaim quintessence	15
2nd	+1	+0	+0	+3	Enlightenment ability	20
3rd	+2	+1	+1	+3	Instructor, sophistry	30
4th	+3	+1	+1	+4	Rhetoric (<i>conduit, energetic, quickening</i>)	35
5th	+3	+1	+1	+4	Soothing rationalization	45
6th	+4	+2	+2	+5	Rhetoric (<i>Zayaster's Razor</i>)	50
7th	+5	+2	+2	+5	Thesis facsimile	60
8th	+6/+1	+2	+2	+6	Enlightenment ability, rhetoric (<i>boundary</i>)	65
9th	+6/+1	+3	+3	+6	Persuasiveness, underlying principles	75
10th	+7/+2	+3	+3	+7	Conglomerate, rhetoric (<i>long reaching</i>)	80
11th	+8/+3	+3	+3	+7	Comforting rationalization	90
12th	+9/+4	+4	+4	+8	Rhetoric (<i>illumination</i>)	95
13th	+9/+4	+4	+4	+8	Resolution	105
14th	+10/+5	+4	+4	+9	Rhetoric (<i>Zenotic</i>)	110
15th	+11/+6/+1	+5	+5	+9	Enlightenment ability	120
16th	+12/+7/+2	+5	+5	+10	Rhetoric (<i>Gygian</i>)	125
17th	+12/+7/+2	+5	+5	+10	<i>True seeing</i>	135
18th	+13/+8/+3	+6	+6	+11	Rhetoric (<i>Socratines</i>)	140
19th	+14/+9/+4	+6	+6	+11	Logos	150
20th	+15/+10/+5	+6	+6	+12	Straddler of Worlds And Apeiron Upon High	155

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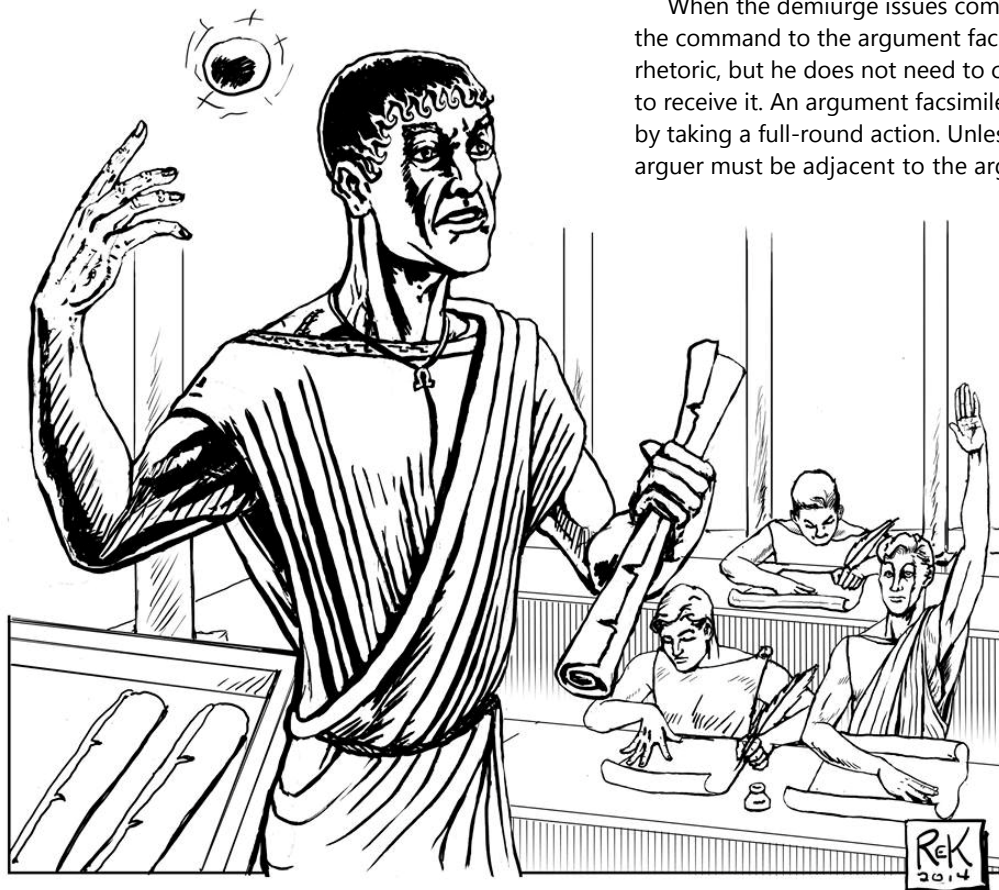
causes the facsimile to dissipate, with no exceptions. Quintessence points still being used to power an ability or a facsimile are subtracted as normal.

Reclaim Quintessence (Su): A demiurge understands that some ideas do not fit every situation and in these cases, he dismisses them like the fleeting thoughts they are. At 1st level, as a standard action, the demiurge can reclaim the quintessence of one facsimile he created that is within a range of 25 feet, plus an additional 5 feet per 2 levels. This action immediately refunds one half of the maintenance cost of the facsimile, and destroys it in the process, regardless of its number of chances to ignore dissipation it possessed (see facsimile section for details).

Sophistry (Ex): No matter how flawed an argument or view of a discussion might be, a demiurge is articulate in the delivery of his ideas. At 3rd level, the demiurge gains a +4 insight bonus on all Diplomacy skill checks.

Instructor (Ex): The demiurge is a seasoned teacher, able to teach and train a wide variety of topics. At 3rd level, when teaching or training someone, it takes half as long as it would take for a non-demiurge teacher.

If the game being played uses the retraining rules from *Pathfinder Roleplaying Game: Ultimate Campaign*, the demiurge counts as a trainer with the requisite ability, class, feat, etc. needed for other characters, and does not need a training facility when training others.



This type of training often takes the form of guiding the trainee towards the best principles of what they wish to retrain. As a result, it doesn't necessarily call for the need for intense physical conditioning that a dojo would provide. Retraining still costs the corresponding amount of gp. This gp value does not go to the demiurge, but is expended to pay for the materials needed to teach the trainee instead. Additionally the demiurge may use this ability on himself, but only after he has obtained 4th level.

Rhetoric: The art of the successful argument is the ability to build upon prior arguments and concepts. The demiurge excels in this area, and is able to extend this concept to his facsimiles. At 4th level, the facsimiles that the demiurge creates are able to aid each other in new ways that are called rhetorics. Rhetorics follow a set of rules that must be followed to be functional.

First, a rhetoric always involves two facsimiles, one that is designated as the "argument" facsimile, and the other as the "arguer" facsimile.

Secondly, the argument facsimile is the source that grants the benefit to the arguer facsimile. The arguer usually does not need to take any actions to gain the benefit of a rhetoric received from an argument.

Thirdly, the argument facsimile must have a minimum maintenance cost that is equal to or greater than the arguer facsimile.

When the demiurge issues commands, he must issue the command to the argument facsimile to initiate a rhetoric, but he does not need to command the arguer to receive it. An argument facsimile performs a rhetoric by taking a full-round action. Unless otherwise noted, the arguer must be adjacent to the argument facsimile at

start of its full-round action for the rhetoric to work. An arguer facsimile is automatically made aware of the source of the rhetoric.

Duration:

Marked by a "*", are rhetorics that last for more than a round. It's duration lasts for a number of rounds equal to half the demiurge's level (minimum 1). Some rhetorics that have a duration cause the argument facsimile to become disoriented, thus causing them to

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have reduced actions. While disoriented, they may only take a take a move action or standard action during a round, but not both. Additionally, they can still take any available free, immediate, or swift actions. The rhetoric will state that they disorient the argument. A facsimile is disoriented for the duration of the rhetoric.

If a rhetoric has a saving throw, it has a DC of $10 + \frac{1}{2}$ the demiurge's level + the argument facsimile's Charisma modifier.

Initially the demiurge only knows 3 rhetorics that are available, and the facsimiles can freely use any rhetoric gained by the demiurge.

Quickening Rhetoric: At 4th level, when the argument facsimile uses this rhetoric, the arguer facsimile adds the argument's locomotion ideals to its list of ideals until the beginning of the demiurge's next turn. If the arguer has any of the same locomotion ideals of the argument, the arguer's base speed for that movement type increases by the amount that the argument's ideal grants. In the case of a fly speed, the facsimile uses the locomotion ideal that grants the best maneuverability.

Conduit Rhetoric:* At 4th level, this rhetoric allows for the facsimile to bring portions of the Perfect World to the plane it is on. When this rhetoric is used by the argument, the arguer gains an aura that reduces chaotic influences in the area. This aura can take effect as long as the argument facsimile is within 10 feet of the arguer at the start of the arguer's turn. All creatures that are friendly to the demiurge that are within the aura, gain a +4 insight bonus to CMD against any combat maneuvers that would move the creature from their square. It also grants a +2 insight bonus on saving throws against spells with the [chaotic] descriptor.

Energetic Transference Rhetoric:* When using this rhetoric at 4th level, if the argument facsimile possesses the energetic volatility, corrosion, fiery, jolting, or rime special ideals, it may transfer one or all of these ideals to the arguer facsimile. In turn, it loses use of them for the duration of this rhetoric. This allows the arguer facsimile to bypass the limit on number of ideals per facsimile. If the argument facsimile doesn't possess any of the listed ideals, this rhetoric does nothing.

Zayaster's Razor Rhetoric:* At 6th level, this rhetoric allows facsimiles to use cleansing wit to whittle away at their enemies. When an argument uses this rhetoric, an aura of whirling slivers of the Perfect World appears around the arguer facsimile. This aura deals an amount of damage equal to the argument facsimile's Charisma modifier plus the demiurge's Intelligence modifier to all creatures within 10 feet of the arguer facsimile. This aura starts at the beginning of the arguer facsimile's turn. Both the argument and arguer are immune to this damage. This rhetoric disorients the argument facsimile.

Boundary Rhetoric: At 8th level, facsimiles are able to

create boundaries made from elements of the Perfect World. When the argument facsimile uses this rhetoric, it becomes the endpoint of this wall and is unable to move. If the argument moves, this rhetoric becomes obsolete.

The rhetoric then grants the arguer the ability to use this rhetoric to become the other endpoint of the wall.

To become the other end of this wall, the arguer must start its turn adjacent to the argument facsimile. It must take a move action to move and a standard action to create the wall before the argument facsimile's next turn. If it does not move, this ability is nullified. Once it chooses to become the other endpoint of the wall, the wall lasts for a number of rounds equal to half the demiurge's level, as long as both the argument and arguer facsimiles spend a full-round action each turn to keep the wall in place.

This wall is made of strongly lawful elements from the Perfect World, and it gives off a lawful aura. The wall is translucent and can be looked through, although images are distorted, much like a heat-mirage in the desert, but doesn't impair or block line of sight. Any spells that are projectile based, such as *acid arrow*, gain the [law] descriptor if they pass through the wall. Similarly, any thrown or projectile weapons that pass through the wall count as lawful for the purposes of overcoming DR for the attack.

The wall also impedes the movement of creatures attempting to pass through it, but not inanimate objects. Creatures can make melee attacks with manufactured weapons through the wall, but their bodies cannot pass through it when making an attack (which is up to GM's discretion). To pass through the wall, creatures must make a Will saving throw against a DC equal to $10 + \frac{1}{2}$ the demiurge's level + the argument facsimile's Charisma modifier. If successful, they treat the wall as though it were difficult terrain. Creatures that fail the saving throw are unable to pass through the wall, and are unable to attempt to pass through the wall for 1d4 rounds. The wall is 1 foot thick and stands 5 feet tall. If the wall is less than 20 feet long, it is instead 10 feet tall. Walls may not be longer than 100 feet, as it stretches the idea of the Perfect World to thin.

Long Reaching Rhetoric: At 10th level, this rhetoric enhances the reach of the facsimiles. When the argument uses this rhetoric, the arguer calculates the argument facsimile's reach distance (as natural reach) into its own reach for one round. During this round, the argument facsimile is treated as having no reach. *Ex: Argument has a natural reach of 10 and the arguer has a reach of 5. Once this rhetoric is used, the arguer gains a total reach of 15 feet, while the argument is count as not having a reach.*

Illumination Rhetoric: At 12th level, the argument shines bright and is able to cast long shadows of other facsimiles. When the argument uses this rhetoric, it gives off light as per the *light* spell, with a spell level equal to

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half the demiurge's level (maximum 9th). In addition, the selected arguer facsimile must be within 30 feet of the argument, overriding the adjacent rule. Once selected the arguer then becomes a shadowy version of itself, and its shadow stretches from its location towards the source argument facsimile. When this shadow manifests, it acts as the *blur* spell on the arguer facsimile. At 18th level, it is then treated as if *displacement*. This rhetoric lasts as long as the argument facsimile continues to take a full-round action each round to maintain the rhetoric. It may maintain this ability up to a maximum number of rounds equal to half the demiurge's level.

Zenotic Rhetoric*: At 14th level, when the argument facsimile uses this rhetoric, the arguer gains the ability to take a special charge action during its next turn. This charge follows all the normal rules of a charge action, except that after the charge attack is resolved, the arguer facsimile is teleported back to the square it started the round in, next to the argument facsimile. In addition, an illusion of the arguer facsimile is created at the location it attacked from. This illusion is as if it was created by *minor image*, and the DC to disbelieve the illusion is equal to 10 + ½ the demiurge's level + the argument facsimile's Charisma modifier. The illusion lasts for a number of rounds equal to half the demiurge's level.

Gygian Rhetoric: At 16th level, when the argument facsimile uses this rhetoric, the arguer becomes invisible as if under the effects of *greater invisibility* for a number of rounds equal to half the demiurge's level. Due to the unaccountability granted by such an effect it grants the arguer, it is eventually maddening to the Perfect World's laws of being. At the beginning of the arguer facsimile's turn, there's a 5% chance that the arguer will become *confused* as per the spell. Every subsequent turn while under the effects of this rhetoric, this chance increases by 5%. If the arguer becomes confused the effects of *greater invisibility* end, the confusion lasts for the remainder of the rhetoric's duration. Due to the nature of the lack of accountability of the arguer, this rhetoric disorients the argument facsimile that initiated the rhetoric.

Socrantines Rhetoric: At 18th level, when the argument facsimile uses this rhetoric, the arguer becomes immune to damage, and is hard to be pinned down. All damage that would normally be dealt to the arguer facsimile is instead dealt to the argument facsimile. In addition, the arguer gains a +16 insight bonus to CMD and all saving throws to avoid being moved. This rhetoric disorients the argument facsimile, and lasts until the argument facsimile is destroyed or until the rhetoric expires.

Soothing Rationalization (Su): The demiurge can use his facsimiles to assure himself of his capabilities to soldier on. At 5th level, when using reclaim quintessence, instead of regaining the quintessence, he instead may choose to heal a number of hit points equal to one

fourth of the maintenance cost of the facsimile. This acts by mending the rips and tears in the conceptual form of the demiurge, or those he heals later with comforting rationalization (see below), and is not considered positive energy.

Thesis Facsimile (Su): At 7th level, the demiurge is able to infuse a facsimile that he created, with a stronger connection to the Perfect World and designates it as a thesis facsimile. This thesis facsimile ties many of the demiurge's facsimiles together into a cohesive whole, allowing them to accomplish tasks more efficiently. A demiurge may only have a single thesis facsimile at a time. Any facsimile that is within 10 feet of the thesis facsimile, including itself, gain a +1 circumstance bonus to all die rolls, so long as they share at least one ideal with the thesis facsimile.

Finally, the thesis facsimile has limited free will, with an Intelligence of 10. It acts in a behavior similar to that of how the demiurge would in any given situation. This allows the thesis facsimile to give commands to other facsimiles of the demiurge telepathically. Unless they possess the relevant ideals, these facsimiles are unable to respond via this telepathy. The demiurge's commands always override those given by the thesis facsimile.

Persuasiveness (Ex): At 9th level, when the demiurge uses Diplomacy to shift a creature's attitude, he can shift the attitude up to three steps rather than just two steps. See the "Starting Attitude" table of the Diplomacy skill for more information.

Underlying Principles (Sp): At 9th level, through the mastery of the forms that underlay reality, the demiurge can communicate with all creatures, as if he was under a constant effect *tongues* spell.

Conglomerate (Su): At 10th level, the demiurge is able to combine ideas and merge his facsimiles into a greater facsimile. As a standard action, the demiurge selects two diagonally adjacent facsimiles within 30 feet of the himself and merges them together. The selected facsimiles must be medium or small sized, and must share at least three ideals. When they are merged, they become a single large sized facsimile. They possess the three shared ideals, and the (up to) 4 ideals that their constituent facsimiles did not share. This allows them to bypass the limit of 5 ideals per facsimile.

The maintenance cost of this conglomerate facsimile is equal to the combined maintenance costs of the two previous facsimiles. The facsimiles must be of the same type (ie, two brutes). Ranks in similar skills gain the highest rank. They gain the highest attributes and saves. Their special qualities stack. If they are two brutes, the demiurge reselects their saves.

Comforting Rationalization (Su): Through practice the demiurge is now able to use his facsimiles to soothe his allies. At 11th level, when using the ability soothing

Classes: Demiurge

rationalization, the demiurge may use the reclaimed quintessence to heal any creature that is within 30 feet.

Resolution (Su): The Perfect World is an orderly place and the demiurge is able to bring some of this intrinsic orderliness to his world. At 13th level, as a full-round action, he may touch one creature to grant them the resolute (see *Pathfinder Bestiary 2*) template for 1 minute. This creature uses the demiurge's level as its effective CR and HD for the purposes of the template's effects, regardless of the CR or HD the creature would possess after applying the template.

A chaotic creature that does not have the [chaotic] subtype is slightly disoriented by this, giving them a -1 penalty on all d20 rolls for the duration of the template. A creature with the [chaotic] subtype is instead sickened for the duration of this ability. Afflicted creatures receives a Will saving throw to negate this ability, but can choose to fail it. The DC of this saving throw is equal to $10 + \frac{1}{2}$ the demiurge's level + his Intelligence modifier. If the creature makes their saving throw, they are immune to this ability for 24 hours. The demiurge can use this ability a number of times per day equal to his demiurge level.

True Seeing (Sp): Over his lifetime of seeing the many differences between the material world and the Perfect World, he is able to pierce the lies and illusions of each reality. At 17th level, the demiurge is constantly under the effect of the *true seeing* spell.

Logos (Su): The demiurge's mastery over the Perfect World is now seen through his ability to be a part of the conceptualized ideas of the realm, similar to that of his facsimiles. At 19th level, he may act as an arguer for a rhetoric. When a rhetoric has any portion of its ability based on a facsimile's Charisma modifier (such as a DC), and when the demiurge is the arguer facsimile, he uses his Intelligence modifier instead. The demiurge must invest at least 5 points of quintessence in himself, and must still have at least the same number of quintessence points as the argument facsimile. The demiurge must invest these points in himself at the beginning of the day immediately after he meditates for one hour. However he is unable to gain any ideals from these points.

Straddler of Worlds And Apeiron Upon High (Su): At 20th level, the demiurge's insight into reality causes them to be immortal. They cease aging and no longer take penalties associated with age. At the beginning of the day when regaining quintessence, the demiurge can infuse each of his allies with a single ideal, for a cost of twice the ideal's (and any augmentations) normal cost. These ideals last for 24 hours, and he can affect a number of allies equal to his Intelligence modifier. Finally, the demiurge gains DR 5/chaotic and fast healing 2, as the Perfect World continuously flows through and stitches together the demiurge.

Enlightenments

The following enlightenments are those that are the most commonly known along borders of the Base Realm and are the most accessible to demiurges. A myriad of others do exist, but the method with which to shine the revealing light on these realms is relatively unknown or closely guarded by those that have the knowledge.

Agathon

Those of the Agathon path of enlightenment focuses on base concept of the facsimiles. Demiurges that are on this path are the ones that most often discover new subrealms or facets of the Perfect World.

Enlightenment Concept: The creation of facsimiles comes easier to the those of the agathon enlightenment. The final quintessence cost of all facsimiles created is reduced by 1/4th the demiurge's class level, minimum 0. In addition, the facsimiles the agathon demiurge creates can have a sixth ideal slot only for special ideals. The ideals of this 6th slot cost half as much as normal.

Enlightenment Abilities:

Apeiron Facsimile (Su): At 2nd level, the agathon gains the ability to create limited facsimiles whose basic functions do not cost points of quintessence to create or maintain. These facsimiles only have 4 category slots, with the demiurge selecting which category slot not to assign. The resulting facsimile's effective level is equal to the demiurge's level - 3 (minimum 1). The agathon can only have one such apeiron facsimile at a time, and it requires a 1 minute ritual to create. The base ideals used for the apeiron facsimile do not cost any points of quintessence and are not included in maintenance costs, but (if any) augmentations cost the normal amount of points and as a result count as maintenance costs. When destroyed, only the quintessence ideals that were augmentations can be reclaimed. The agathon can only augment each ideal once for the apeiron facsimile.

Ideal Metamorphosis: At 8th level, the agathon is able to modify some of the facsimiles he has created. As a standard action, he can cause one facsimile within 30 feet that he created and controls to change a single one of its ideals. He pays the difference in quintessence between the cost of the facsimile's old ideal and their new one. If the new ideal costs less quintessence, the demiurge is instead refunded the difference immediately. This is still bound by any modifications to the cost of ideals. The demiurge can use this ability once per day. At 11th level and every 3 levels thereafter (14th, 17th, and 20th) the demiurge can use this ability one additional time per day.

Enter the Perfect World (Sp): The most experienced of demiurges of the agathon path of enlightenment are able to explore the Perfect World's many areas. At 15th level, the demiurge gains the ability to cast *plane shift* twice per day to go to or return from the Perfect World.

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Unlike the base spell, the demiurge is able to precisely return from where he left to enter the Perfect World.

Artifice

While most demiurges focus their gaze on the creation of facsimiles, others split their attention between facsimiles and inanimate objects. Their facsimiles often take on the form of construct-like creatures, but act like regular facsimiles in all ways.

Enlightenment Concept: A master craftsman, the demiurge of artifice adds half his level to all Craft skill checks starting at 1st level. In addition, when the demiurge gains the soothing rationalization ability at 5th level, he can choose to heal damage an object has suffered with a touch, instead of healing himself. All the pieces of the object must be present to be repaired in this manner and if after using this ability the hit points of the object are above half, it loses the broken condition.

Enlightenment Abilities:

Artifice (Su): The demiurge of artifice is a master of creation in all of its forms.

Table 1-4: Artifice Weight

Level	Weight
1st	—
2nd	20
3rd	30
4th	40
5th	50
6th	107
7th	124
8th	142
9th	160
10th	178
11th	348
12th	379
13th	411
14th	443
15th	844
16th	900
17th	956
18th	1012
19th	1068
20th	2000

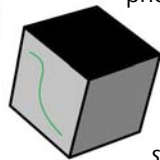
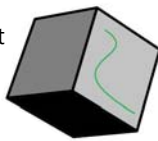
He is able to tap into the concepts of the Perfect World to create increasingly complex objects. At 2nd level, the demiurge is able to create any non-magical non-masterwork object that is not made from special materials. This object must weigh less than 20 pounds.

As the demiurge gains experience, he is able to create larger objects, but is limited to the amount of pounds that he can manifest at any given time as shown in Table: Artifice Weight. The demiurge can use this ability as many times per day as he wishes, so long as the total weight of all objects he creates is

not larger than the weight allowed by his level.

At 6th level, the demiurge can create masterwork items. At 12th level, the demiurge can create objects made from special materials (such as mithral or adamantite). The objects persist as long as the demiurge wishes, but continue to count against the maximum weight limit per level.

All objects have traits in appearance as facsimiles do, in that they are defined by sharp edges and flat planes, making them unsuitable for some purposes (such as



spices), and are obviously temporary items of other-worldly origins. It takes one full round action to create the object for every 5 pounds (rounded up) the object weighs. Dismissing an object created with this ability requires a full round action spent touching a portion of the object. Upon dismissing it, the weight it used up for the demiurge's limit is refunded.

Animate Objects (Sp): At 8th level, the demiurge is able to cast *animate objects* as a spell-like ability once per day. He uses his demiurge level as his caster level for determining the effects of the spell. He can choose to spend points of quintessence equal to his level to add an increase to his effective caster level by 1½ times. This does not allow him to animate additional objects, but this effective level increase is used only for determining the size of the objects able to be animated. *For example, a 12th level demiurge would be able to spend 12 points of quintessence to animate a single gargantuan object. At 12th level, and every 4 levels thereafter, the demiurge can use this ability one additional time per day.*

Artificer's Realm (Su): The demiurge of the artifice enlightenment eventually becomes so adept at creation that at 15th level, he is able to create his own realm to craft in. This acts as a supernatural version of the *mage's magnificent mansion* spell, using the demiurge's level as the effective caster level. In place of a grand mansion, it presents a well-stocked workshop. The servants that come with the workshop are able to work on the creation of non-magical objects, using the demiurge's relevant crafting skill bonus. The workshop contains masterwork tools for every sort of crafting need imaginable, but these tools can't leave the workshop. The workshop does persist even when the demiurge is not inside of it, thus allowing for the servants to continue work.

Befuddlement

The knowledge of the Perfect World can be confusing to those who are not prepared. Some of the more malicious demiurges use their powers to disorient others.

Enlightenment Concept: Demiurge of befuddlement is able to create less tangible facsimiles than others at reduced cost. When creating a facsimile, the demiurge can choose to make it a shadow facsimile. This shadow facsimile is created as if it were a creature summoned using *shadow conjuration*, but costs half as many points of quintessence to create. However, the maintenance cost of shadow facsimile is calculated as if he paid full price. The DC to see through the illusion is equal to 10 + ½ the demiurge's level + his Intelligence modifier. The facsimiles have reduced abilities, as per *shadow conjuration*. At 11th level, this ability acts as *greater shadow conjuration*, putting the effectiveness of the facsimiles at 50%.

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In addition, when a shadow facsimile is destroyed, it causes a slight planar distortion that disorients those around the facsimile. Before dissipating, the shadow facsimile may make a dirty trick combat maneuver against adjacent creatures. The condition applied by the dirty trick maneuver is the same for all creatures. For the combat maneuver, the facsimile uses the demiurge's level in place of its base attack bonus, and uses the demiurge's Intelligence modifier in place of any ability modifiers added to the check. If the demiurge possesses Improved Dirty Trick or Greater Dirty Trick, the benefits of those feats apply to the dirty trick combat maneuver.

Enlightenment Abilities:

Befuddle (Sp): By momentarily pulling the Perfect World to blend with the material world, the demiurge confuses his enemies' perception of reality. At 2nd level, he can cause a 5 foot radius burst of befuddlement at a location within 25 ft + 5 feet per 2 levels. Creatures within this burst can negate the effects on a successful Will save against a DC of 10 + ½ the demiurge's level + his Intelligence modifier. Those that fail their saving throw against befuddlement suffer a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. This penalty lasts until the end of the demiurge's next turn. If the demiurge uses this ability again and it would affect a creature that is still under the effects of befuddle, the result of an additional failed saving throw means that the creature is confused, as per the spell *lesser confusion*. The demiurge can use this ability at will, and it is a mind-affecting effect.

Lingering Facsimile (Su): At 8th level, when a facsimile within 30 feet of the demiurge is destroyed, he can spend an immediate action to recreate the destroyed facsimile as a shadow version of itself. He must pay the normal cost of a shadow facsimile that has the same ideals as the one he is copying. The shadow facsimile has the same Initiative value of the one it replaced. The demiurge cannot use this ability to replace a shadow facsimile with another shadow facsimile. The demiurge can use this ability a number of times per day equal to his Intelligence modifier.

Shadowstrike (Su): At 15th level, when any one of the demiurge's facsimiles makes a successful Attack Action against an enemy, and is within 30 feet of the demiurge, the attacking facsimile can teleport, as per *dimension door*, to a another location within 30 feet. It is then replaced by a shadow facsimile with the same ideals as the attacking facsimile. The shadow facsimile has its own Initiative value, rolled upon creation, and the demiurge must pay the normal cost of a shadow facsimile. This may mean the replacement shadow facsimile is able to act during the turn it was created, but it is not flat-footed until it acts. This can be done a number of times per day equal to the demiurge's Intelligence modifier.

Knowledge

Those that follow this enlightenment are the warrior-philosophers of demiurges. The idea that knowledge is more pervasive and they are able to use their knowledge of many topics to great effect in combat. Demiurges of knowledge are quick to point out that it is not their might that makes them strong, but their knowledge.

Enlightenment Concept: The ideas of the demiurges who have selected the knowledge enlightenment are more difficult to suppress. The facsimiles that he creates possess an additional chance to ignore dissipation by gaining a +4 bonus on all dissipation checks. In addition, the demiurge of knowledge is adept at quickly bringing facsimiles into existence. When spending additional quintessence to lower the action cost of creating a facsimile, the demiurge can choose to increase the cost by only 25% rather than 50% or to create it as a move action. Finally, the demiurge of the knowledge gains weapon proficiency with all martial weapons and one additional skill rank per level that must be spent in a Knowledge skill.

Enlightenment Abilities:

Know Thy Enemy (Su): Training hard to understand the quirks and weaknesses of all they face, the demiurge of the knowledge enlightenment is able to defeat his foes more easily than other demiurges. At 2nd level, against any creature the demiurge has identified, the demiurge of knowledge gains a +1 insight bonus on attack and damage rolls against the creature. As he becomes more skilled at identifying creatures, this bonus increases. At 5 ranks for the associated Knowledge skill, and every 5 ranks thereafter (10th, 15th, 20th), the bonus on attack and damage rolls increases by 1.

Ex: If a 5th level demiurge has 5 ranks in Knowledge (local) and 4 ranks in Knowledge (religion), against humans his bonus would be +2 and against undead it would be +1.

To identify a creature for the purpose of this ability, the demiurge needs to only make the minimum DC requirement based on the creature's CR and rarity (see the Knowledge skill description in *Pathfinder Roleplaying Game Core Rulebook*).

Adaptive (Sp): The demiurge is able to quickly learn from the magic his foes use. Starting at 8th level, the demiurge gains a single spell-like ability usable once per day, using his demiurge level as his caster level. The spell of the spell-like ability is not set in stone and has the ability to change. This ability first starts when the demiurge is that target or within an effect of a spell or spell-like ability. After this first instance, whether the spell or spell-like ability was successful, the demiurge can choose to learn the "spell" as a spell like ability. This requires a successful Spellcraft skill check of a DC 10 + the caster's level.

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Furthermore, when a spell or spell-like ability is cast and could affect the demiurge, he can choose to replace his current spell-like ability given from this ability with the spell effect he is facing. Since he is co-opting the magical energies necessary to bring the spell into existence, he can only choose to do this the same round as the spell or spell-like ability is cast.

Ex: If a spellcaster uses acid arrow against the demiurge and misses, he can still choose to replace his spell-like ability with acid arrow, but only during the round he was subjected to the spell.

The demiurge cannot use this ability on spells with expensive material components or focuses. The demiurge must survive the spell to gain it as a spell-like ability and the spell-like ability gains all the characteristics of the base spell, including casting time. The demiurge can change what spell his spell-like ability is based off of once per day as an immediate action. The DC the demiurge's spell-like ability is equal to 10 + the spell's level + the demiurge's Intelligence modifier.

At 12th level, and every 4 levels thereafter, he can cast the spell-like ability one additional time per day, to a maximum of 4 times per day at 20th level.

Legendary Lore (Sp): When a legendary creature, item, or place leaves its mark on the world, the concepts encompassing such entity are tightly bound together and full of energy, leaving a lasting impression on the Perfect World. The demiurge of knowledge is able to commune with the concepts of the Perfect World to learn of previous cases where this occurred, and is able to learn from them. Once per week, the demiurge can perform a communing ritual to gain the effects of *legend lore*. The ritual to 'cast' this spell takes no more than 3 days, and is otherwise bound by the rules of the spell, including allowed actions. The demiurge does not need to supply the material or focus components.

Love

Love for a demiurge, is a term of endearment as well as a term to describe physical and conceptual attraction. When used within the context of a demiurge and his works, love almost always means the force that brings two entities together, regardless of romantic intentions. The principle of love ensures that concepts and beings are able to be grouped into a constituent whole. While they may seem at odds with each other, demiurges of love and strife are both keenly aware of how they rely on each other. Without strife, all of creation would be one giant monolithic entity. Without love, there would be only disparate concepts.

Enlightenment Concept: Any facsimile that the demiurge creates have a knack for drawing hostile attacks away from those around them. Allies adjacent to a facsimile created by the demiurge of love gain a +1 dodge bonus to AC. At 4th level, and every 3 levels thereafter, this dodge bonus to AC increases by 1. The dodge bonuses of multiple facsimiles do not stack.

Enlightenment Abilities:

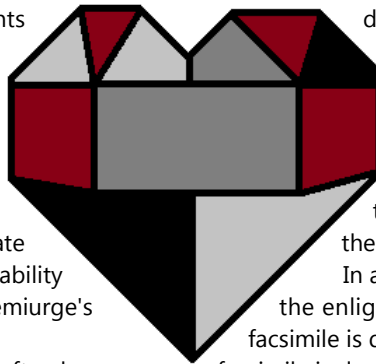
Idealistic Empathy (Su): The demiurge is able to shield his allies by offering up his facsimiles. At 2nd level, as a move action, the demiurge can select one ally and one of his facsimiles within 30 feet. For one round, half of the damage the ally receives is instead dealt to the facsimile, with the facsimile makes its dissipation check as normal for the amount of damage it took. At 4th level, and every 3 levels thereafter, the demiurge can designate one additional ally whose damage is shared with the facsimile.

In addition, the dodge bonus to AC from the enlightenment concept given from this facsimile is doubled for the round. If the designated facsimile is destroyed, due to receiving damage from this ability, its modified dodge bonus is left lingering on all allies within 10 feet of from the point of its dissipation, and lasts for 1d4+1 rounds.

Spatial Attraction (Su): The demiurge following the love path of enlightenment can manipulate his facsimiles to act as attractors, shortening the distance between two points in space. At 8th level, as a standard action, the demiurge can denote two facsimiles as attractor facsimiles (A & B). Both facsimiles must be within 30 feet of the demiurge. When an ally is adjacent to one of the attractor facsimiles, he treats the square occupied by the other attractor facsimile as an adjacent square. The ally can step into the first attractor facsimile's square and then exit from the second facsimile's square. This counts as 5 feet of movement.

After being designated, the facsimiles may move beyond 30 feet of the demiurge. When they do so, they must remain within 100 feet of each other in order for this ability to stay in affect. A facsimile can't be part of more than one pair of attractor facsimiles at a time. They remain as attractor facsimiles for a number of rounds equals to half the demiurge's level. The demiurge can use this ability a number of times per day equal to their Intelligence modifier.

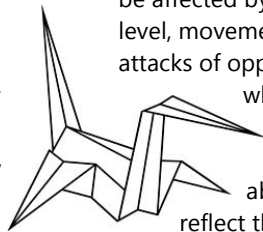
Well-Being (Su): The demiurge of love's mastery over attraction works on several levels of scale. At 15th level, the demiurge can have one of his facsimiles within 30 feet transfer a number of conditions from the demiurge's allies to the facsimile. All allies to be affected must be within 30 feet of the facsimile. The demiurge selects a



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number of the individual conditions equal to half the demiurge's level that are affecting their allies, and these transfer over to the facsimile.

Each condition transferred over to the facsimile counts as individual conditions, even if multiple selected allies are being affected by the same condition. In this instance, the conditions would stack (such as durations of fear based effects, or nauseated conditions). Only conditions that are not due to physical situations (such as grappled, prone, etc) can be transferred over nor can the dead or invisible conditions. Activating this ability is a full round action by the demiurge, and he can use it a number of times per day equal to his Intelligence modifier.



Strife

Just as love brings the ideals and elements of the world together, strife separates them. Strife, to a demiurge, is not the principle of chaos. Whereas love is attraction, strife is separation. The Perfect World is an orderly place, and while many would confuse strife with chaos, it is an essential aspect of the world. Strife is what allows for everything to be differentiated. Without strife, one would not be able to define love and this leads to sameness.

Enlightenment Concept: The demiurge of strife gains a +1 insight bonus on combat maneuver checks to combat maneuvers used to move opponents from his location, such as from a bull rush, drag^{APG}, push^{APG}, or reposition^{APG}. At 4th level, and every 3 levels thereafter, this bonus increases by +1. This bonus also applies to the relevant combat maneuvers of the demiurge's facsimiles.

Enlightenment Abilities:

Ray of Strife (Su): At 2nd level, the strife demiurge learns how to momentarily separate a creature's constituent ideals from the creature's being. As a standard action, the demiurge can make a ranged touch attack against a creature within a range of 25 feet + 5 feet per 2 levels. On a successful attack roll, the demiurge deals 1d6 + his Intelligence bonus points of damage to the creature. At 5th level and every 3 levels thereafter (8th, 11th, so forth) this damage increases by 1d6. At 11th level, the demiurge of strife can make a second ray attack at any creature within range as part of this standard action.

Spatial Thrust (Su): The demiurge is able to utilize his facsimiles to displace creatures from their positions. At 8th level, whenever there is a facsimile adjacent to a creature and the demiurge uses his ray of strife on that creature, the demiurge can choose to make a bull rush, drag, push, or reposition combat maneuver as if he was in the facsimile's position, in addition to any damage caused by the ray. This combat maneuver does not provoke attacks of opportunity, and he uses his demiurge level as the base attack bonus along with his Intelligence modifier

in place of his Strength modifier.

If there are multiple facsimiles adjacent to a single target, the demiurge chooses which facsimile's position to originate the combat maneuver from. An enemy can be affected by this ability only once per round. At 12th level, movement from this combat maneuver provokes attacks of opportunities from allies, except the facsimile whose position was chosen.

Eldritch Strife (Su): Sameness is not the way of the demiurge of strife, and they are able to manipulate magical energies to reflect this philosophy. At 15th level, the demiurge of strife can, as a standard action, scramble the effects of magic spells affecting multiple creatures. He selects one creature within 30 feet when using this ability and can scramble a number of spells on this creature equal to his Intelligence modifier.

To qualify for being scrambled, the spells must be affecting at least one other creature within 30 feet of the first creature originally selected. The first spells to be scrambled are those with the highest spell levels on the original creature, and spells are randomly chosen at this spell level until there are no more qualifying spells to be scrambled. Next it goes down to the next spell level (if any) and repeats until all qualifying spells active have been scrambled or the ability has reached its limit of scrambled spells.

When a spell is scrambled, the effective caster level is reduced by 1d8 for all purposes, such as duration, strength of the effect, etc. If an effect is dependent upon having a minimum caster level, such as the increase in resistance of *resist energy* at 11th level, and the effective caster level is beneath this, then that effect is suppressed as if the caster level was never at that level. All creatures within 30 feet of the targeted creature with the same instance of the spells on the creature have the effective caster level of their spells lowered by the same amount, for their respective spells. This ability can be used once per day at 15th level, and one additional time per day at 17th and 19th level.

Facsimiles:

Every facsimile is created with a physical body that is a representation of their constituent ideals. While the exact form can change, there are basic similarities between all facsimiles. The shape is always comprised of sharp edges and flat planes: there are no curves on a facsimile's body except as created by many small planes connected by sharp edges. The ideals used to create any facsimile, influence the shape of the facsimile in ways that it is reasonably apparent what the facsimile is comprised of.

For example, a facsimile with 4 tentacles cannot appear to be just a floating square, but must possess 4 tentacles. The creations of a demiurge are created

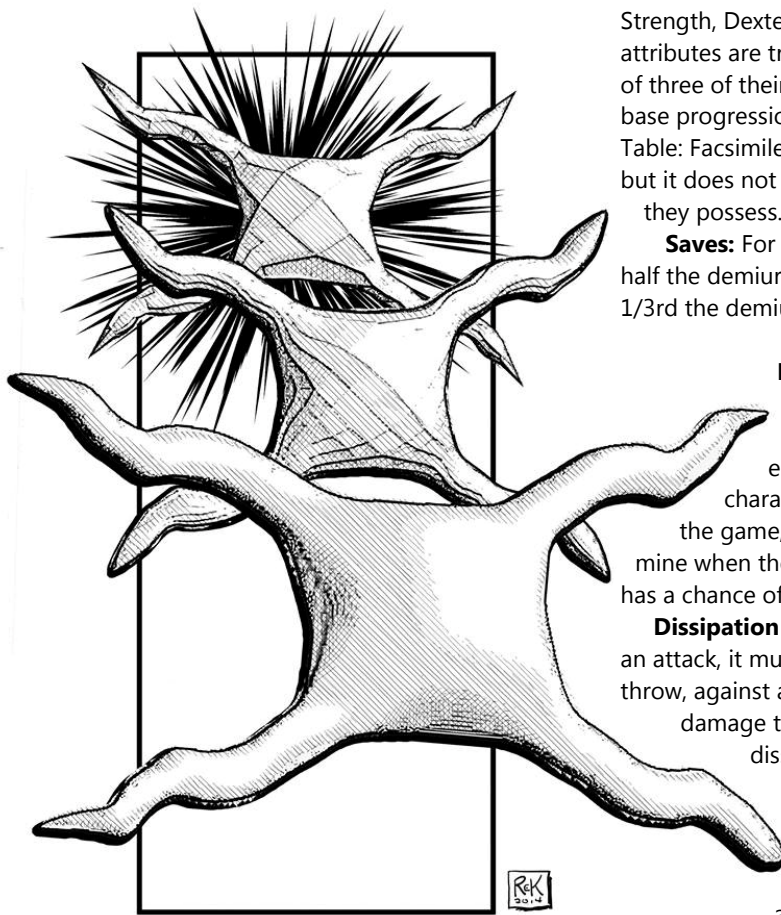
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quickly, and there is not time for the demiurge to shape his creations in ways other than this.

However, as the facsimile persists over the course of weeks, their features soften and become more life-like. Rounded edges may start to appear, and more detail becomes apparent. But no matter how long they've been around, they are still but facsimiles of life and are thus always retains some visible evidence that they are rough creations. The coloration of a facsimile starts out as gradients of gray, but this coloration too changes over time, eventually becoming a mixture of gray and other colors, as the demiurge directs.

The creation of a facsimile requires the expenditure of quintessence. Each facsimile costs at a minimum 6 points of quintessence, and this number can be raised by using powerful ideals or augmentations.

Every facsimile is treated as a construct creature for various effects, but not for base statistics such as: base attack bonus, base saving throws, hit dice, or bonus hit points. Upon creation, the demiurge chooses from one of two progressions for his facsimiles.



Jack:

Abilities: Charisma good, either Strength or Dexterity good, other poor

BAB: half demiurge's level

Saves: all good

Size Category: tiny

Skill Ranks: five times the demiurge's level

Special: All locomotion ideals grant +10 foot to their speeds, allowing the facsimile to surpass the movement limit. If the facsimile has another category's ideal in the locomotion spot, it only costs only one and a half the ideal's quintessence cost, rather than double.

Brute:

Abilities: Strength and Dexterity good, Charisma poor

BAB: demiurge's level

Saves: one good, two poor

Size Category: small

Skill Ranks: two times the demiurge's level

Special: The brute gains one additional chance to ignore dissipation.

The base progression can also influence other aspects of the facsimile, or even availability of ideals.

Attributes: Facsimiles only have four attributes: Strength, Dexterity, Intelligence, and Charisma. All other attributes are treated as having a score of —. The value of three of their four attributes is determined by their base progression and the demiurge's level, as shown in Table: Facsimile Attributes. Their Intelligence is always 3, but it does not affect the number of skill ranks per level they possess. (see table 1-5)

Saves: For facsimiles, good saves are equal to 2 + half the demiurge's level, and poor saves are equal to 1/3rd the demiurge's level (round down). (See table 1-6)

Damage and Facsimiles:

Newly created ideas are fragile things, even those that are made real, and are easily destroyed. Facsimiles share these characteristics: Unlike every other creature in the game, facsimiles do not use hit points to determine when they are destroyed. Instead, the facsimile has a chance of dissipation every time they are hit.

Dissipation Check: Each time a facsimile is struck by an attack, it must succeed at a check, much like a saving throw, against a DC equal to 10 + 1 for every 2 points of damage the attack has caused. This is known as a dissipation check. When making this check, the facsimile rolls a d20 and adds 1/3 the demiurge's level + the facsimile's Charisma modifier as a bonus. A facsimile automatically succeeds on this check if a roll is a natural 20, and automatically

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fails on a roll of a natural 1. If the facsimile fails the check, it dissipates.

At higher levels, or because of certain ideals, each facsimile can ignore a certain number of dissipations before they truly dissipate. No actions are required on the part of the demiurge or facsimile to ignore a chance of dissipation. As long as a facsimile can ignore additional dissipations, failing the check has no consequences, but is subtracted from his total count of "ignores". A facsimile gains one additional "chance to ignore dissipation" at 9th

Table 1-5: Facsimile Attributes

Level	Good	Poor
1st	15	10
2nd	15	10
3rd	15	11
4th	16	11
5th	17	12
6th	18	12
7th	19	13
8th	20	13
9th	21	14
10th	22	15
11th	23	15
12th	24	15
13th	25	16
14th	25	17
15th	26	18
16th	27	18
17th	27	19
18th	27	20
19th	28	21
20th	29	22

level, and every 4 levels thereafter. When it is referenced in other class abilities, this is known as simply as "chance to ignore dissipation".

When a facsimile is destroyed, either by dissipation or certain class abilities, some of the quintessence used to power the facsimile flows back to the demiurge replenishing his quintessence pool a little. When a demiurge uses his Reclaim Quintessence ability on a facsimile, half of the facsimile's maintenance cost is refunded. If a facsimile is dissipated in any other way, only one fourth of the maintenance cost is refunded. In all instances, round down.

Feats & HD: Facsimiles

have no feats, and their effective HD for the purpose of abilities and effects is equal to the level of the demiurge.

Skills: Facsimiles also do not possess any class skills, although certain ideals may alter that. Even if a facsimile has ranks in a skill, the facsimile must have the means to use it. For example, a facsimile who cannot speak can't use Diplomacy in most cases. Facsimiles are prevented from having skill ranks in the following skills: Craft, Knowledge, Linguistics, Perform, or Profession.

Aid Another: Facsimiles can only use the aid another action to grant attack bonuses or bonuses on AC an ally, or they can use it to aid with skill checks that require physical components.

Magic Items: Facsimiles do not possess any magic item slots, and cannot make use of any magic items.

Natural Attacks: Every facsimile has one primary natural slam attack that it usually uses by ramming into its target. This attack deals 1d6 damage and all of their natural attacks are treated as a magical weapon for the purpose of overcoming DR and other effects, such as incorporeal creatures.

Deflection Bonus: The demiurge takes very special precaution to ensuring his facsimiles survive, granting them a Deflection bonus to AC equal to his Intelligence modifier.

Ideals: Each facsimile is comprised of 5 ideals that are from 4 different categories.

Locomotion: This category deals with ways in which the facsimile moves around the world.

Manipulatory: This category deals with the ways in which the facsimile interacts with the world, including the ways that it can attack or use objects.

Sensorial: This category deals with the ways in which the facsimile senses the world around it.

Special: This category contains any special abilities the facsimile may possess.

Each facsimile possesses one ideal from locomotion, manipulatory, and sensorial categories, plus two ideals from the special category. By doubling the quintessence points cost of an ideal (and its augmentations), it can be placed in another category's slot on a facsimile. They can not have the same ideal in two different slots, unless otherwise stated.

For example, a demiurge could create a facsimile that has the following ideals: telekinetic force (manipulation slot), superior vision (sensorial), energetic volatility (fire) (special), fiery (special), rays (special, but in locomotion slot). This would cost 15 points of quintessence: 2 from telekinetic force, 4 from superior vision, 2 from energetic volatility, 3 from fiery, and 4 (2*2) from rays being in the locomotion slot.

Size: Facsimiles have a base size category determined by their base progression. By spending additional quintessence points, the demiurge can create larger facsimiles. Some sizes are

only available after certain levels. It costs 2 points of quintessence to increase the facsimile's size from tiny to small.

Each additional size category increase costs 4 points of quintessence. At 6th level, a facsimile can become medium sized. At 10th level, a facsimile can become large sized. Each size increase upward applies a +2 bonus to its Strength score, and a -2 penalty to its Dexterity score.

Table 1-6: Facsimile Saves

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

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Ideals:

The following section details the ideals that are assigned to facsimiles by the demiurge through the expenditure of quintessence points. Some ideals have augmentations that can be done to increase the effectiveness of the base ideal. These augmentations are bought separately.

For example, if using the flight ideal to achieve a speed of 30 ft. (poor) would need to spend 12 points of quintessence, not 8 or 9. Each ideal ends with the cost of points necessary to expend to add the ideal to a facsimile. All ideals are considered extraordinary abilities unless otherwise noted. The list of ideals are broken up by their specific category.

Locomotion

Aquatic Movement: The facsimile gains a tailfin that grants it a swim speed of 20 feet. For every 2 additional points of quintessence invested, the speed is increased by 10 feet, to a maximum of 50 feet. **Cost: 3**

Bipedal Movement: The facsimile has a pair of legs constructed of the same material as its ridges. This grants it a land speed of 20 feet. For every 2 additional points of quintessence invested above the base cost, it has its speed increased by 10 feet, to a maximum of 50 feet.

Cost: 1

Creeping: The facsimile is able to creep along the ground, much like an ooze. It gains a land speed of 15 feet, but all movement ignores difficult terrain. The facsimile's speed is never slowed down due to a heavy load. For every additional 3 points of quintessence spent, the speed increases by 5 feet. **Cost: 3**

Flight: The facsimile can fly at a speed of 20 feet. (clumsy). This ideal has two augmentations that must be tracked separately. The first augmentation: spending 4 additional points of quintessence, the maneuverability increases by 1 stage, to a maximum of perfect. A second augmentation: spending 3 additional points, its speed increases by 10 feet, to a maximum of 100 ft. **Cost: 5**

Hover Movement: The facsimile can hover up to 5 feet off the nearest surface. This grants it a fly speed of 10 feet. (perfect), but it cannot fly higher than 5 feet off the nearest surface. For every 3 points of quintessence invested above the base cost, the distance they can hover off of the nearest surface increases by 10 feet, to a maximum of 45 feet. **Cost: 4**

Iounic Movement: Modeled after iounic stones, the facsimile has no movement, but instead hovers and orbits around a target non-facsimile allied creature, designated at the facsimile's creation. The size of the facsimile changes to be Diminutive, and this size cannot

be changed by any means. A facsimile with this ideal cannot take part in any rhetoric, either as the argument or the arguer. It occupies the same square as the creature, and each attack against the creature has a 25% chance to actually hit the facsimile. A creature can only have a single iounic facsimile orbiting him at a time.

Cost: 3

Quadrupedal Movement: The facsimile has 4 legs constructed of the same material as their ridges. This grants it a land speed of 20 feet. For every 2 additional points of quintessence invested above the base cost, it has its speed increased by 10 feet, to a maximum of 50 feet. **Cost: 1**

Tripedal Movement: The facsimile has three long legs, generally in a triangle formation. This grants it a land speed of 15 feet. The length of their legs makes it easier for the demiurge to create larger facsimiles. The final size category increase cost applied to the facsimile is to be considered halved. For every 3 additional quintessence invested above the base cost, the speed is increased by 10 feet, to a maximum of 35 feet. **Cost: 1**

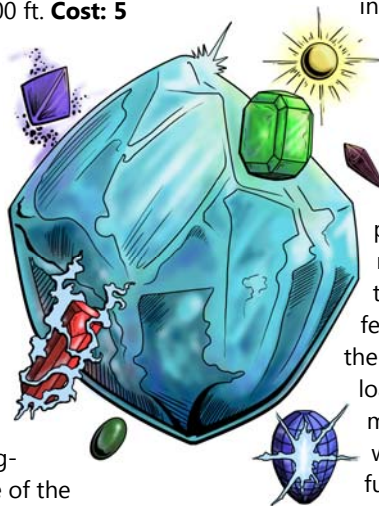
Tumbling Movement: The facsimile is able to maneuver in any direction by means of rolling, regardless of its final shape. This movement grants it a land speed of 10 feet. Each round, in which it spends just moving in a straight line, has its land speed increased by 20 feet on its next turn. This increase stacks with itself to a maximum of 70 feet after three turns. The GM may adjust this depending on the terrain, such as slopes or obstructions. Turns of up to 45 degrees do not reset the land speed. Turns greater than 45 degrees resets its land speed to 10 feet as it makes the turn. **Cost: 2**

Manipulatory

Arms, Basic: The facsimile gains a pair of arms ending in three digits each. **Cost: 1**

Arms, Heavy: The facsimile gains a pair of arms ending in three digits each. All slam attacks of facsimile with this ideal are generally done with the arms, and it gains one additional slam attack. **Cost: 2**

Gust: The facsimile is able to generate targeted gusts of wind that are able to manipulate certain objects, primarily by pushing them. The maximum range that the facsimile can use this gust to manipulate objects is 20 feet. When used to manipulate objects, the force of the wind is equal to the light load limit of the facsimile, and it can make the gust originate from any point within 20 feet of itself. This allows for full range of movement. By augmenting this ideal with an additional 5 points of



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quintessence, the facsimile can use the bull rush or disarm combat maneuvers against enemies up to 20 feet away. The facsimile is unable to move with the opponent it successfully bull rushed. **Cost: 2**

Scoop: The facsimile gains a scoop like appendage, able to displace material. The amount of material it can fit in the scoop can weigh no more than its medium load threshold. This scoop can be used to burrow through the earth, allowing it to burrow a certain distance per two rounds as determined by its size. The base burrow speed per 2 rounds is 5 feet +5 feet for every size category larger than Tiny. The facsimile can lower or raise the scoop as a move action. **Cost: 3**

Stinger: The facsimile grows a single appendage that ends in a stinger. This appendage may wrap around objects and hold things like a prehensile tail. The stinger can be used as a primary natural attack that deals 1d4 points of damage for a Tiny facsimile, and 1d6 points of damage for a Small facsimile. The stinger itself cannot grasp objects, but it may pierce objects and hold them as if they were pierced by a spear tip. **Cost: 2**

Telekinetic Force: The facsimile is able to telekinetically manipulate objects within 10 feet of the facsimile, as if using *mage hand* except as follows: the facsimile can affect magical items, and the weight limit is equal to the light load limit of the facsimile. **Cost: 2**

Tentacles: The facsimile gains a pair of tentacles. These are secondary natural attacks that deal 1d3 points of damage. Basic manipulation is possible with these tentacles, but tasks requiring a fine control are not suitable for them. By spending an additional 4 points of quintessence, two of the facsimile's tentacles have the grab ability. By spending an additional 3 quintessence, the facsimile gains an additional tentacle, including an additional tentacle secondary attack. Up to a maximum of 6 tentacles may be augmented in this way. **Cost: 3**

Sensorial

All sensorial ideals also grant normal vision as a human sees.

Blindsense: The facsimile gains blindsense with the distance of 20 feet. **Cost: 4**

Blindsight: The facsimile gains blindsight with the distance of 10 feet. **Cost: 4**

Darkvision: The facsimile has darkvision of 60 feet. For every 2 points of quintessence invested, the

range of darkvision increases by 30 feet, to a maximum of 120 feet. **Cost: 2**

Detect Magic: The facsimile has a constant effect of *detect magic* active. It must still spend turns focusing to get the results. **Cost: 3**

Limited Telepathy: The demiurge is able to speak to and give orders to the facsimile mentally, so long as they are both on the same plane. This does not reduce the action cost necessary to give commands to the facsimile with this ideal. This does not give the facsimile the ability to respond back, but if they are able to speak through an ideal or other ability, they can respond using telepathy. **Cost: 4**

Low-Light Vision: The facsimile has low-light vision. **Cost: 2**

Normal Vision: The facsimile can see as a normal human can. **Cost: 1**

Share Senses: The demiurge is able to sense through the facsimile. As a standard action, the demiurge can sense (sight, smell, hear, taste, and touch) everything the facsimile does. The demiurge can use this ability for a number of rounds per day equal to his class level, and he still retains his normal senses as well, although he is distracted for the purposes of Perception skill checks. The demiurge can end this as a free action. The facsimile and the demiurge must be on the same plane for this ability to work. **Cost: 3**

Super-vision: The facsimile has low-light vision and darkvision of 60 feet. For every additional 2 points of quintessence invested into this ideal, the range of its darkvision increases by 30 feet, to a maximum of 120 feet. **Cost: 4**

Superior Identification: The facsimile is able to identify whether creatures within 30 feet would identify the demiurge as a friend, foe, or is ambivalent towards the demiurge. This is a mind-affecting effect and counts as *seek thoughts* for effects that block mind reading. For every 4 additional points of quintessence invested, the range of this ability increases by 30 feet to a maximum of 120 feet. **Cost: 4**

Special

Aegis (Su): The facsimile acts as a conduit into the Perfect World for those around him, rapidly infusing the wounds with sparks of perfect ideals. The facsimile grants DR to all allies adjacent to the facsimile. The amount of DR is equal to one fifth the facsimile's Charisma score. This DR is overcome by chaotic-aligned attacks. **Cost: 3**

Corrosion (Su): The facsimile uses its acidic sheen to corrode the armor of those it strikes. The first time in a



Classes: Demiurge

round where the facsimile successfully hits a foe with an attack that deals acid damage, requires the opponent to make a Fortitude save. If the opponent fails the saving throw, each successful attack by the facsimile until the end of its turn reduces the armor bonus (or natural armor bonus) of the afflicted target by 2 (to a minimum of 0). After the round ends, this corrosion fades, restoring the bonuses to the AC. If the creature has both an armor and natural armor bonus to its AC, the facsimile must select one bonus to affect. Once chosen, all attacks from the facsimile apply to the selected type. The facsimile must have the energetic volatility (acid) ideal prior to selecting this. **Cost: 3**

Energetic Volatility (Su): The facsimile is wrapped in a thin sheen of elemental energy. The facsimile chooses one type of energy: acid, cold, electricity, or fire. It gains resist energy 2 for the selected energy type. Additionally all of its slam attacks deal an additional 1d6 of energy damage of this type. By spending 4 additional points of quintessence, all of their attacks deal this damage, and not just slam attacks. **Cost: 3**

Feat: The facsimile gains one feat. It must meet all the prerequisites of this feat. For every 3 additional points of quintessence invested in this augmentation, the facsimile gains one additional feat. The facsimile can have this ideal in more than one slot. No more than 3 feats can be assigned to one slot. **Cost: 2**

Fiery (Su): The facsimile is able to use its fiery sheen to set fire to those it strikes. The facsimile's natural attacks that deal fire damage gain the burn universal monster rule, using their attack's damage as the burn damage. Additionally, the facsimile gives off light similar to that of a torch. The facsimile must have the energetic volatility (fire) ideal prior to selecting this. **Cost: 3**

Hazardous Zone (Su): The facsimile can cause one square of terrain it disrupts to be a hazardous zone. When using the terrain disruption ideal, the facsimile can choose one square that will become difficult terrain to deal damage to anyone who passes through it or that is occupying the square. This hazardous zone causes 2d6 points of damage. A Reflex saving throw halves this damage. The squares affected have a visible wave of energy flowing over them and can be visually identified. For every 3 additional points of quintessence spent, the facsimile can select one additional square to be a hazardous zone while using the terrain disruption ideal. The facsimile must have the terrain disruption ideal prior to selecting this ideal. **Cost: 2**

Jolting (Su): The facsimile uses its electrical sheen to shock those it strikes, causing the opponent to twitch. At the start of each round, the facsimile chooses one natural attack that deals electricity damage. If the attack is successful, the creature struck becomes dazzled and cannot make attacks of opportunity for 1 round. A Fortitude

saving throw negates this effect. The facsimile must have the energetic volatility (electricity) ideal prior to selecting this. **Cost: 3**

Rays (Su): The facsimile is able to shoot a ray of pure disruptive energy. This ray is a ranged primary natural attack that must hit the touch AC of an opponent to be successful. The ray deals 1d4 + the facsimile's Charisma modifier points of damage on a successful attack. For every 4 additional points of quintessence spent, the facsimile gains one additional ray attack. For every 1 additional point of quintessence on this augmentation, the damage dice of each ray deals an additional 1d4 points of damage, up to a maximum number of d4s equal to half the demiurge's level (minimum 1). The damage from this ray attack is untyped. **Cost: 2**

Reach (Ex): The facsimile's reach and threatened area increases by 5 feet. Only Tiny, Small, or Medium facsimiles may select this ideal. **Cost: 2**

Reinforced Logic, Lesser (Ex): The facsimile gains one additional chance to ignore dissipation. By spending 2 additional points of quintessence, the facsimile gains one additional chance to ignore dissipation. A facsimile can have up to a maximum of 4 chances given from this ideal. **Cost: 1**

Reinforced Logic (Ex): The demiurge's ability to weave logical arguments makes his facsimiles able to resist certain attacks. When making a dissipation check, the facsimile gains a +2 bonus on the die roll and can ignore one additional chance of dissipation. **Cost: 3**

Reformative Sacrifice (Su): The facsimile is able to weaken its own grasp in the material world and heal those around it. As a standard action, the facsimile can choose to cause itself to dissipate to heal one adjacent creature 1d6 hit points per three class levels of the demiurge (minimum 1), or to grant an adjacent facsimile an additional chance to ignore dissipation. The facsimile can use its chances to ignore dissipation when using this ability, meaning it does not dissipate if it has any remaining. **Cost: 3**

Rime (Su): The facsimile uses its icy sheen to impair movement of its foes. Each round, the facsimile must select one of its natural attacks that deals cold damage. If the selected attack is successful, the target must make a Reflex save or be entangled, for a number of rounds equal to half the level of the demiurge as frost begins to cover their body. The facsimile must have the energetic volatility (cold) ideal prior to selecting this ideal. **Cost: 3**

Saturation (Su): Facsimiles are developed out of a concept thought of the demiurge. On occasion he may create one that is a direct reflection of the color of the world that influences him. This leads to the saturation in the surface of the facsimile, letting it blend in with the environment. When the facsimile is out of chances to ignore dissipation, and has succeeded on a dissipation

Classes: Demiurge

check, it may blend into the world granting it a 50% miss chance against the next attack made against it. Where upon reality snaps the facsimile back into the original concept that it was. **Cost: 3**

Skilled (Ex): The demiurge is able to build his facsimiles with defined parameters in certain skill areas. The facsimile gains a +4 bonus to one specific skill. For every 2 additional points of quintessence spent on this augmentation, the facsimile gains this bonus for one additional skill. **Cost: 2**

Strengthened Argument (Ex): When the facsimile is the argument of a rhetoric that causes disorientation, this facsimile it is unaffected. **Cost: 3**

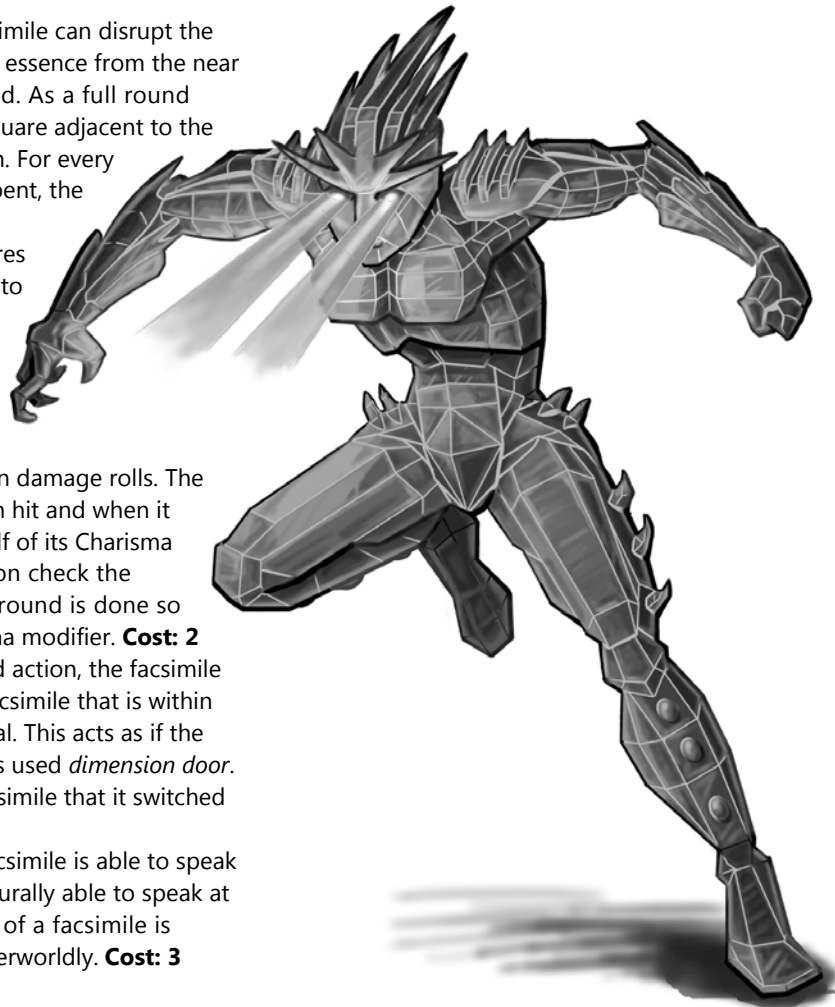
Telepathic (Su): The demiurge and facsimile are able to communicate telepathically with each other, so long as both of them are on the same plane of existence. The facsimile can only communicate basic feelings (similar to a familiar's Empathic Link) with the demiurge, unless it has an ideal that will allow it to communicate normally. Much like the Limited Telepathy sensorial ideal, this does not allow the demiurge to issue commands faster than a move action. **Cost: 3**

Terrain Disruption (Su): The facsimile can disrupt the terrain around it by infusing it with essence from the near chaotic edges of the Perfect World. As a full round action, the facsimile can cause 1 square adjacent to the facsimile to become difficult terrain. For every additional point of quintessence spent, the facsimile can affect one additional square (up to 3 squares). The squares that are affected must be adjacent to one another. **Cost: 3**

Thrasymachy (Ex): As a free action at the beginning of its turn, the facsimile is able to choose to potentially take on additional damage to gain a bonus on damage rolls. The additional damage it receives when hit and when it in turn deals damage is equal to half of its Charisma score (not modifier). Any dissipation check the facsimile is required to make this round is done so without the addition of its Charisma modifier. **Cost: 2**

Transposition (Su): As a standard action, the facsimile can switch places with any other facsimile that is within 60 feet and that possesses this ideal. This acts as if the facsimile that initiated the ideal has used *dimension door*. The actions or activation of the facsimile that it switched with are not affected. **Cost: 2**

Vocalized Argument (Ex): The facsimile is able to speak any language that its creator is naturally able to speak at the time of its creation. The voice of a facsimile is monotone and sounds slightly otherworldly. **Cost: 3**



Classes: Medium

MEDIUM

Alexia knew she was "gifted" in her youth, even before she was captured for slavery. All of her ancestors were always whispering advice and guiding her to safety when situations in life seemed dire. Of course, she always had welcomed the good fortune of their wisdom, as they did have the experience. But it was Selina, her older sister, that had always accompanied her and told the others to leave Alexia alone to live and make her own mistakes. That is what Selina did, and that is what Alexia set herself to aspire to be like. It was also that behavior that led to the situation that ended with Selina being whipped to death by the slaver.

Months later, Alexia had found herself with the same reward for taking extra rations from the dinner table. After the first lash, she remembered blacking out from the pain, but hearing Selina's faint but soft voice, "Let me show you what I have learned from my experience." It was in this moment she found herself free from the bonds that held her, clutching the slavers whip, and her rag outfit covered in blood. The master was dead and strung up from the rafters, and scrawled onto the wall was a message.

"Always looking over you. ~ S."

Living vessels for beings that exist outside the normal limits of reality, mediums share their bodies with spirit companions whose abilities are drawn from one or more other classes. When not channeling these loyal companions, mediums receive guidance from various other spirits. This guidance rarely takes the form of direct, verbal communication. More often, it manifests in the form of spell-like effects or other bonuses imparted through wordless, intuitive contact with the spirit world.

Role: As a medium, one's role is secondary to that of her spirit companion's. Her spirit companion has class levels of its own, and participates in adventures by inhabiting the medium's body and acting on her behalf. The medium relies heavily upon her spirit companion in most dangerous situations, for it is that their capabilities often exceed her own. When not channeling the spirit companion, she can call upon various other spirits to gain minor bonuses, and to provide support for the medium's allies.

Alignment: Any

Hit Die: d8

Class Skills:

The medium's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Perception (Wis), Perform (Cha), Profession (Wis), and Sense Motive (Wis).

Skill Ranks per Level: 2 + Int modifier

Mediums and spirits:

Over time, the player of a medium can choose to exchange the medium's existing spirit companion for a new one. (Note that this decision is made by the player, not by the character, reflecting the whims of inscrutable spirit beings beyond the medium's conscious control.) During the course of a single campaign, a given medium might have the opportunity to channel spirit companions with many different classes and capabilities. Alternately, the player of a medium can choose to retain a particular spirit companion indefinitely, exploring a longer-term relationship between medium and spirit.

Class Features:

Weapon and Armor Proficiency: All mediums are proficient with all simple weapons. A mediums is only proficient with light armor, but not with shields.

Channel Spirit (Su): As a full-round action that does not provoke attacks of opportunity, the medium can allow her spirit companion to possess her, inhabiting her body as if using a *magic jar* spell with a caster level equal to the medium's class level (minimum 4th). Unlike an ordinary *magic jar* spell, no receptacle is required when using this effect.

Upon entering the medium's body, the spirit gains access to her memories of the past twenty-four hours as if it had lived them. The medium directs the spirit as if it were an extension of herself, though it uses its own class features instead of the medium's. (The spirit cannot use the spirit guidance, séance, or revelation medium class features, for example.) Outside influences (such as mind-affecting effects) may still force the spirit to act in ways not of the medium's choosing.

While a spirit companion occupies the medium's body, it is free to interact with the world as if it were a normal character using a *magic jar* spell. Conversely, the medium cannot perform any actions during that time. For that duration, she does not count as occupying any location and cannot be targeted in any way. However, any effect which would kill the spirit companion kills the medium instead, and any effect which would render the spirit companion unconscious renders the medium unconscious instead. If the medium dies or fall unconscious, her spirit companion is expelled from her body.

Each time that the medium uses this ability, her spirit companion can remain in her body for up to four hours. Starting at 5th level, the spirit can instead remain in the medium's body for up to one hour per medium level that she possesses. The spirit may choose to leave the body before this duration expires as a standard action that does not provoke attacks of opportunity. Effects which can expel a possessing creature can expel the spirit prematurely if successfully used against it.



Classes: Medium

Table 1-7: Medium

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Channel Spirit, spirit companion, spirit guidance
2nd	+1	+0	+0	+3	Séance
3rd	+2	+1	+1	+3	Revelation
4th	+3	+1	+1	+4	
5th	+3	+1	+1	+4	
6th	+4	+2	+2	+5	
7th	+5	+2	+2	+5	Revelation
8th	+6/+1	+2	+2	+6	
9th	+6/+1	+3	+3	+6	
10th	+7/+2	+3	+3	+7	
11th	+8/+3	+3	+3	+7	Revelation
12th	+9/+4	+4	+4	+8	
13th	+9/+4	+4	+4	+8	
14th	+10/+5	+4	+4	+9	
15th	+11/+6/+1	+5	+5	+9	Revelation
16th	+12/+7/+2	+5	+5	+10	
17th	+12/+7/+2	+5	+5	+10	
18th	+13/+8/+3	+6	+6	+11	
19th	+14/+9/+4	+6	+6	+11	Revelation
20th	+15/+10/+5	+6	+6	+12	Twin Souls

When the spirit companion leaves the medium's body, she gains knowledge of everything that her spirit companion experienced while in her body, as if she had lived it. The medium gains this knowledge even if her spirit companion was expelled from her body as a result of her death; in this case, the imparted knowledge flashes before the medium's eyes as she dies, and then remains with her if she is later returned to life.

A medium can use the channel spirit ability a number of times per day equal to her Charisma modifier (minimum 1). Effects which normally block possession attempts, such as *protection from evil* spells, do not prevent a medium from activating this ability, nor do they prevent her spirit companion from controlling her body; a medium's bond with her spirit companion is too strong to be blocked in this manner.

Spirit Companion (Ex): A medium forms a bond with a spirit from beyond the ordinary bounds of reality. Through the use of the channel spirit ability, this spirit serves as the medium's proxy whenever she requires its assistance. The spirit serves loyally in this capacity, either because it is fond of the medium, or because it realizes that it relies on the medium in order to interact with the material world.

A spirit companion has various abilities similar to those of a normal character, as noted in the Spirit Companions section. Unless stated otherwise, however, the spirit companion cannot perform any action. It can only interact with the world when and where the medium's class features explicitly permit it to do so. Unless stated otherwise, a medium cannot directly communicate with her spirit companion. Instead, she shares memories with her

spirit companion when using the channel spirit ability, as described above.

Upon gaining a new class level, this spirit companion's capabilities improve or you may choose to replace the medium's current spirit companion with a new one. (*Note that this "out of character" decision is made by your player, and not by the medium. In character, the medium is not required to perform any action or provide any consent for this to occur. The medium may not even know that her spirit companion has been replaced until she next uses the channel spirit ability, at which point the medium learns about the new spirit companion.*)

The new spirit companion's level is determined in the same way as that of the previous companion's. The medium's new spirit companion need not share any of her previous spirit companion's class levels, skills, or other capabilities.

Spirit Guidance (Su): As a standard action, the she can call upon the spirits to provide indirect assistance. Each time this ability is activated, choose one of the following effects: a +1 insight bonus that applies to Armor Class and to all saving throws, a +1 insight bonus that applies to all attack rolls and weapon damage rolls, or a +1 insight bonus that applies to all skill checks. The medium gains the chosen benefit for 1 minute. The medium can use this ability a number of times per day equal to her Wisdom modifier + ½ her class level (minimum 1).

Séance (Su): Starting at 2nd level, a medium can conduct a séance to solicit aid from various spirits. She must have at least one remaining use of her channel spirit ability, or three remaining uses of her spirit guidance ability, in order to perform a séance. A séance is a ritual that

Classes: Medium

lasts for 10 minutes, which must be uninterrupted and during which the medium may take no other actions. As she concludes the ritual, the medium must expend one use of her channel spirit ability or three uses of her spirit guidance ability. When she does, the medium may immediately duplicate the effects of an *augury* spell as if she had cast it, using her class level in place of her caster level. Any spell effect produced in this manner requires no focus or material components.

Revelation: At 3rd level, and at every four levels thereafter, the medium may select a revelation from the following list, representing knowledge imparted by various spirit guides. Unless stated otherwise, a given revelation can be selected only once. Any spell-like ability or spell effect produced by a revelation chosen from this list has a caster level equal to the medium's level and a save DC equal to 10 + the spell's level + Charisma modifier, except where noted otherwise, below.

Aura Sight (Sp): The medium can use *detect magic* at will. In addition, she can spend a use of spirit guidance ability to cast *detect chaos*, *detect evil*, *detect good*, *detect law*, or *detect undead*. She chooses which of these spells to cast each time she activates this ability.

Channeling (Su): As a standard action, a medium can expend a use of her spirit guidance ability to ask one question of a dead creature as if using a *speak with dead* spell. The save DC of this effect is equal to 10 + ½ the medium's level + Charisma modifier. In addition, whenever she use the séance ability, a medium may choose to duplicate a *speak with dead* spell instead of an *augury* spell.

Clear Senses (Su): When a medium uses her séance ability, she may choose to duplicate a *clairaudience/clairvoyance* spell instead of an *augury* spell. At 11th level, she may choose to duplicate a *greater scrying* spell.

Clear Thoughts (Su): A medium that uses her séance ability, may choose to duplicate a *divination* spell instead of an *augury* spell. At 11th level, she may instead choose to duplicate a *commune* spell. A medium must be at least 7th level to select this revelation.

Danger Sense (Sp): While she has at least three daily uses of her spirit guidance ability remaining, a medium gains the trap sense and uncanny dodge class features as a rogue with class levels equal to her medium class level. These effective rogue levels stack with any actual rogue levels that she possess for the purpose of determining the bonuses granted by the trap sense and uncanny dodge class features.

Near-Death (Su): Whenever a medium is subject to the dying condition, she perceives her surroundings as if she were conscious and had her eyes open. The medium may choose to succeed automatically on any stabilization check that she makes. Starting at 11th level, whenever she uses the séance ability, she may choose to duplicate

a *raise dead* spell instead of an *augury* spell.

Out-of-Body (Su): When a medium uses her séance ability, she may choose to duplicate the *dream* spell instead of an *augury* spell. At 15th level, the medium may instead choose to duplicate an *astral projection* spell. She cannot activate her séance class feature while using this *astral projection* effect. A medium must be at least 7th level to select this revelation.

Precognition (Su): A medium can activate her spirit guidance ability as an immediate action. If she activates her spirit guidance ability during another creature's turn, any insight bonus she gains from that use of spirit guidance ends at the start of her next turn. At 7th level, 13th level, and 19th level, any insight bonus granted by her spirit guidance ability increases by a cumulative +1.

Premonition (Su): When a medium uses the séance ability, she may choose to duplicate a *moment of precognition* spell instead of an *augury* spell. If she is less than 15th level, the maximum bonus that she can gain from this spell effect is +4. At 19th level, a medium may choose to instead duplicate a *foresight* spell.

Psychic Detective (Su): A medium that uses her séance ability, may choose to duplicate a *locate object* spell in place of an *augury* spell. At 7th level, the medium may instead choose to duplicate a *locate creature* spell. At 15th level, she may instead choose to duplicate a *discern location* spell.

Second Sight (Sp): A medium can make two active Perception checks as a single standard action. This is a spell-like ability equivalent to a 0-level spell. In addition, she can spend one use of the spirit guidance ability to cast *see invisibility*, targeting herself. At 11th level, she can spend three uses of her spirit guidance ability to cast *true seeing* with herself as a target.

Spirit Healing (Su): Whenever she uses her séance ability, a medium may choose to duplicate the *lesser restoration* spell instead of an *augury* spell. At 7th level, she may instead choose to duplicate a *restoration* spell. At 13th level, a medium may choose to duplicate *greater restoration*.

Spirit Warrior (Ex): A medium is proficient in all types of armor, shields, and weapons with which her spirit companion is proficient. For each level that her spirit companion possesses in a class with a d10 or d12 Hit Die, she gains one additional hit point. These bonuses are retroactive.

Spirit Writing (Ex): A medium that has a spirit companion with the ability to cast spells, the spirit companion gains Scribe Scroll as a bonus feat. The time the spirit companion spends scribing scrolls or adding spells to a spellbook does not count against the duration of the channel spirit ability, even if that attempt to scribe a scroll or add a spell to a spellbook is unsuccessful.

Classes: Medium

Twin Souls (Su): At 20th level, a part of the medium's spirit companion resides within her at all times. When the medium makes an attack roll, saving throw, or skill check, the medium may choose to use her spirit companion's total bonus on that attack roll, saving throw, or skill check in place of her own (before applying any bonuses or penalties due to temporary conditions, effects, or spells). This allows the medium to use any "trained-only" skill in which her spirit companion has one or more ranks, even if the medium is not trained in that skill.

Spirit Companion:

A spirit companion is a disembodied being with which a medium forms a special bond. A spirit companion has no physical location, and can only interact with the world when the medium's class features allow it to do so; primarily, when a medium allow a spirit companion to occupy her body with the channel spirit class feature.

Except where noted otherwise, a spirit companion cannot perform any action or influence any event if it does not currently occupy the medium's body. As a result, a medium cannot directly communicate with her spirit companion. Instead, the channel spirit ability allows the medium to share memories with her spirit companion. A medium's spirit companion can also leave written messages for her, and can freely communicate with other creatures when occupying your body.

Despite these limitations, a spirit companion has a full set of statistics resembling those of a player character. These statistics may reflect the full capabilities of the spirit companion, or they may reflect only one limited aspect of the spirit's immeasurable potential. Whatever the magnitude of the spirit's true power, a spirit companion's statistics measure the fraction of that power the spirit can utilize on a medium's behalf.

When the medium gains a spirit companion, create its statistics as if the spirit were another player character under your control. Except where noted below, use all of the normal rules for character creation. The following additional rules and limitations apply to a medium's spirit companion.

Character Level: Your spirit companion has a character level equal to your medium class level (or three-fourths of your class level, minimum 1st, if you select the legion medium archetype). The spirit also gains the corresponding number of class levels. As your medium level increases, so too does your spirit's character level. Your spirit can not otherwise gain new class levels, and does not gain experience points.

Ability Scores: Your spirit companion has no ability scores or ability modifiers of its own. For all purposes, the spirit possesses your ability scores and ability modifiers, including any adjustments resulting from ability damage or ability drain you have suffered. Ability bleed, ability

damage, and ability drain your spirit suffers while occupying your body is applied to you, and remains with you when the spirit leaves your body. Ability damage and ability drain your spirit companion suffers while not occupying your body has no effect on you or your spirit companion.

Race: Your spirit companion belongs to any one player character race. It does not gain any racial ability score modifiers, racial traits that have a limited number of uses per day (such as a gnome's spell-like abilities), or racial traits dependent upon a physical body to function (such as size, senses, natural armor, and any natural weapons). It gains all other racial traits normally.

Class: Your spirit companion cannot take levels in the medium class, nor can it take levels in classes whose alignment restrictions and other requirements it does not meet. It can otherwise take levels in any class or prestige class, even if you have no levels in that class. In games which allow archetypes, your spirit companion can select any allowed archetype or combination of archetypes.

Hit Points: Your spirit companion has no hit point total of its own. When you allow your spirit companion to occupy your body using the channel spirit class feature, the spirit uses your hit point total. Hit point damage or bleed your spirit suffers while occupying your body is applied to you, and remains with you when the spirit leaves your body. Hit point damage your spirit companion would suffer when not occupying your body has no effect on you or your spirit companion.

Note that a spirit companion cannot be killed or rendered unconscious. Any damage or effect which would kill the spirit instead kills you and expels your spirit companion from your body. Any damage or effect which would render your spirit companion unconscious instead renders you unconscious and expels your spirit from your body.

Skills: Your spirit companion gains skill ranks determined by its race, class, and level as if it were a normal character. The spirit uses your Intelligence modifier when calculating its number of skill ranks per level. Your spirit companion's skill rank selections need not match your own.

Feats: Your spirit companion does not gain a feat at 1st level, nor does it gain feats for advancing in character level. This restriction does not apply to bonus feats the spirit gains from its race or class, all of which are acquired normally. The spirit also gains a bonus feat whenever you take the Talented Companion feat (see the New Feats selection below for details). Note that feats which permanently modify a character's ability scores, hit points, natural armor, or physical form provide no benefit to your spirit companion, as the spirit has no ability scores, hit points, or physical form of its own.

Leadership: If your spirit companion has the Leadership feat, the spirit's influence grants you a +2 bonus to your Leadership score. This does not grant you the ability to attract cohorts or followers if you do not also have the Leadership feat. Your spirit companion does not gain any other benefit from the Leadership feat; it cannot attract cohorts or followers of its own.

Class Features: Your spirit companion gains class features determined by its class and level, as would a normal character. Note that class features which permanently modify a character's ability scores, hit points, natural armor, or physical form provide no benefits to your spirit companion, as the spirit has no ability scores, hit points, or physical form of its own.

Spellcasting: If your spirit companion gains spellcasting as a class feature, it can only perform actions required to prepare spells or recover expended spell slots when it is currently occupying your body. However, time that your spirit spends outside your body counts as time spent resting for the purpose of spellcasting (and any other ability regained by resting, such as a barbarian's rage class feature).

For example, a spirit companion with wizard levels must rest for eight hours and then study its spellbook normally in order to prepare spells. Time the spirit spends outside your body counts towards those eight required hours of rest. Thereafter, the spirit must occupy your body in order to study its spellbook. So long as you allow the spirit to occupy your body and study its spellbook at least once per day, the spirit is thus able to prepare spells as frequently as any wizard character.

While outside your body, your spirit companion can not cast, control, or activate any spell, spell-like ability, or psionic power, not even spells or powers targeting itself.

Any spell or power affecting your spirit companion is suppressed whenever the spirit does not occupy your body. Time during which a spell or power is suppressed counts against that spell's normal duration.

Gear: As a disembodied entity, your spirit companion has no gear of its own. If it would gain an item as a result of a feat or class feature—such as a wizard's spellbook—that item instead comes into your possession. You have no special connection with that item, and do not automatically gain any ability to utilize it; you merely retain that item on your spirit companion's behalf. When you allow your spirit to occupy your body using the channel spirit class feature, the spirit can utilize an item you retain on its behalf, and can make full use of any bond it has with that item.

Companions: You act as an intermediary for any bond your spirit companion maintains with another creature. If your spirit has a class feature that grants the spirit a permanent companion (such as an animal companion or familiar, but not a temporary companion such

as an eidolon), that creature arrives in your presence. You have no special bond with that creature, but the creature recognizes you as its only means of contacting the spirit it serves, and treats you as an ally, accordingly. When you allow your spirit to occupy your body using the channel spirit class feature, the spirit can interact with the companion creature directly, and can make full use of any bond it has with that creature.

Variant Spirit Companions

At the GM's discretion, you may gain a spirit companion belonging to a race other than a player race. Such a companion must be one eligible for selection as a cohort with the Leadership feat, or as a familiar with the Improved Familiar feat.

You can only gain a given creature as a spirit companion if that creature's effective character level is no greater than your medium level (or 1/4th of your medium level, minimum 1st, if you selected the legion medium archetype). Use the creature's cohort level, or the minimum caster level required to select that creature as a familiar, as its effective character level.

A spirit companion that does not belong to a player character race uses your hit points, but otherwise has all of the normal statistics for a creature of its kind. Its abilities do not improve when you gain a new medium level, though it can be replaced with a different spirit companion at that time, as normal. This new spirit companion can be one created using the normal rules for spirit companions, or it can be a different type of creature you are able to gain as a spirit companion.

Classes: Metamorph

METAMORPH

The sounds grew much louder as it echoed from all around him mixed with the constant moving shadows. Panic began to set in. Travis hoped that whatever was out there snapping trees in half didn't hear his heart race. And then he noticed the vines moving and ensnaring him.

"Crap! Assassin vines," he thought as he was hoisted up into the air. Before he could react, he was several feet off the ground dangling by his left foot and staring into the eyes of the treant.

Looking down at the ground, he saw a simple dressed man staring up at him who was also surrounded in vines. Slowly they out stretched and Travis noticed that they originated from the beings back below him. This was no man. This was the metamorph he was seeking, who the village called Xarol, and he spoke for the forest.

They rely on instincts and natural defenses to aid them in their growth and development. Taking to the role of either predator or prey is the choice they must make to survive and adapt.

The metamorph, seekers of inhuman apotheosis, they transcend the limits of the humanoid body, forcing it through multiple stages of evolution within the space of a single lifetime. As the metamorph progresses along its chosen path, its body manifests more and more inhuman traits, becoming a hybrid of humanoid and unique heritage.

Role: Metamorphs spur their bodies and spirits to evolve various features, slowly transforming themselves into unique beings with exotic shapes. With the variety of evolutions that a metamorph can acquire, allows it to play obscure variations of normal roles, like those that are reconstructed act as guards and those that are of the plant phenotype tend to be protectors of nature.

Alignment: Any

Hit Die: d8

Class Skills:

The metamorph's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Fly (Dex), Perception (Wis), Profession (Wis), Stealth (Dex) and Swim (Str).

Skill Ranks per Level: 4 + Int modifier

Class Features:

Weapon and Armor Proficiency: A metamorphs is proficient with all simple weapons and all natural attacks. Metamorphs are not proficient with any type of armor, or with shields.

Adaptive Defense: A metamorph relies on natural cunning and wit for survival. It receives a dodge bonus to its AC equal to its Intelligence, Wisdom, or Charisma modifier (minimum +0), but no greater than its class level. The ability score relevant to this special ability is

determined by the metamorph's genesis. A metamorph loses the benefit of this ability while it wears any armor or carries more than a light load.

Evolutions: At first level, a metamorph begins its transformation, gaining the ability to acquire inhuman traits. It has a pool of evolution points equal to 2 + the metamorph's class level. The metamorph may spend these points to acquire available evolutions. At 4th level, and again at every five levels thereafter, the metamorph adds 1 additional point to his evolution pool.

Metamorphs share many evolutions that are universal amongst them regardless of their phenotype, while a few others only have access to certain evolutions. Because of this nature, some phenotypes are restricted to certain versions of evolutions that are noted in each phenotype listing. A list evolutions that are accessible to each type of phenotype can be found on Table: Evolutions

A metamorph must meet the level and prerequisite evolutions (if any) for all evolution that it selects. Each time metamorphs gain new class levels, evolution points may be reassigned, or when it uses abilities, such as the metamorphic mastery ability (see below).

Maximum Attacks: A metamorph is limited to a number of natural attacks that it can attack with at each level. They may possess any number of natural attacks and may perform them in any combination but may not make more than three natural attacks at 1st level.

Overtime the number of natural attacks increases. At 4th level, and again at every five levels thereafter, the limit of natural attacks increases by one (to a maximum of seven natural attacks at 19th level). Metamorphs' natural attacks suffer a penalty on attack rolls equal to its armor check penalty (if any).

Genesis: At 1st level, a metamorph selects the method by which it triggers and shapes its evolutions, be it by deliberate direction, instinctual shaping, or spiritual inspiration.

Scholarly: The evolution is directed through the deliberate processes of esoteric sciences, like alchemy or grafting. The metamorph adds Heal to its list of class skills, and uses Intelligence as its genesis ability score.

Primal: The evolution of a primal metamorph is driven by an instinctive connection to life itself. The metamorph adds Survival to its list of class skills, and uses Wisdom as its genesis ability score.

Spiritual: The evolution of a spiritual metamorph is inspired by external impulse — a patron, an idol, or even a victim. The metamorph adds Intimidate to its list of class skills, and uses Charisma as its genesis ability score.

A metamorph's genesis ability score is used in the calculation of its adaptive defense bonus, its daily limit for vital surges, and the saving throw DCs of saving throws against some of his evolutions.



Classes: Metamorph

Table 1-8: Metamorph

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Evolution Points	Max Attacks
1st	+0	+2	+2	+0	Adaptive defense, evolutions, genesis, phenotype	3	3
2nd	+1	+3	+3	+0	Bonus feat	4	3
3rd	+2	+3	+3	+1	Enhanced natural attacks (+1)	5	3
4th	+3	+4	+4	+1	Natural armor (+1)	7	4
5th	+3	+4	+4	+1	Vitality surge	8	4
6th	+4	+5	+5	+2	Bonus feat	9	4
7th	+5	+5	+5	+2	Enhanced natural attacks (+2)	10	4
8th	+6/+1	+6	+6	+2	Natural armor (+2)	11	4
9th	+6/+1	+6	+6	+3	Ability increase (+2)	13	5
10th	+7/+2	+7	+7	+3	Bonus feat	14	5
11th	+8/+3	+7	+7	+3	Enhanced natural attacks (+3)	15	5
12th	+9/+4	+8	+8	+4	Natural armor (+3)	16	5
13th	+9/+4	+8	+8	+4	Ability increase (+4)	17	5
14th	+10/+5	+9	+9	+4	Bonus feat	19	6
15th	+11/+6/+1	+9	+9	+5	Enhanced natural attacks (+4)	20	6
16th	+12/+7/+2	+10	+10	+5	Natural armor (+4)	21	6
17th	+12/+7/+2	+10	+10	+5	Ability increase (+6)	22	6
18th	+13/+8/+3	+11	+11	+6	Bonus feat	23	6
19th	+14/+9/+4	+11	+11	+6	Enhanced natural attacks (+5)	25	7
20th	+15/+10/+5	+12	+12	+6	Evolutionary ascendancy, metamorphic mastery, natural armor (+5)	26	7

Phenotype: At 1st level, a metamorph must select the direction of its evolution, representing the general type of creatures its evolution will resemble. Its phenotype primarily determines the evolutions accessible to the metamorph. Additionally, the metamorph adds half its class level (minimum +1) to Knowledge skill checks made to recognize or identify the abilities and weaknesses of creatures of the corresponding type.

Aberrant: Aberrant metamorphs slowly transform into alien monstrosities. They add Knowledge (dungeoneering) to their list of class skills. An aberrant metamorph has restrictions on the following evolutions: energy strike (acid), and flight (winged or magical)

Bestial: Bestial metamorphs leave behind the pretense of humanoid shape, becoming progressively animalistic as they turn into magical beasts. They add Knowledge (arcana) to their list of class skills. Bestial metamorphs have restrictions on the following evolutions: flight (winged).

Draconic: Draconic metamorphs become more and more dragon-like. They add Knowledge (arcana) to their list of class skills. Draconic metamorph have restrictions on the following evolutions: breath weapon (acid, cold, electricity or fire), energy immunity (acid, cold, electricity or fire), energy strike (bite, energy type matching breath weapon), and flight (winged).

Fey: Fey metamorphs start to mimic fey entities. They add Knowledge (nature) to their list of class skills. Fey metamorphs have a few restrictions on the following evolutions: damage reduction (cold iron), energy strike (cold or fire), and flight (winged or magical).

Monstrous: Monstrous metamorphs pride themselves on maintaining fully, if exotic, humanoid forms. They add Knowledge (nature) to their list of class skills. Monstrous metamorphs is restricted on the following evolutions: flight (winged).

Plant: Plant metamorphs turn into plant-like beings. They add Knowledge (nature) to their list of class skills. Plant metamorphs have restrictions on the following evolution: energy strike (acid).

Reconstructed: Reconstructed metamorphs replace parts of their flesh with inorganic elements. They add Knowledge (arcana) to their class skills list. Reconstructed metamorphs are restricted on the following evolutions: damage reduction (adamantine), and energy strike (electricity or fire).

Undying: Undying metamorphs come dangerously close to the border between life and death. They add Knowledge (religion) to their list of class skills. Undying metamorphs are restricted on the following evolutions: damage reduction (silver), energy strike (cold), and flight (winged or magical).

A GM may allow the metamorph to add or subtract other evolutions befitting the theme of the phenotype chosen by the player, compared those allowed on the Table: Evolutions.

Bonus Feat: At 2nd level, and for every four levels thereafter, a metamorph gains a bonus feat selected from the following list: Ability Focus, Aspect of the Beast, Diehard, Fast Healer, Great Fortitude, Iron Will, Lightning Reflexes, and Weapon Focus (any natural attack type).

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At 6th level, a metamorph adds the feats Flyby Attack, Weapon Specialization, and Multiattack to this list. At 10th level, a metamorph adds Improved Critical (any natural attack type) and Pass For Human to this list. A metamorph does not need to meet the prerequisites in order to select these bonus feats.

Enhanced Natural Attacks (Su): At 3rd level, any natural attacks bestowed by a metamorph's evolutions become inherently magical, gaining a +1 enhancement bonus on attack and damage rolls. This bonus improves by an additional +1 at 7th level, and again at every four levels thereafter.

AC Bonus (Ex): At 4th level, a metamorph improves its natural armor bonus by +1. At 8th level, and every four levels thereafter, this natural armor bonus increases by an additional +1.

Vitality Surge (Ex): At 5th level, the metamorph gains a pool of vitality points equal to half its level plus its genesis ability score bonus. Vitality points can be spent to increase the metamorph's ability to survive harsh environments and dangerous conditions.

The metamorph can spend a vitality point as a swift action to heal 1d6 points of damage per two class levels. Some evolutions, feats, and abilities may require use of vitality points as well.

Ability Increase: At 9th level, a metamorph gains an inherent +2 bonus to a single ability score of its choice. This bonus increases to +4 at 13th level and to +6 at 17th level.

Evolutionary Ascendancy: At 20th level, a metamorph reaches the peak of his evolution gaining the traits and qualities associated with their phenotype. The metamorph's type or subtype also switches to match that of their phenotype.

Aberrant metamorphs change their type to aberration.

Bestial metamorphs change their type to magical beast.

Draconic metamorphs change their type to dragon.

Fey metamorphs change their type to fey.

Monstrous metamorphs change their type to monstrous humanoid.

Plant metamorphs gain the plant subtype (*Pathfinder Roleplaying Game Bestiary*).

Reconstructed metamorphs gain the half-construct subtype (see *Pathfinder Roleplaying Game Advanced Race Guide*).

Undying metamorphs gain half-undead subtype (see *Pathfinder Roleplaying Game Advanced Race Guide*).

Metamorphic Mastery (Su): Upon reaching 20th level, a metamorph can reshuffle all of its evolutions by spending eight hours in solitude. Scholarly metamorphs must tinker with their bodies while, primal and spiritual ones meditate. This act of transmutation also repairs the metamorph's body and mind as if affected by heal

and regenerate effects. Such a metamorphosis can be safely performed once per month. Each time a metamorph uses this ability before a full thirty days has passed since its the last use, the metamorph instantly gains a permanent negative level that lasts for 30 days.

Evolutions:

Each metamorph receives a number of evolution points that can be spent to gain new abilities, powers, and other upgrades. These abilities, called evolutions, can be changed whenever the metamorph gains a new level or uses its metamorphic master ability, but they are otherwise set. Some evolutions require a specific level before they can be chosen.

Several evolutions grant the metamorph additional natural attacks. Natural attacks listed as primary are made using the metamorph's full base attack bonus and add the metamorph's Strength modifier on damage rolls. Natural attacks listed as secondary natural attacks are made using the metamorph's base attack bonus -5 and add ½ the metamorph's Strength modifier on damage rolls (if it is positive). All natural attacks are treated as secondary when used during a full attack with crafted weapons or unarmed strikes.

Evolution points cannot be saved. All of the points must be spent whenever the metamorph gains a new level. Unless otherwise noted, each evolution can only be selected once.

Spell-like abilities use the metamorph's class level as their caster level, and the metamorph's genesis ability score modifier determines the saving throw DC.

1-pt Evolutions

Basic Magic (Sp): The metamorph learns to cast a basic spell as spell-like abilities. Select one spell from the following list: *acid splash*, *dancing lights*, *daze*, *detect magic*, *flare*, *ghost sound*, *light*, *mage hand*, *ray of frost*, *stabilize*, or *touch of fatigue*. This spell can be casted once per day as a spell-like ability. At 4th level, this spell can be casted three times per day by spending 1 additional evolution point. This evolution can be selected more than once. Each time a metamorph selects this evolution, it applies to a new spell.

Bite (Ex): The metamorph's mouth is full of razor-sharp teeth, granting it a primary bite attack. The bite deals 1d6 points of damage (1d4 if Small, 1d8 if Large). If the metamorph already has a bite attack, this evolution allows it to deal 1½ times its Strength modifier on all damage rolls made with its bite.

Claws (Ex): The metamorph gains a pair of vicious claws at the end of its limbs, giving it two primary claw attacks. The claws deal 1d4 points of damage each (1d3 if Small, 1d6 if Large). This evolution can be selected

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Table 1-9: Evolutions

	Abserrant	Bestial	Draconic	Fey	Monstrous	Plant	Reconstructed	Undying
All-around Vision	x				x	x	x	
Basic Magic	x			x				x
Bite	x	x	x	x	x	x	x	x
Blindsense	x		x		x			
Blindsight	x				x			
Breath Weapon			x					
Burrow	x	x	x	x	x	x	x	x
Chameleon Skin		x		x	x			
Claws	x	x	x	x	x	x	x	x
Climb	x	x	x	x	x	x	x	x
Compression	x	x		x	x	x		
Constrict		x			x	x		
Damage Reduction				x			x	x
Darkvision	x	x	x	x	x	x	x	x
Dimension Door	x			x				
Endure Elements	x	x	x	x	x	x	x	x
Energy Immunity			x					
Energy Resistance	x	x	x	x	x	x	x	x
Energy Strike	x		x			x	x	x
Flight	x	x	x	x	x			x
Frightful Presence			x					x
Gills		x	x	x	x	x		x
Gore	x	x	x		x		x	
Grab	x	x	x	x	x	x	x	x
Hooves	x	x	x	x	x	x	x	x
Improved Damage	x	x	x	x	x	x	x	x
Improved Natural Armor	x	x	x	x	x	x	x	x
Improved Speed	x	x	x	x	x	x	x	x
Incorporeal Form				x				x
Keen Scent		x			x			
Lifesense				x				x
Limbs	x	x	x	x	x	x	x	x
Low-light Vision	x	x	x	x	x	x	x	x
Major Magic	x			x				x
Minor Magic	x			x				x
Negative Energy affinity	x				x			x
No Breath	x				x	x		x
Pincers	x	x			x			
Poison		x	x		x	x		
Pounce		x			x			
Prehensile Appendage		x			x			
Pull	x	x	x	x	x	x	x	x
Push	x	x	x	x	x	x	x	x
Rake	x	x	x	x	x	x	x	x
Reach	x	x	x	x	x	x	x	x
Rend		x	x		x			x
Scent	x	x	x	x	x			x
See in Darkness	x	x	x		x			

Table: Evolutions con't.

	Abserrant	Bestial	Draconic	Fey	Monstrous	Plant	Reconstructed	Undying
Slam	x	x	x	x	x	x	x	x
Spell Resistance	x	x	x	x	x	x	x	x
Spores		x			x	x		
Sting	x	x	x	x	x	x	x	x
Swallow Whole		x	x			x		
Swim	x	x	x	x	x	x	x	x
Tail	x	x	x		x			
Tail Slap	x	x	x		x			
Telepathy	x			x				
Tentacle	x						x	
Trample		x			x		x	
Tremorsense	x	x					x	
Trip		x			x			
Ultimate Magic	x			x				x
Unnatural Aura	x			x				x
Web	x	x			x	x		
Wing Buffet	x	x	x	x	x			x

more than once, but the metamorph must possess a pair of suitable limbs for each pair of claws. A metamorph grows its first pair of claws on its hands. This evolution can only be applied to the limbs (legs) evolution once.

Climb (Ex): The metamorph becomes a skilled climber, gaining a climb speed equal to its base speed. This evolution can be selected more than once. For each additional time it is selected, increase the metamorph's climb speed by 20 feet. A metamorph with the climb evolution can spend an additional evolution point to gain +8 racial bonus to Climb skill checks and can take 10 on Climb checks even when rushed or threatened.

Darkvision (Ex): The metamorph's vision grows sharper in the dark, granting it darkvision with 60 feet range or extending the range of existing darkvision by 60 feet. This evolution can be selected multiple times, each time, extending the range of the metamorph's darkvision range by 60 feet.

Endure Elements (Ex): The metamorph's body adapts to the elements, ignoring the extremes of environmental temperature. The metamorph can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. This evolution doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Energy Resistance (Ex): The metamorph's form takes on a resiliency to one particular energy type, which is usually reflected in its physical body (ashen hide for fire resistance, icy breath for cold resistance, and so on). Choose one energy type (acid, cold, electricity, fire, or sonic). The metamorph gains resistance 5 against that

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energy type. This resistance increases by 5 for every 5 metamorph class levels that it possesses, to a maximum of 20 at 15th level. This evolution can be selected more than once and its effects do not stack. For each time a metamorph selects this evolution, it applies to a different energy type.

Energy Strike (Su): One of the metamorph's natural attacks is infused with energy, dealing an additional 1d6 points of acid, cold, electricity, or fire damage (selected when this evolution is gained) on a successful hit. Extra damage from an energy strike does not multiply on a critical hit. This evolution can be selected multiple times; each time, it applies to a different natural attack.

Gills (Ex): A metamorph has gills, and can breathe underwater indefinitely.

Hooves (Ex): The metamorph has a pair of sharp hooves at the end of its legs, giving it two secondary hoof attacks. The hooves deal 1d4 points of damage (1d3 if Small, 1d6 if Large). The metamorph must have a pair of legs for each pair of hooves in order to choose this evolution.

Improved Speed (Ex): The metamorph becomes faster and its base land speed increases by 5 feet. This evolution can be selected multiple times, each time its effects stack.

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

Improved Natural Armor (Ex): The metamorph grows thick fur, rigid scales, or bony plates, giving it a +2 bonus to its natural armor. This evolution can be taken once for every five metamorph class levels possessed.

Low-Light Vision (Ex): The metamorph's eyes evolve and gains low-light vision, enabling it to see twice as far as a human in conditions of dim light.

Pincers (Ex): A metamorph grows a pair of large crab like pincers at the end of one pair of limbs, giving it two secondary pincer attacks. The pincers deal 1d6 points of damage (1d4 if Small, 1d8 if Large). Metamorphs with the grab evolution linked to their pincers gains a +2 bonus on CMB checks made to grapple. The metamorph must have a pair of arms without any other associated natural attack in order to take this evolution. This evolution can be selected more than once, but the metamorph must possess a pair of free arms for each pair of pincers.

Pounce (Ex): The metamorph gains quick reflexes, allowing it to make a full attack immediately after it charged. The metamorph must be 10th level to select this evolution.

Prehensile Appendage (Ex): The tentacle or tail that evolved on the metamorph is very agile, allowing it to

use it to hold small items. The grip isn't firm enough to wield weapons or shields, or to use items, but it does allow the metamorph to retrieve a small, stowed object carried on his person as a swift action. This evolution may be applied to an existing tentacle or tail, or it may provide the metamorph with a new tentacle or tail whose sole function is retrieving objects.

Pull (Ex): The metamorph gains the ability to pull creatures closer with a successful attack. Select one type of natural attack. Whenever the metamorph makes a successful attack of the selected type, it can attempt a combat maneuver check as a free action. If successful, the target of the attack is pulled 5 feet closer to the metamorph. This ability only affects creatures of a size category equal to or smaller than the metamorph. Any creature pulled in this way does not provoke attacks of opportunity. The metamorph must have a reach of 10 feet or more to select this evolution. This evolution can be selected more than once. Its effects do not stack. Each time a metamorph selects this evolution, it applies to a different natural attack.

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

Reach (Ex): One of the metamorph's attacks is able to strike at foes at a distance. Pick one attack, and the metamorph's reach with that attack increases by 5 feet. This evolution can be selected multiple times, each time applying to a different attack.

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

Slam (Ex): The metamorph can deliver a devastating, primary slam attack. The slam attack deals 1d8 points of damage (1d6 if Small, 2d6 if Large). The metamorph must have a pair of arms unassociated with any other natural attack to take this evolution. This evolution can

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The Metamorph's Spore:

Metamorph's Spore: Inhaled; *save* Fort negates; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save. The save DC is equal to 10 + ½ the metamorph's HD + the metamorph's genesis ability score modifier.

be selected more than once, but the metamorph must possess a pair of free arms per slam attack.

Spores (Ex): The metamorph grows small pustule sacks along its skin. Any creature struck by any of its natural attacks is coated with spores. Creatures that are struck must make a Fortitude save or these spores take root into the victim's flesh, and particularly in their lungs.

Sting (Ex): The metamorph possesses a long, barbed stinger at the end of its tail, granting it a primary sting attack. The sting deals 1d4 points of damage (1d3 if Small, 1d6 if Large). The metamorph must possess the tail evolution to take this evolution. This evolution can be selected more than once, but the metamorph must have one tail for each stinger.

Swim (Ex): The metamorph gains webbed hands or feet, or powerful flippers, gaining a swim speed equal to its base speed. This evolution does not give it the ability to breathe underwater. This evolution can be selected more than once. For each additional time it is selected, increase the metamorph's swim speed by 20 feet. A metamorph with the swim evolution can spend one extra evolution point to gain a +8 racial bonus on Swim skill checks, and may take 10 on Swim checks even when rushed or threatened.

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

Tail Slap (Ex): The metamorph can use its tail to bash nearby foes, granting it a secondary tail slap attack. The tail slap deals 1d6 points of damage (1d4 if Small, 1d8 if Large). The metamorph must possess the tail evolution to select this evolution. This evolution can be selected more than once, but the metamorph must possess one tail for each tail slap attack.

Telepathy (Su): The metamorph expands his mind, gaining the ability to communicate with creatures within 100 feet that also possess the telepathy special quality, or who belong to a creature type associated with the metamorph's phenotype. For 2 additional evolution points, the metamorph can communicate telepathically with any sapient creature within range. The metamorph must be at least 7th level before selecting this ability.

Tentacle (Ex): The metamorph possesses a long, sinuous tentacle, granting it a secondary tentacle attack. The tentacle attack deals 1d4 points of damage (1d3 if Small, 1d6 if Large). This evolution can be selected more than once.

Unnatural Aura (Su): The metamorph radiates its birth of unnatural origin. Normal animals do not willingly approach the metamorph unless the animal's master makes a DC 25 Handle Animal, Ride, or Wild Empathy check.

Wing Buffet (Ex): The metamorph learns to use its wings to batter foes, gaining two secondary wing buffet attacks. The wing buffets deal 1d4 points of damage each (1d3 if Small, 1d6 if Large). The metamorph must possess the winged flight evolution to select this evolution.

2-pt Evolutions

All-around Vision (Ex): The metamorph grows eyes or other sensors (such as antenna), gaining the all-around vision ability, protecting it from being flanked.

Chameleon Skin (Ex): A metamorph can alter and shift the colors of its skin to match its surroundings, even complex or regular patterns like bricks and mortar and he gains a +4 enhancement bonus on Stealth skill checks. It loses this bonus if it is wearing armor, or if it wears any clothing that covers more than one-quarter of its body.

For 2 additional evolution points, the metamorph can morph its equipment to blend in with the surrounding terrain. At 10th level, the bonus on Stealth skill checks increases to +8.

Compression (Ex): The metamorph body becomes elastic and malleable, allowing it to move through an area as small as one-quarter its space without squeezing, or one-eighth its space when squeezing.

Constrict (Ex): The metamorph develops powerful muscles that allow it to crush creatures that it grapples. When the metamorph successfully grapples a foe using the grab evolution, it deals additional damage equal to the amount of damage dealt by the attack associated with the grab evolution.

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

Flight (Ex or Su): The metamorph grows large wings, like those of a bat, bird, insect, or dragon, gaining the ability to fly. The metamorph gains a fly speed equal to its base speed with average maneuverability.

For 2 additional evolution points, the metamorph flies by means of magic. It loses its wings, but its maneuverability increases to perfect. Flying via magic makes this a supernatural ability. The metamorph's fly speed can be increased by spending additional evolution points, for each additional point spent it gains a 20-foot increase to

Classes: Metamorph

its fly speed. The metamorph must be at least 5th level before selecting this evolution.

Gore (Ex): The metamorph grows a number of horns on its head, giving it a primary gore attack. The gore deals 1d6 points of damage (1d4 if Small, 1d8 if Large).

Grab (Ex): The metamorph improves at grappling foes, gaining the grab ability. Choose: bite, claw, pincers, slam, tail slap, or tentacle attacks. When the metamorph makes a successful attack of the selected type, it can attempt a combat maneuver check as a free action. If successful, the metamorph grapples the target. The use of this ability only affects creatures of a size category at least one category smaller than the metamorph. The metamorph with this evolution receive a +4 bonus on CMB checks made to grapple.

Keen Scent (Ex): The metamorph's sense of smell becomes even more acute. The metamorph can notice other creatures by scent in a 180-foot radius underwater, and can detect blood in the water at ranges of up to a mile. The metamorph must possess both the gills and scent evolutions to take this evolution.

Limbs (Ex): The metamorph grows an additional pair of limbs. These limbs can take one of two forms: they can manifest legs (complete with feet), or as arms (complete with hands). Each pair of legs increases the metamorph's base speed by 10 feet. A metamorph does not gain any additional natural attacks for an additional pair of arms, but it must take other evolutions that add additional attacks (such as claws or a slam). Arms that have hands can be used to wield weapons. This evolution can be selected more than once. Metamorph with the limbs (legs) evolution can spend additional evolution point to gain additional feet magic item slot. A metamorph with the limbs (arms) evolution can gain additional hands and/or wrists magic item slots and up to two additional finger magic item slots, paying one evolution point each for each of these additional slots.

Minor Magic (Sp): The metamorph learns to cast a minor spell as a spell-like ability. Select one spell from the following list: *burning hands*, *comprehend languages*, *cure light wounds*, *detect chaos/evil/good/law*, *magic missile*, *obscuring mist*, *silent image*, *vanish* (self only), or *ventriloquism*. This spell can be cast once per day as a spell-like ability. At 7th level, this spell can be cast three times per day by spending 2 additional evolution points. The metamorph must possess the basic magic evolution to take this evolution. Each time a metamorph selects this evolution, it applies to a new spell from the above list.

Negative Energy Affinity (Ex): Though it remains a living creature, the metamorph is healed by negative energy and harmed by positive energy just as if it were an undead creature.

Poison (Ex): The metamorph secretes toxic venom,

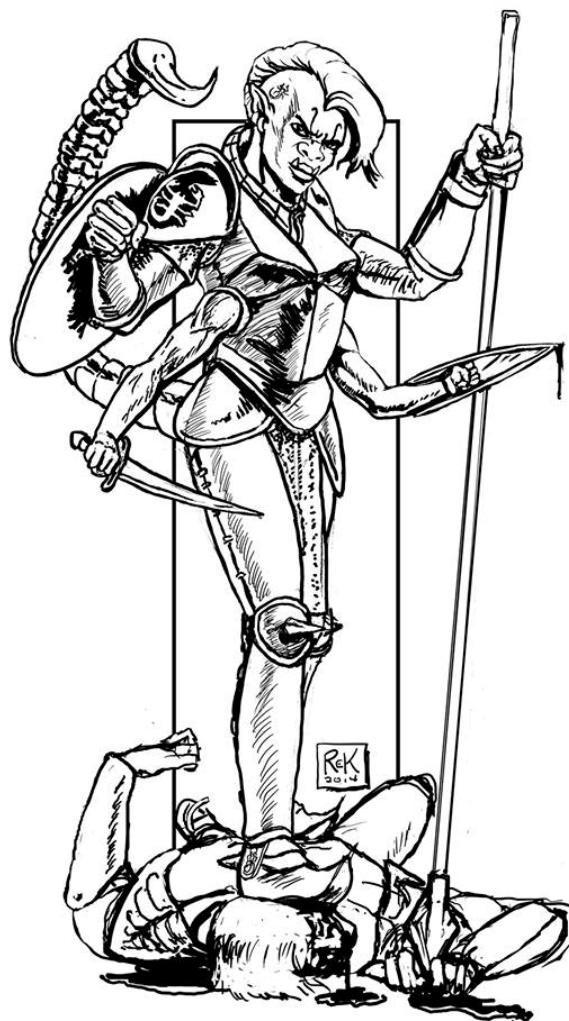
gaining a poison attack. Pick one bite or sting attack. Whenever the selected attack hits, the target is poisoned with the metamorph's poison. For 2 additional evolution points, this poison deals Constitution damage instead. This poison can be injected only once per round.

The Metamorph's Poison:

Metamorph's Poison: Injury; save Fort negates; frequency 1/round for 4 rounds; effect 1d4 Str or 1d4 Dex (selected when this evolution is gained); cure 1 save. The save DC is equal to 10 + ½ the metamorph's HD + the metamorph's genesis ability score modifier.

The metamorph must be at least 7th level before selecting this evolution.

Rake (Ex): The metamorph grows dangerous claws on its feet, allowing it to make 2 primary rake attacks against foes it is grappling. The metamorph receives these additional attacks each time it is successful on a grapple check against the target. Each rake attack deals 1d4 points of damage (1d3 points if Small, 1d6 if Large). This evolution counts as one natural attack toward the



Classes: Metamorph

metamorph's maximum. The metamorph must be at least 4th level before selecting this evolution.

Rend (Ex): The metamorph learns to rip and tear the flesh of those that it attacks with its claws, gaining the rend special attack. Whenever the metamorph makes two successful claw attacks against the same target in 1 round, its claws latch onto the flesh causing lacerations that deal extra damage. This damage is equal to the damage dealt by one claw attack plus 1½ times the metamorph's Strength modifier. The metamorph must possess the claws evolution and it must be at least 6th level before selecting this evolution.

Trample (Ex): The metamorph gains the ability to crush foes underfoot, gaining the trample special attack. As a full-round action, the metamorph can overrun any creature that is at least one size smaller than itself. This works exactly as an overrun combat maneuver, but the metamorph does not need to make a check, it merely moves over opponents in its path. Creatures underfoot take 1d6 points of damage (1d4 for Small, 1d8 for Large), + 1½ times the metamorph's Strength modifier. Targets of the trample can make attacks of opportunity at a -4 penalty. If a target chooses not to make an attack of opportunity, it can make a Reflex save for half damage instead (DC = 10 + ½ the metamorph's Hit Dice + the metamorph's genesis ability score modifier. A trampling metamorph can only deal trampling damage to a creature once per round.

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

Trip (Ex): The metamorph is adept at knocking foes to the ground with its bite attack, gaining a trip attack. Whenever the metamorph makes a successful bite attack, it can attempt a combat maneuver check as a free action. If successful, the target is knocked prone. If the check fails, the metamorph may not be tripped in return. This ability only affects creatures of a size category equal to or smaller than the metamorph. The metamorph must possess the bite evolution to select this evolution.

3-pt Evolutions

Blindsense (Ex): The metamorph's senses become incredibly acute, giving it blindsense out to a range of 30 feet. This ability allows the metamorph to pinpoint the location of creatures that it cannot see without having to make a Perception skill check, but such creatures still have total concealment from the metamorph. Visibility still affects the metamorph's movement and it is still denied its Dexterity bonus to Armor Class against attacks

from creatures it cannot see. The metamorph must be at least 9th level before selecting this evolution.

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

Damage Reduction (Ex): The metamorph's body becomes durable to harm, granting it damage reduction. Choose one material type: adamantite, cold iron, or silver, selected from those materials appropriate to metamorph's phenotype. The metamorph gains DR 5, which can be bypassed by weapons of that material. At 12th level, this protection can be increased to DR 10 by spending an additional 2 evolution points. The metamorph must be at least 7th level before selecting this evolution.

Frightful Presence (Ex): The metamorph with this evolutions becomes unsettling to its foes, gaining the frightful presence ability. The metamorph can activate this ability as part of an offensive action (such as a charge or an attack). Opponents within 30 feet of the metamorph must make a Will save or become shaken for 3d6 rounds. The DC of this save is equal to 10 + ½ the metamorph's HD + the metamorph's genesis ability score modifier. If the metamorph's hit die exceeds an opponent by at least 4 more Hit Dice than that opponent becomes frightened instead. Foes with more HD than the metamorph are immune to this effect. The metamorph must be of at least 11th level to select this evolution.

Major Magic (Sp): The metamorph learns to cast a major spell as a spell-like ability. Select one spell from the following list: *acid arrow*, *cure moderate wounds*, *darkness*, *daze monster*, *glide*, *invisibility* (self only), *lesser restoration*, *levitate*, *minor image*, *scorching ray*, *see invisibility*, or *spider climb*. This spell can be cast once per day as a spell-like ability. At 10th level, this spell can be cast three times per day by spending 2 additional evolution points. The metamorph must possess the minor magic evolution and be at least 7th level before selecting this evolution. This evolution can be selected more than once. Each time a metamorph selects this evolution, it applies to a new spell from the above list.

See in Darkness (Su): The metamorph can see perfectly in darkness of any kind, including that created by deeper darkness. The metamorph must be of at least 9th level before selecting this evolution.

Swallow Whole (Ex): The metamorph gains the swallow whole ability, granting it the ability to consume its foes. If the metamorph begins its turn with a creature grappled using its bite attack (see the grab evolution), it can then attempt a combat maneuver check to swallow the same creature as a free action. The creature can be up to one

Classes: Metamorph

size category smaller than the metamorph's own size. Swallowed creatures take damage equal to the metamorph's bite damage each round, plus an additional 1d6 points of bludgeoning damage. A swallowed creature keeps the grappled condition, but can attempt to cut its way free with a light slashing or piercing weapon.

The amount of damage needed to cut free is equal to 1/10 the metamorph's total hit points. The metamorph's AC against these attacks is equal to 10 + ½ its natural armor bonus. If a swallowed creature cuts its way out, the metamorph loses this ability until it heals this damage.

Alternatively, the swallowed creature can attempt to escape the grapple as normal. Success indicates that it has returned to the metamorph's mouth, where it can attempt to escape or be swallowed again. A metamorph must possess the grab evolution, associated with a bite attack, and be of 9th level before selecting this evolution.

Web (Ex): The metamorph gains a pair of spinnerets, giving it the ability to spin webs. The metamorph can use these webs to support itself and up to one creature of the same size. It can throw webbing as a ranged touch attack up to 8 times per day, entangling a creature up to one size larger than itself. The webbing has a range of 50 feet and a 10 foot range increment. Creatures entangled by the web can escape with an Escape Artist check or a Strength check (at a -4 penalty). The DC of either check is equal to 10 + ½ the metamorph's Hit Dice + the metamorph's genesis ability score modifier. The webs have a hardness of 0 and a number of hits points equal to the metamorph's total Hit Dice. The metamorph can climb its own webs using its climb speed, and can pinpoint any creature touching its webs. The metamorph must possess the climb evolution and must be at least 7th level before selecting this evolution.

4-pt Evolutions

Blindsight (Ex): The metamorph's senses sharpen even further, granting it blindsight out to a range of 30 feet. The metamorph can move and attack normally in darkness, ignoring invisibility, and can ignore most forms of concealment, as long as it has a line of effect to any given target. The metamorph must have the blindsense evolution and be of at least 11th level before selecting this evolution.

Breath Weapon (Su): The metamorph exhales a cone or line of magical energy, gaining a breath weapon. It selects either acid, cold, electricity, or fire. A metamorph can breathe either a 30-foot cone or a 60-foot line (selected when this evolution is gained) that deals 1d6 points of damage of the selected type per class level. Those caught in the breath weapon can attempt a Reflex saving throw for half damage. The DC is equal to 10 + ½ the metamorph's class level + the metamorph's genesis ability score modifier. Each use of this ability requires the

expenditure of one vital surge. By spending 2 additional points when selecting this evolution, a metamorph can increase the length of the cone of effect by 30 feet or the line of effect by 60 feet.

Dimension Door (Sp): The metamorph learns to cast *dimension door* as a spell-like ability. Each use of this ability requires the expenditure of one vital surge.

Incorporeal Form (Sp): Once per day, a metamorph can become incorporeal for 1 round per class level. While in this form, the metamorph gains the incorporeal subtype and the incorporeal special quality. It only takes half damage from corporeal sources as long as they are magic (it takes no damage from non-magical weapons and objects). Likewise, its spells or spell-like abilities deal only half damage to corporeal creatures while in this incorporeal state. Spells and other effects that do not deal damage function normally. The metamorph must be at least 15th level before selecting this evolution.

Lifesease (Su): The metamorph can pinpoint living creatures with ease. The metamorph notices and locates living creatures within 60 feet, just as if it possessed the blindsight evolution. The metamorph must be at least 11th level before selecting this evolution.

No Breath (Ex): The metamorph no longer needs to breathe, and is immune to effects that require breathing (such as inhaled poison). This evolution does not impart immunity to cloud or gas attacks that are not dependent on inhalation. The metamorph must be at least 11th level before selecting this evolution.

Spell Resistance (Ex): The metamorph is protected against magic, gaining spell resistance equal to 11 + the metamorph's class level. The metamorph must be at least 9th level before selecting this evolution.

Ultimate Magic (Sp): The metamorph learns to cast a powerful spell as a spell-like ability. Select one spell from the following list: *arcane sight, create food and water, cure serious wounds, daylight, fireball, fly, gaseous form, lightning bolt, major image, stinking cloud, tongues, or water breathing*. This spell can be cast once per day as a spell-like ability. The metamorph must be at least 11th level before selecting this evolution. This evolution can be selected more than once. Each time a metamorph selects this evolution, it applies to a new spell from the above list.

Classes: Mnemonic

MNEMONIC

Mnemonics are dangerous opponents, as they are able to mirror their foes in combat and steal the knowledge of any technique from the mind of another. They spend time honing both their bodies and minds through hours of rigorous physical training and meditation. Those few who can profess the knowledge of their secret practices, can verify that these warriors are feared for their ability to manipulate the memories of others with the faintest touch.

Often called monks of memory, they practice a form of combat that allows them to tap into the collective conscious realm of thought and learn to mimic abilities of others.

Role: The mnemonic is a class that focuses on the ability to mimic an others ability. They are capable of amassing set of techniques to fit any situation, provided they have a "teacher" to learn this knowledge from. The mnemonic can stand on its ground in simple combat scenarios, or provide unexpected aid and bolster the resourcefulness of the group he travels with.

Alignment: Any

Hit Die: d8

Class Skills:

The mnemonic's class skills are Acrobatics (Dex), Climb (Str), Craft (any) (Int), Diplomacy (Cha), Intimidate (Str), Knowledge (Int) (all), Perception (Wis), (Profession (Wis), Sense Motive (Wis), and Swim (Str), as well as any 3 skills of your choice (with GM approval), ideally representative of the mnemonic character's background.

Skill Ranks per Level: 6 + Int modifier

Class Features:

Weapon and Armor Proficiency: Mnemonics are proficient with all simple weapons and one additional weapon of the mnemonic's choice. This additional weapon represents proficiency of experiences and memories of past lives. Mnemonics are not proficient with any type of armor or shields.

Unarmed Strike: At 1st level, a mnemonic gains the Improved Unarmed Strike as a bonus feat. A mnemonic's unarmed strikes may be performed with fist, elbows, knees, and feet, allowing him to make these attacks while his hands are full. There is no such thing as an off-hand attack for a mnemonic striking unarmed, which means he applies his full Strength bonus on damage rolls for all of his unarmed strikes.

Usually a mnemonic's unarmed strikes deal lethal damage, but he may decide to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A mnemonic's unarmed strike is treated as both a manufactured weapon and as a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A mnemonic that uses unarmed strikes deals more damage than a normal person, as shown above on Table: Mnemonic. The values listed on Table: Mnemonic is for Medium sized mnemonics. A Small mnemonic deals less damage than the amount given there with his unarmed attacks, while a Large mnemonic deals more damage. Reduce the damage die by one step for Small and then increase the damage die by one step, for Large.

Assess Technique (Ex): A mnemonic learns how to instinctively read an opponent, gaining insight into the techniques at their disposal. As a standard action, he may can study a creature to identify one or more of the feats it possesses by making an Intelligence check + adding his mnemonic level verses a DC of 10 + the assessed creature's CR. Against creatures with a CR higher than the mnemonic, add +3 to this DC. On a successful check it reveals one feat the target possesses, plus one additional feat for every 2 points that the result exceeds the DC. As to which exact feats are revealed to the mnemonic is left to the GM's discretion.

At 5th level, a mnemonic can assess an opponent as a swift action.

Thought Strike (Su): A mnemonic unlocks hidden truths of sharing knowledge and ideas between sentient creatures, and can alter the mental state of others that he has physically connected with. The mnemonic may use this ability a number of times per day equal to his class level + his Intelligence modifier, and no more than once per round. A thought strike is performed as part of an attack action.

A creature struck by a mnemonic's thought strike must succeed on a Will save (DC 10 + $\frac{1}{2}$ the mnemonic's class level + his Intelligence modifier) or become dazed for 1 round.

At 5th level, the mnemonic may fascinate the target for 3 rounds instead.

At 9th level, the mnemonic may confuse their target for a number of rounds equal to $\frac{1}{2}$ his class level instead (as the *confusion* spell).

At 14th level, the mnemonic may cause the target to become panicked for 2 rounds instead.

Memory Theft (Su): The training of a mnemonic starts to shine with his ability to cause opponents to loose memories. After performing a successful thought strike, a mnemonic may forego any condition that the attack would have inflicted and instead steal the memory of how to use a feat or skill bonus from the target's mind. He may possess this feat or skill bonus for a number of rounds equal to the mnemonic's class level.

Skills, feats, and feats retained through memory theft



STORY

Classes: Mnemonic

Table 1-10: Mnemonic

	Base Attack	Fort	Ref	Will	Unarmed	
Level	Bonus	Save	Save	Save	Strike	Special
1st	+0	+0	+2	+2	1d6	Assess technique, memory theft, thought strike, unarmed strike
2nd	+1	+0	+3	+3	1d6	Catch Off-Guard, thoughtful guard
3rd	+2	+1	+3	+3	1d6	Photographic reflexes, mnemonic weapon
4th	+3	+1	+4	+4	1d6	<i>Detect thoughts, perfect recall</i>
5th	+3	+1	+4	+4	1d8	Recall foe +2, spell eraser
6th	+4	+2	+5	+5	1d8	Memory wipe, Throw Anything
7th	+5	+2	+5	+5	1d8	Improvisation, <i>memory lapse</i>
8th	+6/+1	+2	+6	+6	1d8	Mnemonic ranged weapon
9th	+6/+1	+3	+6	+6	1d10	<i>Share memory, telepathy 30 ft.</i>
10th	+7/+2	+3	+7	+7	1d10	Improvised Weapon Mastery, recall foe +4
11th	+8/+3	+3	+7	+7	1d10	Improved memory wipe
12th	+9/+4	+4	+8	+8	1d10	Imprint consciousness
13th	+9/+4	+4	+8	+8	2d6	Eidetic savant, telepathy 60 ft.
14th	+10/+5	+4	+9	+9	2d6	Improved improvisation, <i>modify memory</i>
15th	+11/+6/+1	+5	+9	+9	2d6	Recall foe +6
16th	+12/+7/+2	+5	+10	+10	2d6	Greater memory wipe
17th	+12/+7/+2	+5	+10	+10	2d8	Memory of the Ages
18th	+13/+8/+3	+6	+11	+11	2d8	<i>Moment of prescience</i>
19th	+14/+9/+4	+6	+11	+11	2d8	Clear mind
20th	+15/+10/+5	+6	+12	+12	2d8	Mnemonic Zen

return to the minds of the targets they were stolen from after the initial duration.

The total number of feats and the maximum penalty/bonus to a skill a mnemonic may deny targets within a single day is determined by the Table: Memory Theft

Feats: When selecting a feat, the victim loses the use of the feat chosen by the mnemonic. If the mnemonic selects a feat that that target does not possess, another feat is chosen at random instead. If the mnemonic lacks the proper prerequisites needed for a feat acquired, they do not receive any benefit from the feat.

This theft does not deny a victim the use of other feats that have prerequisites, only those that build upon them (such as improved and greater versions).

For example: a fighter with the Whirlwind Attack feat whose Dodge feat is stolen from can still use Whirlwind Attack, but a fighter that loses Cleave could not make use of Great Cleave.

Skills: When the theft of a skill occurs, the mnemonic selects a skill in which the target receives a penalty to all checks that involves the skill. Upon selecting the skill a mnemonic decides the severity of the penalty the target takes up to a maximum of -3 at 1st level. This penalty increases each level to a maximum of -25 at 20th level.

As the victim receives a penalty the mnemonic gains an equal competence bonus to the similar skill checks. This bonus stacks with competence bonuses given from other sources beyond this ability.

The mnemonic may penalize/gain a total number of points per day according to Table: Memory Theft. This total number may come from one or more selected skills

from a single or multiple number of opponents.

Feat Retention: As a standard action, at any time after the initial thought strike, but before the duration expires, mnemonic may expend one additional daily use of his thought strike ability to retain a feat granted by memory theft for a full 24 hours. Beyond the first 24 hours, the mnemonic must expend another use of his thought strike and decrease his memory theft feat maximum by 1, to retain the feat for another day. The mnemonic may only possess a number of stolen feats to the maximum as indicated on Table: Memory Theft.

Catch Off-Guard (Ex): Everything becomes a weapon in the intuitive hands of the mnemonic. At 2nd level the mnemonic gains the Catch Off-Guard feat as a bonus feat.

Thoughtful Guard (Ex): Starting at 2nd level, when the mnemonic is unarmored and unencumbered, he adds his Intelligence bonus (if any) to his AC and to his CMD, up to a maximum bonus equal to his mnemonic level. This bonus to AC applies to touch attacks, and when the mnemonic is flat-footed.

He loses this bonus when he is immobilized, helpless, unconscious, when he wears any armor, carries a shield, or when he carries a medium or heavy load.

Photographic Reflexes (Ex): Starting at 3rd level, the mnemonic's mind becomes involuntary and capable of perfectly copying the unique techniques and abilities traditionally possessed only by the most extraordinary of individuals.

For a number of rounds per day equal to 4 + the mnemonic's Intelligence modifier, he may use any

Classes: Mnemonic

extraordinary (Ex) class feature or combat feat (even if he lacks the prerequisites for such), as long as he has seen the ability used or performed within the past 24 hours.

The mnemonic's effective class level is considered to be equal to the class that the ability is copied from -4 (minimum). For example, a 15th level mnemonic might copy a barbarian's greater rage class feature as an 11th level barbarian, but only if he has witnessed a barbarian use that special ability recently. Mimicking a 4th level barbarian, the mnemonic would only be able to copy the basic rage class feature.

Mnemonic Weapon (Su): At 3rd level, the mnemonic gains the ability to perform a thought strike with a held melee weapon in which he is proficient with.

Detect Thoughts (Sp): At 4th level, the mnemonic gains the ability to sense the mental activity of those around him. He gains the use of the *detect thoughts* spell a number of times per day equal to 3 + his Intelligence modifier as a spell-like ability. Any creatures that are successful on a Will save to resist this ability (DC 10 + ½ the mnemonic's class level + his Intelligence modifier) are unaffected and can not be detected again for 1 hour. The mnemonic uses his class level as his caster level for this purpose. At 14th level the mnemonic may use *detect thoughts* as an at-will ability.

Perfect Recall (Ex): At 4th level, the mnemonic's memory becomes more honed, allowing him to add his Intelligence modifier twice to all Knowledge skill checks. The mnemonic can also use this ability when making an Intelligence check to remember something.

Spell Eraser (Su): At 5th level, the mnemonic learns how to steal the very knowledge of how to cast a spell (be it prepared or known; arcane or divine) from the mind of another while performing a thought strike. This operates as an additional option for memory theft to be used in place of feats or skills, except for the following difference.

The mnemonic may only steal a spell of a spell level as indicated on Table: Memory Theft.

The spell caster that is unsuccessful on a Will save loses a randomly selected prepared spell or a daily use of a spell slot of the appropriate level by the GM. The spell caster loses the spell use for the day as though he had casted the spell in an anti-magic zone. The caster may recover the expended spell when they are allowed to prepare their spells as normal for the day.

Unlike skills or feats a mnemonic is unable to retain, hold, or cast the spell that was taken via memory theft ability. He only causes the spell caster to lose the ability to cast said spell.

Much like stealing skills or feats this ability expends one use of the of thought strike.

Recall Foe (Ex): At 5th level, the mnemonic begins to naturally catalog all of the techniques, movements,

habits, disciplines, and qualities of creatures that he has engaged with in combat. After encountering a specific enemy and studying it with the assess technique ability, any subsequent encounters beyond the current grants the mnemonic a +2 insight bonus to all attack and damage rolls against the target. Because he has cataloged his opponent's capabilities, he gains a +1 dodge bonus to AC against the opponent. At 10th level, and again at every five levels thereafter, these bonuses increase by +2 to weapon attack and damage rolls.

Memory Wipe (Su): The contemplative mnemonic grows in his ability to steal experiences from the minds of their opponents increases in power. At 6th level, the mnemonic may now perform an advanced version of his memory theft ability where he steals two feats, two spells, or from two skills at a time. This ability can only steal from one category at a time and may be made up of a mixed selection.

This ability consumes two uses of his thought strike ability per use. A mnemonic that has used this improved version of memory theft loses the ability to retain any feat or skill stolen in this manner due to the over processing of information stolen from a successful thought strike.

Throw Anything (Ex):

The mnemonic grasps physics in such a fundamental way that anything might become an aerodynamic weapon in his hands. At 6th level, the mnemonic receives the Throw Anything feat as a bonus feat.

Improvisation (Ex): At 7th level, the mnemonic gains Improvisation^{ARG} as a bonus feat, even if he does not meet the prerequisites for that feat.

Memory Lapse (Sp): At 7th level, the mnemonic gains the ability to use *memory lapse* as a spell-like ability a number of times per day equal to 3 + his Intelligence modifier. Those that resist, that are successful on a Will save with a DC 10 + ½ the mnemonic's class level + his Intelligence modifier, are unaffected. The mnemonic uses his mnemonic class level as his caster level for the use of this spell-like ability.

Mnemonic Ranged Weapon (Su): At 8th level the mnemonic learns to imbue his ability to steal thoughts into ranged attacks. As a standard action the mnemonic

Table 1-11: Memory Theft

	Max Feats	Max Skill Point	Spell Level
1st	1	3	-
2nd	1	4	-
3rd	2	5	-
4th	2	6	-
5th	2	7	1
6th	3	8	1
7th	3	10	2
8th	3	11	2
9th	4	12	3
10th	4	13	3
11th	4	14	4
12th	5	15	4
13th	5	16	5
14th	5	18	5
15th	6	19	6
16th	6	20	6
17th	6	21	7
18th	7	22	7
19th	7	23	8
20th	7	25	8

Classes: Mnemonic

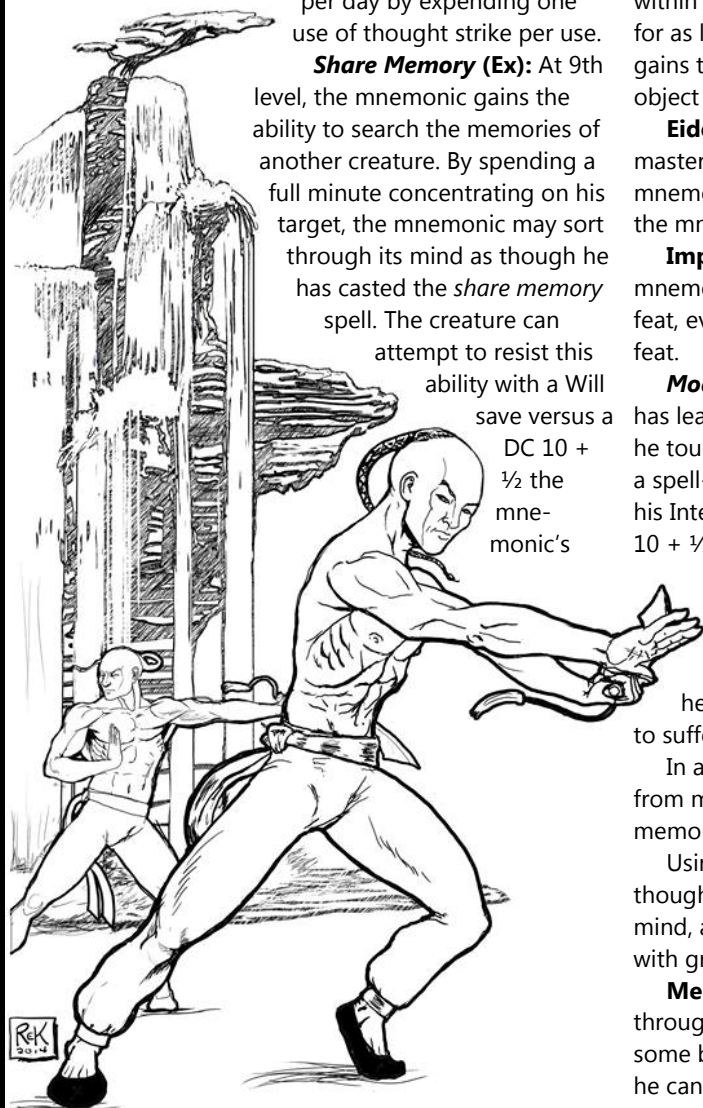
can make an attack action with a ranged weapon and apply his thought strike ability. The target of this attack must be within 30 feet of the mnemonic. In this regard the mnemonic may replace the conditions delivered by a thought strike, and instead use the memory theft ability.

Telepathy (Su): At 9th level, the mnemonic is able to mentally communicate with any other creature within a range of 30 feet. The mnemonic can address multiple creatures in this manner, although maintaining telepathic conversations with more than one creature at a time can be as taxing as simultaneously speaking and listening to several creatures. In cases where his attention is divided, he is required to make a concentration check of DC 15 + the number of creatures, or suffer a - 4 to all Perception based skill checks.

At 14th level, he may forge a *telepathic bond*, as per the spell, with a range of 60 feet. He may use this ability once per day as a free action and he uses his mnemonic level as his caster level. He may use it additional times per day by expending one use of thought strike per use.

Share Memory (Ex): At 9th level, the mnemonic gains the ability to search the memories of another creature. By spending a full minute concentrating on his target, the mnemonic may sort through its mind as though he has casted the *share memory* spell. The creature can

attempt to resist this ability with a Will save versus a DC 10 + $\frac{1}{2}$ the mnemonic's



class level + his Intelligence modifier.

Improved Weapon Mastery (Ex): A mnemonic's mastery over physical objects becomes superior, making his strikes with improvised weapons more lethal. At 10th level, the mnemonic gains Improved Weapon Mastery as a bonus feat, even if he does not meet the prerequisites for that feat.

Improved Memory Wipe (Su): The ability to steal experiences from the minds of his opponents increases in power with terrifying power. At 11th level, the mnemonic may now take the knowledge of three feats, skills points or spells at a time. Upon using this ability he must select one category in which he attempts to steal.

Using this memory wipe in this way expends 3 uses of his thought strike ability. Again due to the processing of this information, a mnemonic may not retain information that is stolen improved memory wipe.

Imprint Consciousness (Su): At 12th level, the mnemonic is able to awaken the intelligence of magic within a magical item, granting the item consciousness for as long as it is within his possession. The mnemonic gains the ability to imprint his mind into an object an object once per month.

Eidetic Savant (Ex): At 13th level, the mnemonic's mastery of his own memory is peerless. Whenever the mnemonic makes an ability check to recall information, the mnemonic may roll twice and take the better result.

Improved Improvisation (Ex): At 14th level, the mnemonic gains Improved Improvisation^{ARG} as a bonus feat, even if he does not meet the prerequisites for that feat.

Modify Memory (Sp): At 14th level, the mnemonic has learned to distort and alter the memory of a creature he touches. He gains the ability to use *modify memory* as a spell-like ability a number of times per day equal to 3 + his Intelligence modifier. The Will save DC of this ability is 10 + $\frac{1}{2}$ the mnemonic's class level + his Intelligence modifier. The caster level for this spell-like ability is equal to the mnemonic's class level.

Greater Memory Wipe (Su): A mnemonic's ability to cause more memory loss reaches new heights. At 16th level, he now causes his opponents to suffer the loss of four feats, spells, or skills at a time.

In addition, he may select from one category or pull from multiple categories to make any combination of memory loss he sees fit.

Using this ability in this way expends five uses of thought strike ability. Due to over stimulation of his mind, a mnemonic may not retain any information stolen with greater memory wipe.

Memory of the Ages (Su): The mnemonic can search through the collective memories of the world to recall some bit of forgotten lore or information. At 17th level, he can retry any failed Knowledge skill check that he as

Classes: Mnemonic

made within the past minute, gaining an insight bonus on the check equal to his Intelligence modifier. He can use this ability a number of times per day equal to his Intelligence modifier.

Moment of Prescience (Sp): At 18th level, the mnemonic gains the ability to use *moment of prescience* as a spell-like ability once per day. The mnemonic uses his class level as his caster level for this spell-like ability.

Clear Mind (Ex): At 19th level, the mnemonic can spend an hour of his day in silent meditation to clear his mind of all thoughts and guards it against others. He gains the benefits as though he was under the effects of the *mind blank* spell.

The mnemonic becomes protected from all devices and spells that gather information about him through divination magic (such as *detect evil*, *locate creature*, *scry*, and *see invisible*). This meditation also grants a +8 resistance bonus on saving throws against all mind-affecting spells and effects.

It even foils *limited wish*, *miracle*, and *wish* spells when they are used in such a way as to gain information about the target. In the case of scrying that scans an area that he is in, such as *arcane eye*, the spell works but he isn't detected. Scrying attempts that are targeted specifically at him do not work at all.

The duration of this effect last for a 24 hour period.

Mnemonic Zen: At 20th level, the mnemonic's mind attains a complete understanding of time and space, becoming a spirit of knowledge of a sort – an ascension uniquely their own. The mnemonic's type changes to outsider (native) and he gains a +5 insight bonus to his Armor Class.

In addition, the mnemonic no longer requires food, water, or sleep and may use his photographic reflexes class feature to emulate any extraordinary or supernatural ability that he has witnessed within 10 days. Because of this attunement the mnemonic's *detect thoughts* spell-like ability becomes constant.

Finally, the mnemonic does not experiences sensory overload when performing any version of a memory wipe. He may retain any feat or skill learned from using these abilities as though they had been acquired through memory theft.

Imprinting

Mnemonics develop a supernatural ability that allows them to awaken none-intelligent permanent magical items. They may only imprint their conscious onto one item at any given time. The duration of this imprint is permanent, as long as the magic item does not leave the mnemonic's possession. If this does happen the object immediately loses all of its intelligent item properties, and reverts to its previous nature.

When the mnemonic imprints a magic item, it gains

What "leaving the mnemonic's possession" means:

While testing this class feature of the mnemonic, this topic was needing to be addressed. This feature has been left open to interpretation for the player and the GM to decide.

For some, it was when the mnemonic dropped the item or took it off his person. For others it was when it was not in or on his person for a number of hours per Intelligence modifier. And finally others interrupted it as being used by someone else.

Things to keep in mind: Some properties that are granted to items by imprinting, allow it to sprout arms and legs and travel on it's own accord.

If the item is a weapon, most creatures do not sleep with a weapon strapped to them...mostly.

an Intelligence, Wisdom, and Charisma score of 10 and gains the mnemonic's alignment. He does not have any special control over the item once it becomes intelligent, although since it has his alignment, personality conflicts with items he wield won't be a problem. Determine the item's ego as normal, as per the rules on intelligent items in the *Pathfinder Roleplaying Game Core*.

An item made intelligent by imprinting communicates via speech and has normal senses to a range of 60 feet. It speaks and reads one language known by the mnemonic – if he knows multiple languages, he may choose which language the item knows.

When the mnemonic imparts his mind on an item, roll once on Table 15–24 in the *Pathfinder Roleplaying Game Core Rulebook* to randomly determine the item's power, adding the mnemonic's class level to this roll.

By expending additional diamond dust in excess of the 1,000 gp worth of material components required to cast this spell, he can gain further bonuses on the d% roll made to determine the item's power. Every additional 100 gp in diamond dust he chooses to use in excess grants a cumulative +1 bonus to the roll, up to a maximum additional bonus equal to his mnemonic level.

If the item gains the ability to cast a spell, determine the spell it can cast randomly from spells from the wizard list using the mnemonic level of the appropriate level. If the item gains ranks in a skill, it gains ranks in a random skill in which he has at least 1 rank.

If the roll is above 100, then he can choose one item power on Table 15–24 to grant the item, and the item gains a special purpose. Roll once on Tables 15–25 and 15–26 of the *Pathfinder Roleplaying Game Core Rulebook* to determine what the item's special purpose and dedicated powers are. These d% rolls are not modified by the mnemonic's level.

Classes: Momenta

MOMENTA

"Quiet down Crusader! Look, I got the room at half price and it comes with a hot meal. When was the last time we had a warm meal on this trip? Who is the person who pulled the arrow out of your back? That's right, it was me. Don't scold me, with that look. So what if it was me that put it there. That's besides the point," *Amourgin carried on with his long winded excuse.*

Melinda, the crusader, still didn't trust her hired lackey. The last time she woke up with several gold coins missing from the church funds purse. However, she did also wake up to find a freshly polished shield, breakfast, and her old battle standard stitched up. "So what you are saying is you still only booked one room?"

"Boss, it was the last room. Trust me," he said.

It is a common fact, that behind every great successful adventuring party, there is a member of the group that does all the grunt work. They always carry the party's inventory list and its contents, making sure that everyone is feed, and that there are enough chairs at the table. They are valued members and are never left out of the group, but push the others along when their hopes are down. They spur the group forward with planning, preparation, and motivation, while taking care of all the jobs no one realizes need to be done.

They may be the side kick, the gal Friday, the number one henchperson, mook, or even a butler. No matter the title, they are the source of a plethora of momentum that stirs the party, known to each other as momenta.

Role: Momenta play the role of support or as some call, the lackey. While not always intentional, they are creative in their way to manipulate the energies of a combat from behind of the lines of battle. A mild "jack of all trades", they can cast support spells, heal the wounded, and boost the attacks of their allies.

Alignment: Any

Hit Die: d6

Class Skills:

The momenta's class Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal, (Cha), Heal (Wis), Knowledge (any) (Int), Linguistic, Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Cha), Spellcraft (Int), Survival (Int). She may also select 2 skills of her choice that best fit her style of play.

Skill Ranks per Level: 6 + Int modifier

Class Features:

Weapon and Armor Proficiency: All momenta are proficient with all simple and martial weapons. Momenta are proficient light armor, and shields (except tower shields).

Pack Mule (Su): There is only one major position a momenta has, and it is that of support. They can express this physically by hauling all of the equipment and loot the other party members choose not to carry. This all falls to the momenta, with almost supernatural ability, she excels at packing and piling everything onto her own back without much trouble, so the other adventurers do not have to worry about the weight.

The momenta's carrying capacity is tripled in regards to the amount of material she can carry compared to other adventurers. This does not affect the lackey's actual Strength in any way. It also has no effect on encumbrance due to armor. If the momenta wears armor she still takes the normal penalties for doing so regardless of how much weight she is allowed to carry.

Motivation (Ex): Witnessing the actions of her allies, the momenta is spurred to inspire her allies and change the flow of fate. At the start of combat, when initiative is rolled, the momenta starts with a number of motivations equal to her Charisma modifier. She gains one additional motivation for each ally who takes a turn before any of his opponents perform actions during the first round of combat.

As a free action, a momenta can expend one use of motivation to add 1d6 to the result of any one check, be it hers or an allies; including any checks in which someone can take 10 or 20. This choice is made after the check is rolled and before the results are revealed. A momenta can only use motivation once per check or roll.

Motivation can also be used on attack rolls and saving throws, at the cost of expending two uses of motivation each time from the momenta's pool. In the case of saving throws, using motivation is an immediate action rather than a free action. At the end of combat, these motivation points disappear, until they refresh during the next time she is required to roll initiative.

Stimulus: Motivation can also be spent to perform certain actions that are extraordinary abilities or spell-like abilities called stimulus. Stimulus is used to drive the momenta and her allies to greater heights. If at any time she is wearing armor that is heavier than light, she suffers a chance of arcane spell failure on spell-like abilities. The momenta begins play knowing one stimulus and gains an additional stimulus at 2nd level, and every 3 levels until she reaches 17th level. She then gains an additional stimulus at 19th level.

Act Out of Turn (Ex): By spending a motivation as an immediate action, the momenta can select herself or an ally to take their turn immediately. This is treated as a readied action, moving the character's initiative to just before the currently acting creature. The character may only take a move or a standard action on this turn.

If this is used offensively, the momenta must expend 2 motivations and the target creature can make a Will save



Classes: Momenta

against a DC 10 + ½ the momenta's level + her Charisma modifier.

Canny Defense (Ex): When wearing light or no armor, a momenta may spend a point of motivation and adds her Intelligence modifier (if any) as a dodge bonus to her armor class. This dodge bonus last for a number of rounds equal to her Intelligence modifier.

Combat Spellbook (Ex): Once in a while a momenta is able to focus in combat by tuning out the background noises around her. She must have her spellbook in her hand, and make a concentration check of DC 15 + the spell level, while spending a motivation. By doing so, the momenta, is able to expend a spell slot equal to the spell she is casting directly from the spellbook. This may be a prepared spell or one from her spellbook of equal level, but because of the spontaneity and being unprepared, the casting time of the selected spell is doubled. If the spell casting time becomes 2 full round actions, than she must make a second concentration check on the second round.

If the momenta fails her concentration check at any point, she has become distracted and is unable to cast the spell. However, it does not expend the spell slot used, but it does expend the motivation spent to initiate this ability. A momenta must be of 4th level to select this stimulus.

Cunning Flank (Ex): Watching her allies coordinate an assault allows a momenta to take advantage of twisting the threads of fate. As a swift action that can be taken out of turn, a momenta can spend a 1 motivation to give an ally 1d6 points of sneak attack damage when he is in

a flanking position with another ally. The momenta only needs to have line of sight of her allies and does not need to be a participant in combat. She must be of at least 4th level to select this stimulus.

Deflect Arrows (Ex): A momenta, as an immediate action, can spend 1 motivation to gain the benefit of the Deflect Arrows feat when using a light or one handed weapon. The momenta does not need a free hand to use this feat. Additionally she may spend 2 motivations to give this benefit to an ally. This ability last for a number of rounds equal to her Intelligence modifier. A momenta must be of 9th level to select this stimulus.

Extra Action (Ex): Taking advantage of every opening in combat, she also learns time management. A momenta can spend a motivation point during her turn to gain an additional standard or move action this turn. She must be of 6th level to select this stimulus.

Hail Mary! (Ex): A momenta can spend a motivation to shift her range increment penalties and expand the range of her first range increment of any thrown weapon. By spending a cost of 1 motivation point, she combines her first and second range increment and counts it as her first range increment. Her third range increment now becomes her second range increment. This stimulus does effect the Quick Draw Item class feature.

Hands of Piety (Su): A momenta can heal wounds (her own or those of others) by touch. By spending 1 motivation, she can use this ability to heal an amount of hit points of damage equal to twice her momenta class level + her Charisma modifier. Using this ability is a standard action, unless she targets herself, in which case it is a move

Table 1-12: Momenta

Level	Base Attack					Special	Max Stimulus	Spells Per Day			
	Bonus	Fort Save	Ref Save	Will Save	Known			1st	2nd	3rd	4th
1st	+0	+0	+0	+2	Motivation, pack mule	1	-	-	-	-	
2nd	+1	+0	+0	+3	Adept healer, mitigation skills	2	-	-	-	-	
3rd	+1	+1	+1	+3	Improved aid +1, quick item draw	2	-	-	-	-	
4th	+2	+1	+1	+4	Utility caster, augmenting healer	2	1	-	-	-	
5th	+2	+1	+1	+4	Tactician	3	1	-	-	-	
6th	+3	+2	+2	+5	Moving forward (move action)	3	1	-	-	-	
7th	+3	+2	+2	+5	Improved aid +2	3	1	1	-	-	
8th	+4	+2	+2	+6	Cooperative defense	4	2	1	-	-	
9th	+4	+3	+3	+6	Teamwork feat	4	2	1	-	-	
10th	+5	+3	+3	+7	Inspired motivation, jack of all trades	4	2	1	1	-	
11th	+5	+3	+3	+7	Cooperative combatant, improved aid +3	5	2	2	1	-	
12th	+6/+1	+4	+4	+8	Moving forward (standard action)	5	3	2	1	-	
13th	+6/+1	+4	+4	+8	Teamwork feat	5	3	2	1	1	
14th	+7/+2	+4	+4	+9	Tactical advantage	6	3	2	2	1	
15th	+7/+2	+5	+5	+9	Improved aid +4	6	3	3	2	1	
16th	+8/+3	+5	+5	+10	Superior tactics	6	4	3	2	2	
17th	+8/+3	+5	+5	+10	Teamwork feat	7	4	3	2	2	
18th	+9/+4	+6	+6	+11	Moving forward (full round action)	7	4	3	3	2	
19th	+9/+4	+6	+6	+11	Improved aid +5	8	4	4	3	2	
20th	+10/+5	+6	+6	+12	Climatic motivation	8	5	4	3	3	

Classes: Momenta

action. Despite the name of this ability, a momenta only needs one free hand to use this ability.

If using this healing ability to harm undead creatures, the momenta must succeed on a melee touch attack. This attack does not provoke an attack of opportunity, and the undead do not receive a saving throw against this damage.

Innovative Motivation (Ex): A momenta can use this stimulus to fuel a creature's class feature. As an immediate action, she can spend a point of motivation in place of an ally character having to spend a single use of or 1 point of the following class abilities: arcane reservoir, bardic performance, bloodrage, cavalier's challenge, channel energy, fervor, grit, inquisitor's judgment, *ki* pool, arcane pool, martial flexibility, panache, summon monster, rage, raging song, ranger's trap, smite, or wild shape.

Martial Prowess (Ex): A momenta can take a move action and spend a point of motivation, to gain the benefit of a combat feat she doesn't possess. A momenta may, alternatively, instead allow an ally to benefit from this stimulus. The effect lasts for 1 minute. The momenta, or her ally, must meet all the feat's prerequisites.

The momenta can use this ability again before the duration expires in order to replace the previous combat feat with another choice.

If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

Metamimic (Sp): By spending a standard action, the momenta can prep the arcane energies of a spellcaster to increase the spells power. The momenta can select a metamagic feat that she knows, and spends its increased spell level cost in motivation points. This charges the arcane energy around the selected spellcaster and then mimics the metamagic feat, thus applying its effects to the allied spellcaster's next spell casted as though the ally had used the metamagic feat. This energy last until the beginning of the momenta's next round.

Opportunistic Turn (Ex): While in combat, when an opponent fails on an attack action against the momenta or an ally, she sees the opportunity as a sign from the fates to keep striving for success. The momenta gains one motivation for every failed attack by an opponent, to add to her pool for the duration of this combat. Activating this ability is a full round action, and may be used a number of times per day equal to the momenta's Intelligence modifier. A momenta must be of 7th level to select this stimulus.

Reshuffle the order (Ex): Used in conjunction with the stimulus *act out of turn*, during the same round it was taken, the momenta or her selected ally, returns to her original initiative order, in which she may then continue her turn to use her unused action. A momenta must have the act out of turn stimulus.

Spell Recall (Su): As a standard action, a momenta can spend a motivation point for an allied caster to recall a spell they had already casted or to gain a single use of a spell-like ability that is otherwise limited to daily uses. Allied casters can only recall a spell of 3rd level or lower.

Adept Healer (Ex): A momenta gains the Self Sufficient feat as a bonus feat. Also, when a momenta makes a Heal check as a standard action, with a DC of 15, she can also determine if the wounded is afflicted by a disease or poison.

Treat Deadly Wounds: If the momenta has exceeded the DC by 5, she may add her Intelligence modifier in place of her Wisdom modifier to the number of wounds healed. At 6th level, while treating deadly wounds, she restores 2 hit points per level of the creature instead of 1.

Mitigation Skills: A momenta learns to get the upper hand when bartering, dealing with negotiations, and even gambling. She receives a +2 competence bonus to Bluff, Diplomacy, and Sense Motive skill checks. This skill bonus increases to a +4 at 10th level.

Quick Draw Item (Ex): At 3rd level, a momenta is always ready and has just the right item when a fellow adventurer asks for it (assuming she is in possession of the item). A momenta has the ability to draw any item as a free action from any location on her person (ie, bag, bandolier, sheath, pocket) that she can reach. These items can include, but not limited to: alchemical items, potions, scrolls, wands, weapons, etc.

As a standard action on her turn, the momenta may toss the item to her ally that is within 10 feet of her with little to no effort, and an ally may catch it if they are aware of it and not distracted. If they are more than 10 feet away from her, she must succeed on a ranged touch attack to hit the square her ally is in. If she is successful, the ally must then make a d20 + their Dexterity modifier, to catch the item versus a DC 10 (or this may be resolved with a percentile chance roll of 50% - 50%).

If in combat, the catching ally provokes an attack of opportunity, but may make either a Reflex save, or an Acrobatics skill check versus the opponents CMD. If the ally succeeds, even if they do not catch the item, they avoid the attack of opportunity.

This ability has a range increment of 10 - 30 feet, and a second range increment of 30 - 60 feet. It also has a third and final range increment of 60 - 100. For every pound over 3 lbs that the object weights, it reduces an increment by 5 feet.

Improved Aid: Momenta sometimes act as the hired help. They always have been and always will be there assist great people. As she grows in her experience, a momenta learns how to best assist the heroes that have hired her. She improves the bonus granted by the aid another actions by +1 at 3rd level and every four levels thereafter to a total bonus of +5 at 19th level.

Classes: Momenta

Utility Spells: A momenta becomes a secondary caster of any group, and learns a very limited number of utility spells that can be casted only outside of combat. These select spells are used to assist his comrades and herself in situations of need and relieve primary casters of frivolous utility spells so that they can focus on more elaborate castings.

Beginning at 4th level, a momenta gains the ability to cast a small number of spells which are drawn from the momenta utility spell list. A momenta must choose and prepare her spells in advance.

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

Like other spellcasters, a momenta can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Momenta. In addition, she receives bonus spells per day if she has a high Intelligence score (see Table 1–3 of the Pathfinder Roleplaying Game Core Rulebook).

A momenta may know any number of spells. She only needs to spend a few minutes out of each day studying the basic principles of these utility spells after a 6 hour rest. Because of this shorten prep time, she may only cast these spells outside of combat when she is not easily distracted. While studying, the momenta decides which spells to prepare.

Through 3rd level, a momenta has no caster level. At 4th level and higher, her caster level is equal to her levels in momenta class – 3.

Spellbook: At 4th level, a momenta stumbles across, or has started a journal of her dreams that are actually spell words and patterns. A momenta must study her spellbook each day to prepare her spells. She can not prepare any spell not recorded in her spellbook. If at any point she loses her spellbook, she cannot prepare spells until she replaces it with another, or starts another dream journal.

This spellbook contains three wizard cantrips (she can cast these cantrips a number of times per day equal to her Intelligence modifier), plus three 1st-level momenta spells of her choice. She may also select a number of additional 1st-level spells, equal to her Intelligence modifier, to add to the spellbook. At each new momenta level, she gains 1 new spell of any spell level or level that she can cast (based on her total momenta levels) for her spellbook. At any time, the momenta can also add spells found in other arcane spellbooks (even an alchemist's) to her own (see Chapter 9 of the Core Rulebook) as long as they appear on her list.

In addition, if the momenta has her spellbook in one hand and uses her other hand to make the appropriate

jesters while reading a spell verbally aloud (or whisper), she eliminates the need to possess any somatic spell components, of a cost up to 50 gold in value.

While also casting in this way, the momenta can choose a spell from her book, which she did not prepare ahead of time, and cast it instead of a prepared spell of equal level.

Augment Healer (Sp): At 4th level, the momenta takes her healing practice and then strives to become an augmentable arcane healer. As a standard action, she can spend a motivation point while in combat to cast *cure light wounds* as an arcane spell. In addition, the momenta can "lose" any prepared spell that she can cast, in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

Tactician (Ex): At 5th level, a momenta receives a teamwork feat as a bonus feat. She must still meet the prerequisites for this feat. As a standard action, she can grant this feat to all allies within 30 feet who can see and hear her. Allies retain the use of this bonus feat for 3 rounds plus her intelligence modifier. Allies do not need to meet the prerequisites of these bonus feats. The momenta can use this ability once per day at 5th level, plus one additional time per day at 10th level and for every 5 levels thereafter.

Moving forward (Ex): The momenta is a prime force in supporting her allies and keeps them driving forward. At 6th level, the momenta may spend a single point of motivation as a swift action to offer an ally an extra move action. If the chosen ally, has already acted this round, they perform their move action after the momenta, as though it was a readied action.

Upon reaching 12th level, the momenta may spend 2 motivation points to grant an extra standard action. Then at 18th level, the momenta may expend 3 motivations to grant a full-round action.

Cooperative Defense (Su): At 8th level, whenever a spell or effect targets the momenta and one or more allies within 30 feet, she can use this ability to allow her allies to use her saving throw against the effect in place of their own. Each ally must make this choice individually before the rolls are made. She can use this ability as an immediate action. The momenta can use this ability once per day at 8th level, and one additional time per day for every four momenta levels beyond 8th.

Teamwork Feat: At 9th level, 14th level, and again at 17th level, the momenta gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as teamwork feats. She must meet the prerequisites of the selected bonus feat.

Inspiring Motivation (Ex): When using motivation, the momenta rolls a d8 instead of a d6. At 20th level, the she rolls 2d8 and adds both dice to the result.

Classes: Momenta

Jack-of-All-Trades (Ex): Momenta are tasked to do a variety of chores no one else wishes to do. Gaining life experience over a multitude of adventures, they have learned a little bit of everything and can perform just about any task to a minimum degree of success.

At 10th level, the momenta can use any skill, even if the skill normally requires her to be trained. At 16th level, the momenta considers all skills to be class skills. At 19th level, the momenta can take 10 on any skill check, even if it is not normally allowed.

Cooperative Combatant (Ex): At 11th level, when a momenta uses the aid another special attack, she may affect one additional ally per point of Intelligence bonus. For each ally that she aids, the momenta can pick whether to grant that ally the +2 bonus on its next attack against an opponent or the +2 bonus to AC against an opponent's next attack on that ally, and can grant different allies different bonuses.

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

Superior Tactics (Ex): At 16th level, once per day, after a momenta and her allies roll initiative, she can arrange her allies' and her own initiative rolls any way she wishes.

Climatic Motivation (Su): At 20th level, a momenta may spend 5 points of motivation, as part of a full round action to take a full defensive stance, she performs an epic battle speech to inspire a powerful morale boost to all her allies that can hear her. This prepares them to overcome the difficult challenge ahead of them. Each affected ally gains a +5 morale bonus to attack rolls, Armor Class, and saving throws, as well as 50 temporary hit points.

In addition, each affected ally gains immunity to fear effects for the duration of the power and if brought below 0 hit points but not killed, they can fight on for one more round as if disabled. At the end of her next turn, unless brought to above 0 hit points, the affected ally immediately falls unconscious and begins dying.

This ability has a duration of rounds and can be used a number of times per day, equal to the momenta's Intelligence Modifier.

1st-Level Momenta Spells: *alarm, animate rope, blend, bless, borrow skill, detect magic, comprehend languages, crafter's fortune, cure light wounds, dancing lantern, detect secret doors, detect undead, endure elements, feather fall, find traps, forced quiet, gentle breeze, grease, glue seal, identify, invigorate, jump, jury-rig, light, long arm, memorize page, mending, message, mirror polish,*

read magic, restful sleep, share language, timely inspiration, touch of the sea, urban grace

2nd-Level Momenta Spells: *aid, bear's endurance, bestow grace, bull's strength, cat's grace, certain grip, cure moderate wounds, darkvision, delay disease, delay poison, dust of twilight, eagle's splendor, fly, fox's cunning, gentle repose, instant armor, investigative mind, knock, levitate, locate object, make whole, minor creation, owl's wisdom, perceive cues, rope trick, share language, skinsend, spider climb, whispering wind*

3rd-Level Momenta Spells: *age resistance, arcane sight, blood biography, dream, countless eyes, cure serious wounds, campfire wall, darkvision, detect scrying, dispel magic, heroism, hide campsite, improve trap, neutralize poison, nondetection, seek thoughts, restoration, remove curse, remove disease, scrying, secret page, telekinetic charge, tongues, witness, water breathing*

4th-Level Momenta Spells: *absorb toxicity, analyze, contact other plane, control water, contingent scroll, cure critical wounds, discern lies, dimension door, dweomer, elude time, freedom of movement, life bubble, locate creature, major creation, sending, pillar of life, polymorph, remove paralysis, serenity, share senses, spell resistance, symbol of revelation, symbol of slowing, wandering star motes, wall of stone*



Classes: Mystic

MYSTIC

Xiao Chou, first keeper of the void, was happy to arrive at the grand council meeting. It was clear that there was urgency from the message and that this was the utmost concern to the teachers of Godai. Xiao was a student of the void, or force, and was taught by the current seat holder on the council, Tanaka Shu.

After only a few moments of standing in the hall, the heavy oak doors on the other end opened with the inviting warmth of the inner sanctum of the council. Emerging from the entry was four of the five elders. Xiao noticed her master was missing.

"Xiao, it is with a heavy heart that we welcome you to the Green Jade Hall," spoke the Elder of Fire.

"Elemental Elders, how might I be of service to the council?" Xiao inquired with a formal fist-in-palm bow.

The Earth elder groaned with sadness, "Dear child of the Void, you are now the master and the ONLY keeper left alive. There is a great battle raging."

For some, the path to power transcends both spell and sword. Power is a doctrine, a belief in a series of spiritual truths that lies beyond ordinary understanding. These mystics (so called because they adhere to the ancient traditions and rites known only to others who follow their path) elevate their awareness in hopes of achieving enlightenment through their thoughts and deeds.

Once believed to be widely spread, the supernatural gifts of the mystic are now predetermined circumstances of their birth. Each mystic becomes destined to walk in union with one of the world's primal forces, be it the elements of nature or the energy that comprises their very soul.

Role: Although skilled martial combatants, a mystic's true strength is the ability to augment this battle prowess with an array of potent supernatural abilities based upon her heritage and cultural lineage. As she progresses, the mystic becomes increasingly skilled at manipulating these supernatural powers. A mystic gains the ability to tap into her heritage to great effect as she summons tsunamis, commands gale-force winds, and tears the earth beneath her asunder.

Alignment: Any

Hit Die: d8

Class Skills:

The mystic's class skills are Acrobatics (Dex), Appraise (Int), Craft (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). A mystic adds additional skills to her list of class skills based upon her elemental path.

Skill Ranks per Level: 4 + Int modifier

Class Features:

Weapon and Armor Proficiency: Mystic weapon and armor proficiencies are determined by the elemental path selected.

Elemental Path: Each mystic is the inheritor of a cultural heritage of supernatural gifts tempered with spiritual philosophy and martial training, collectively referred to as an elemental path. In addition to representing a societal culture, the powers represented by an elemental path are passed down through generations from parent to child. A mystic must choose one elemental path at 1st level. Once this choice has been made, it cannot be changed.

The mystic's elemental path determines many of her powers and abilities. The nature of the mystic's elemental strike, the lists of elemental techniques, mystic talents available to her, skills, and even her proficiencies with weapons and armor, are largely dependent upon her elemental path.

Path Basics: At 1st level, a mystic receives either the feat Improved Unarmed Strike or Weapon Focus as a bonus feat. If she chooses Weapon Focus, the mystic must select a weapon that belongs to her path's weapon group. In addition, a mystic gains the ability to use an initiate-level ability tied to her elemental path, as noted by each of the elemental paths' descriptions.

Ki Pool (Su): At 1st level, a mystic gains a pool of *ki* points; supernatural energy she can use to accomplish amazing feats. The number of points in a mystic's *ki* pool is equal to her level + her Wisdom modifier (minimum 1). As long as she has at least one point in her *ki* pool, she adds her Wisdom bonus (if any) to her Armor Class as a dodge bonus.

Elemental Strike for Small or Large Mystics

Level	Small	Large
1st - 4th	1d4	1d8
5th - 9th	1d6	2d6
10th - 14th	1d8	2d8
15th - 19th	1d10	3d6
20th	2d6	3d8

By spending 1 point from her *ki* pool as a swift action, a mystic can make an elemental strike. Upon doing so, the mystic's base attack bonus for the strike changes to equal her total mystic class level. The damage from her elemental strike is based on her level instead of the weapon's type. The damage dealt by an elemental strike is indicated on Table: Mystic (see the table above for Small and Large mystics). If the weapon that is used would normally deal more damage than indicated by this ability, its damage is unchanged. This increase in damage does not affect any other aspect of the weapon.

A mystic is versatile in her training and can make an elemental strike with unarmed strikes, natural attacks, and any weapon that belongs to her elemental path's associated weapon group.



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A mystic also can perform more abilities with her *ki* pool. Each of these abilities is activated as a swift action.

Additional Attack: A mystic can spend a point from her *ki* pool to make one additional attack, but only when making a full attack, using her highest attack bonus.

Elemental Skill Bonus: The mystic can spend 1 point from her *ki* pool to gain a +4 insight bonus on any skill check she makes that involves one of her elemental path's class skills.

A mystic can gain additional powers that consume points from her *ki* pool by selecting certain elemental talents and techniques.

The *ki* pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the mystic gains a *ki* pool from another class, combine the number of *ki* points earned from all other classes together, but only add one ability score modifier to the total. The choice of which ability score to use is made when the second class ability is gained, and once made, the choice is set. The mystic can use *ki* points from this combined pool to power the abilities of every class she possesses that grants a *ki* pool.

Mystic Talents: At 2nd level and at every two levels thereafter, a mystic unlocks the secrets of her spiritual power with the discovery of a mystic talent. A mystic cannot select an individual talent more than once. In addition to the talents listed below, a mystic gains access to additional talents based upon her elemental path.

Effortless Strikes (Ex): The mystic no longer spends a *ki* point when making elemental strikes. She may make an elemental strike as long as she possesses a point in her *ki* pool. A mystic must be at least 8th level in order to select this talent.

Elemental Blast (Su): When a mystic with this talent makes an elemental strike, she can attack her foes with a blast of elemental energy instead of with a weapon or unarmed strike. This attack is considered a ranged attack, and the mystic can choose to add her Wisdom modifier on the attack roll instead of her Dexterity modifier. If the elemental blast succeeds, the mystic can choose to deal damage to her target equal to her elemental strike damage, or to attempt a combat maneuver against her opponent instead.

If the mystic chooses to make a combat maneuver check, she may substitute her Wisdom modifier for her Strength modifier for the purposes of determining her Combat Maneuver Bonus. The mystic's elemental path determines her elemental blast's damage type, range, and the list of combat maneuvers that she can attempt with her elemental blast.

Elemental Dispel (Sp): By spending 2 points from her *ki* pool as an immediate action, a mystic can attempt to counter any spell or spell-like ability that possesses the air, earth, fire, or water descriptor as though using *dispel*

magic. This talent is treated as an elemental technique when determining how it interacts with other talents. A mystic must be able to identify the spell being cast in order to counter it. A mystic must be at least 6th level in order to select this talent.

Elemental Technique: A mystic may select 1 additional elemental technique in place of a mystic talent.

Evasion (Ex): A mystic with this talent can avoid even magical and unusual attacks with great ability. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the mystic is wearing light armor or no armor. A helpless mystic does not gain the benefit of evasion. A mystic must be at least 6th level in order to select this talent.

Extra Ki: The mystic gains Extra Ki as a bonus feat.

Fast Strikes (Ex): A mystic with this talent can use her *ki* pool to make elemental strikes as a free action during her turn, instead of as a swift action. A mystic must be at least 4th level in order to select this talent.

Finesse (Ex): The mystic gains Weapon Finesse as a bonus feat.

High Jump (Ex): A mystic who selects this talent adds her mystic level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, she always counts as having a running start when making jump check using Acrobatics. By spending 1 point from her *ki* pool as a swift action, a mystic with this talent gains a +20 bonus on Acrobatics skill checks made to jump for 1 round. A mystic must be at least 4th level in order to select this talent.

Ki Defense (Su): As long as she has at least 1 point in her *ki* pool, a mystic receives a +1 dodge bonus to AC. This bonus increases by +1 at 8th level and increases by a +1 every four levels thereafter, to a maximum of +5 at 20th level. A mystic loses this bonus while wearing armor, using a shield, or while carrying a medium or heavy load. A mystic must be at least 4th level in order to select this talent.

Mystic Combat: The mystic receives a combat feat as a bonus feat. She must meet the feat's prerequisites in order to select it.

Redirection (Ex): As an immediate action, a mystic can attempt a reposition or trip combat maneuver against a creature that she threatens and that attacks her. If the combat maneuver is successful, the attacker is sickened for 1 round (Reflex DC = 10 + ½ the mystic's level + mystic's Wisdom modifier to halve the duration), plus 1 additional round for every four mystic levels that she possesses. A mystic gains a +2 bonus on the reposition or trip combat maneuver check and the save DC for this ability increases by +2 if the attacker uses Power Attack or is charging when attacking her. This benefit increases to a +4 bonus and the saving throw increases by +4 if

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the opponent is charging and using Power Attack.

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

If the mystic receives redirection from another source, her levels stack to determine affects.

Self-Mastery: The mystic gains a bonus feat of either Elemental Fist, Punishing Kick, or Stunning Fist, ignoring the feat's prerequisites. When determining her total number of daily uses of these feats, treat the mystic as a monk of her class level -3. A mystic must be at least 4th level in order to select this talent. A mystic may select this talent once, for every six levels the mystic possesses.

Style Feat: The mystic gains a bonus style feat. She still must meet the prerequisites for the feat.

Uncanny Dodge (Ex): A mystic can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed. The mystic does not lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A mystic with this talent can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her. If the mystic already has uncanny dodge from a different class, she automatically gains improved uncanny dodge instead. A mystic must be at least 4th level in order to select this talent.

Weapon Group Proficiency: A mystic who selects this talent becomes proficient with all weapons that belong to her elemental path's associated weapon group.

Elemental Technique (Su): In an attempt to become one with their spiritual selves, a mystic perfects control over their elemental path through the mastery of various elemental techniques. These techniques draw upon the mystic's ki for power. At 3rd level and every two levels thereafter, the mystic gains one elemental technique. A mystic's elemental techniques fall into two categories: feats and spells.

Feats: These elemental techniques duplicate certain effects of specific feats. The mystic does not need to qualify for a feat to select it as an elemental technique. Activating one of these elemental techniques is a free action on the mystic's turn; until the start of her next turn, the mystic is treated as though she possessed that feat. Some of these elemental techniques may also be activated as an immediate action; these techniques are marked with a (†) in the elemental technique's entry.

Spells: These elemental techniques duplicate certain effects of a spell and are spell-like abilities. A mystic's caster level with these elemental techniques equals her class level and she uses her Wisdom to determine her concentration check bonus.

A mystic draws her elemental techniques from her elemental path's elemental technique list. All elemental techniques have a minimum mystic level requirement to select them. If she does not meet this requirement, she cannot select the elemental technique. Most techniques require the mystic to spend ki points; the exact amount is listed after the elemental technique. Techniques that cost

Table 1-13: Mystic

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Elemental Strike Damage
1st	+0	+2	+2	+2	Elemental path, ki pool, path basics	1d6
2nd	+1	+3	+3	+3	Mystic talent	1d6
3rd	+2	+3	+3	+3	Elemental technique	1d6
4th	+3	+4	+4	+4	Mystic talent	1d6
5th	+3	+4	+4	+4	Elemental technique	1d8
6th	+4	+5	+5	+5	Mystic talent	1d8
7th	+5	+5	+5	+5	Elemental technique	1d8
8th	+6/+1	+6	+6	+6	Mystic talent	1d8
9th	+6/+1	+6	+6	+6	Elemental technique	1d10
10th	+7/+2	+7	+7	+7	Advanced Talents, mystic talent	1d10
11th	+8/+3	+7	+7	+7	Elemental technique	1d10
12th	+9/+4	+8	+8	+8	Mystic talent	1d10
13th	+9/+4	+8	+8	+8	Elemental technique	1d10
14th	+10/+5	+9	+9	+9	Mystic talent	2d6
15th	+11/+6/+1	+9	+9	+9	Elemental technique	2d6
16th	+12/+7/+2	+10	+10	+10	Mystic talent	2d6
17th	+12/+7/+2	+10	+10	+10	Elemental technique	2d6
18th	+13/+8/+3	+11	+11	+11	Mystic talent	2d6
19th	+14/+9/+4	+11	+11	+11	Elemental technique	2d6
20th	+15/+10/+5	+12	+12	+12	True Mystic	2d8

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0 *ki* do not require the mystic to have any *ki* points in her *ki* pool to use the ability. The saving throw against a mystic's *ki* power, if any, is equal to 10 + ½ the mystic's level + the mystic's Wisdom bonus.

At 4th level and every four levels thereafter, a mystic can choose to learn a new elemental technique in place of an elemental technique he has already learned.

In effect, the mystic loses the technique in exchange for the new one. A mystic can only change one elemental technique at any given level and must choose whether or not to swap the technique at the time she gains a new elemental technique for the level.

Advanced Talents: At 10th level and every 2 levels thereafter, the mystic may select her talents from the list of advanced mystic talents. In addition to the talents listed below, a mystic gains access to additional advanced talents based upon her elemental path.

Awesome Blast (Su): A mystic with this talent gains Awesome Blow as a bonus feat, but she may only use this feat in conjunction with her elemental blast attack against opponents within one range increment. When using this talent, the mystic is considered a Medium creature regardless of her true size. A mystic can increase the size of her elemental blast by spending 1 point as a free action from her *ki* pool per size category. She can affect opponents as a Large creature by spending 1 *ki* point, as a Huge creature by spending 2 *ki* points, as a Gargantuan creature by spending 3 *ki* points, or as a Colossal creature by spending 4 *ki* points. The mystic must possess the elemental blast talent in order to select this talent.

Fast Blasts (Su): A mystic with this talent can make an elemental blast as an attack of opportunity by spending 1 point from her *ki* pool. If the mystic has the effortless strikes talent, she is able to make an elemental blast as an attack of opportunity without spending any points from her *ki* pool; she needs only to possess at least 1 point in her *ki* pool in order to make an elemental blast. A mystic must possess the elemental blast and fast strikes talents in order to select this talent.

Feat: The mystic receives one feat of her choice as a bonus feat. She must still meet the feat's prerequisites, if any, in order to select it as a bonus feat.

Improved Uncanny Dodge (Ex): A mystic with this talent can no longer be flanked. This defense denies a rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target does. If a character already has uncanny dodge from another class, levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character. The mystic uses her mystic levels as her rogue levels for determining the level of the opponent needed. A mystic must possess uncanny dodge in order to select this talent.

Unarmed Combat Mastery (Ex): A bare knuckle mystic deals damage with her unarmed strikes as if she were a monk of her mystic level -4. If the mystic has levels in monk, this ability stacks with monk levels to determine how much damage she can do with her unarmed strikes. A mystic must have the Improved Unarmed Strike feat before taking this talent.

Weapon Mastery (Ex): The mystic gains the feat Weapon Specialization as a bonus feat and she is treated as though she were a fighter of half her mystic level when attempting to meet the prerequisites combat feats. A mystic must have the Weapon Focus feat before taking this talent.

True Mystic: At 20th level, a mystic has mastered her spiritual training and become a paragon of her elemental path. She no longer needs to make a concentration check in order to cast spell-like elemental techniques defensively. Furthermore, when the mystic replenishes her *ki* pool, she gains one of the following benefits. Once this choice has been made, she cannot change it until the next time she replenishes her *ki* pool.

Technique Reduction: Reduce the cost of all of the mystic's elemental techniques that belong to the feat category by 1 *ki* point (minimum 0 points).

Metamagic Technique: Whenever the mystic casts an elemental technique from the spell category, she can spend points from her *ki* pool as a free action in order to add the benefits of a metamagic feat to the spell. Doing so does not increase the spell's casting time and the mystic must abide by any restrictions the feat possesses in regards to which spells can be modified by it. Using this ability costs a number of *ki* points equal to the feat's spell level increase and the list of feats that a mystic can add to her techniques is determined by her elemental path.

Elemental Paths

The following elemental paths represent only some of the possible paths of power that a mystic can draw upon. Across any period of time or body of land there could be mystics of different elements. It is rumored that in some lands they are based on the classical four humors.

Each elemental path has the following characteristics:

Class Skills: These are the additional class skills gained at 1st level for each individual path.

Weapon and Armor Proficiency: These are the weapons and armor available to each individual path.

Weapon Group: Some elemental paths gain access to additional proficiencies through mystic talents. These are defined by her elemental paths weapon group. These weapon groups can be selected with a fighter's weapon training class feature as well as similar feats and abilities.

Path Basics: This is the initiate level ability tied to her elemental path.

Elemental Blast: This section describes the elemental blast of the path, if the mystic has the selected talent.

True Mystic: This section lists the metamagic feats that become available to the mystic at 20th level that she may apply to her elemental techniques.

Elemental Techniques: This section describes that list of techniques that become available to the mystic at each even numbered level.

Mystic Talents Advanced Talents: In this section it describes an additional list of mystic talents that become available to the mystic of the specific elemental path.

The DC of any technique or talent of a mystic is equal to 10 + ½ the mystic's level + the mystic's Wisdom bonus.

Path of Air

Mystics of the air path seek to understand the nature of the wind, from the gentle breezes to the unrelenting hurricane. They are often peaceful until provoked, and abstain from violence whenever possible, specializing in defensive tactics when forced to fight.

Class Skills: Escape Artist, Fly, and Stealth.

Weapon and Armor Proficiency: An air path mystic is proficient with the dagger, quarterstaff, sling, and spears. They are not proficient with any armor, or shields.

When wearing armor, using a shield, or carrying a medium or heavy load, an air path mystic is unable to spend points from her *ki* pool, make an elemental strike, or benefit from her elemental techniques.

Air Weapon Group: The following weapons comprise the air path weapon group. The air path's weapons are the dagger, double chicken saber, fighting fan, javelin, meteor hammer, nanchaku, nodachi, quarterstaff, rope dart, shuriken, sling, spear, and starknife.

Path Basics (Sp and Su): As long as a mystic has at least 1 point in her *ki* pool. She can use *open/close* at will as a spell-like ability. When making an elemental strike, the mystic can deal half or all of the damage dealt by her elemental strike as bludgeoning damage regardless of the weapon's type. Furthermore, the mystic can spend 1 additional *ki* point when making an elemental strike to increase her reach by 5 feet until the end of the turn.

Air Blast (Su): If the mystic possesses the elemental blast talent, her air blast has a range of 20 feet and five range increments. All damage dealt by an air blast is bludgeoning damage. A mystic can use her air blast to make the following combat maneuvers: bull rush, disarm, dirty tricks, reposition, or trip.

True Mystic (Su): At 20th level, an air path mystic may use the following metamagic feats in conjunction with the true mystic ability: Concussive Spell^{UM} (2 *ki* points; the technique gains the sonic descriptor and deals sonic damage), Enlarge Spell (1 *ki* point), Extend Spell (1 *ki* point), or Thundering Spell^{APG} (2 *ki* points).

Air Techniques

Air path mystics can select from the following techniques whenever an elemental technique is earned. All spell techniques listed below are transmutation effects with the air descriptor and lose other elemental descriptors they might normally possess.

2nd-Level Air Techniques

Air bubble^{UC} (1 *ki* point)
Alter winds^{APG} (1 *ki* point)
Ear-piercing scream^{UM} (1 *ki* point)
Feather fall (1 *ki* point)

4th-Level Air Techniques

Acrobatic Steps (1 *ki* point)
Glide^{APG} (1 *ki* point)
Gust of wind (1 *ki* point)
Ki Stand[†] (0 *ki* points)
Levitate (1 *ki* point)
Twisted space^{UC} (1 *ki* point)

6th-Level Air Techniques

Cloak of winds (2 *ki* points)
Hostile levitation^{UC} (2 *ki* points)
Fly (self only; 2 *ki* points)
Wind wall (2 *ki* points)
Side Step[†] (1 *ki* point)
Spring Attack (1 *ki* point)

8th-Level Air Techniques

Gliding Steps^{UM; †} (1 *ki* point)
River of wind^{APG} (2 *ki* points)
Shout (2 *ki* points)
Whirlwind Attack (2 *ki* points)

10th-Level Air Techniques

Control winds (2 *ki* points)
Discordant blast^{APG} (2 *ki* points)
Fickle winds^{UM} (2 *ki* points)
Suffocation^{APG} (3 *ki* points)
Wind Stance (2 *ki* points)

12th-Level Air Techniques

Cloud Step (3 points)
Sirocco^{APG} (3 *ki* points; deals bludgeoning damage)

14th-Level Air Techniques

Ki shout^{UM} (3 *ki* points)
Scouring winds^{UM} (3 *ki* points)
Sonic thrust^{UM} (2 *ki* points)

16th-Level Air Techniques

Greater shout (4 *ki* points)
Lightning Stance (3 *ki* points)
Whirlwind (4 *ki* points)

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18th-Level Air Techniques

Deafening Critical (3 *ki* points)
Mass suffocation^{APG} (5 *ki* points)
Winds of vengeance (5 *ki* points)

Air Path Mystic Talents: A mystic who belongs to the air path can select from the following talents in addition to those allowed by default.

Aerial Buffet (Su): When making an elemental blast or an elemental strike against an airborne creature, the mystic can attempt to knock it out of the sky. The mystic makes a trip combat maneuver against the airborne foe; she is considered a Medium creature for the purposes of this maneuver. If she succeeds, she knocks the creature 5 feet towards the ground plus 5 additional feet for every 5 by which the mystic exceeded the creature's CMD. If this maneuver causes a creature to hit the ground, it falls prone and suffers falling damage based on the complete distance it fell plus double any remaining distance. This talent ignores the CMD bonuses against trip attempts provided by the stability racial trait and those possessing multiple legs.

If the mystic possesses awesome blast, she can spend *ki* points to increase her size when using this talent as described by that talent.

Air's Expertise (Ex): A mystic who selects this talent gains Combat Expertise as a bonus feat. The mystic uses her Wisdom score in place of her Intelligence score for the purpose of meeting the required Intelligence ability score prerequisite of any feat that lists the prerequisite Combat Expertise. Furthermore, a mystic can spend 1 point from her *ki* pool as a free action when she uses Combat Expertise to ignore the feat's penalty until the start of her next turn.

Expanded Elemental Strike (Ex): A mystic who selects this talent can make an elemental strike with any weapon she is proficient with (such as weapons from another class). If she possesses Improvised Weapon Mastery, she can make an elemental strike with any improvised weapon she wields.

Fast Movement (Ex, Su): The mystic with this talent receives a +10 foot enhancement bonus to her speed. By spending 1 *ki* point as a swift action, she can increase this bonus to +30 feet for 1 round per mystic level she possesses.

Hurricane Charge (Su): While benefiting from fast movement, the mystic can double the attack roll bonus and AC penalty she receives when making any charge attack. A mystic must possess the fast movement talent in order to select this talent.

Mobile Grace (Ex): As long as the mystic has at least one point in her *ki* pool, she receives a +1 dodge bonus to her AC and on all Reflex saves for 1 round when she

moves at least 10 feet during her turn. At 8th level and every four levels she has thereafter, this bonus improves by +1, to a maximum of +5 at 20th level.

Unbalancing Strike (Ex): Whenever a mystic strikes an opponent with an attack of opportunity or an elemental blast, that opponent is rendered flat-footed until the end of the mystic's next turn. A successful Reflex save negates this talent's effects. This ability does not affect opponents with uncanny dodge. A mystic must be at least 4th level in order to select this talent.

Versatile Wind (Ex): A mystic with this talent can deal half or all of the damage dealt with her elemental blast or elemental strikes as slashing damage. Alternatively, she can deal half of the damage dealt with her elemental strikes as sonic damage. At least half of the damage dealt by the mystic's elemental blast or elemental strike must match the damage type of her weapon.

Witty Maneuvers (Ex): The mystic uses her level in place of her base attack bonus when attempting to meet the prerequisites of Greater combat maneuver feats or quick combat maneuver feats. She also ignores the Power Attack prerequisite of the Improved Bull Rush, Greater Bull Rush, Quick Bull Rush^{UC}, and Bull Rush Strike^{UC} feats. In addition, a mystic who selects this talent gains one Improved combat maneuver feat, Greater combat maneuver feat, or Quick combat maneuver feat that she qualifies for, as a bonus feat upon selecting this talent. A mystic must possess the Combat Expertise feat in order to select this talent.

Wisdom of the Wind (Ex): A mystic with this talent adds all Knowledge skills to her list of class skills and uses her Wisdom modifier in place of her Intelligence modifier on all Appraise, Knowledge, and Spellcraft skill checks.

Air Path Advanced Talents: At 10th level, a mystic who belongs to the air path adds the listed talents to the list of talents that she can select talents from.

Improved Air's Expertise (Su): The mystic can spend 1 point from her *ki* pool as a free action during her turn in order to make combat maneuver checks without provoking an attack of opportunity until the end of her turn.

In addition, when making a combat maneuver check with any maneuver that she possesses the Improved combat maneuver feat for, she can spend 1 point from her *ki* pool as a swift action in order to gain a +5 bonus on her combat maneuver check. If she also possesses the Greater combat maneuver feat, she can spend 2 points from her *ki* pool in order to gain a +10 bonus instead. A mystic must possess the Combat Expertise feat in order to select this talent.

Improved Evasion (Ex): This talent works like evasion, except that while the mystic still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A

helpless mystic does not gain the benefit of improved evasion. A mystic must possess evasion in order to select this talent.

Improved Unbalancing Strike (Ex): When a creature fails its saving throw against the mystic's unbalancing strike talent, it is not treated as its allies' ally for the purpose of determining flanking until the end of the mystic's next turn. A mystic must possess the unbalancing strike talent in order to select this talent.

Path of Earth

Mystics of the earth path seek the strength and balance of stone, from the humble pebble to the unmovable mountain. Earth path mystics come from all walks of life and are often intense folk who are rough around the edges and – as a result – are often easily provoked when confronted.

Class Skills: Climb, Intimidate, Ride, and Swim.

Weapon and Armor Proficiency: Earth path mystics are proficient with all weapons in the earth path weapon group. Earth path mystics are proficient with light armor and with shields (except tower shields).

When wearing medium or heavy armor, using a tower shield, or carrying a medium or heavy load, an earth path mystic is unable to spend points from her *ki* pool, make an elemental strike, or benefit from her techniques.

Earth Weapon Group: The following weapons comprise the earth path weapon group. The mystic's weapons are the butterfly sword, greatclub, longspear, club, longsword, naginata, nine-ring broadsword, quarterstaff, shortspear, spear, tetsubo, and tiger fork.

Path Basics (Sp and Su): As long as an earth mystic's *ki* pool possesses at least 1 point, she can use *sift*^{APG} at will as a spell-like ability. When making an elemental strike, the mystic can deal half or all of the damage dealt by her elemental strike as bludgeoning damage despite the weapon's normal damage type. Furthermore, the mystic can spend 1 additional *ki* point when making an elemental strike in order to increase her reach by 5 feet until the end of the turn.

Finally, if the earth mystic selects the weapon training mystic talent, she selects from a list of fighter weapon groups and gains proficiency with all weapons belonging to that group and treats them as earth path weapons instead of gaining the talent's usual benefits. The mystic may select from the following weapon groups: axes, blades (heavy), blades (light), close, double, flails, monk, hammers, polearms, or spears.

Earth Blast (Su): If the mystic possesses the elemental blast talent, her earth blast has a range of 10 feet and five range increments. All damage dealt by an earth blast is bludgeoning damage and a mystic can use her earth blast to make the following combat maneuvers: bull rush, dirty trick, disarm, drag, reposition, steal, sunder, or trip.

True Mystic (Su): An earth path mystic may use the following metamagic feats in conjunction with the true mystic ability: Dazing Spell^{APG} (2 *ki* points), Enlarge Spell (1 *ki* point), Extend Spell (1 *ki* point), or Widen Spell (2 *ki* points).

Earth Techniques

Earth path mystics can select from the following earth techniques whenever an elemental technique is earned. All spell techniques listed below are considered to be transmutation effects with the earth descriptor and lose any other elemental descriptors that they would normally possess.

2nd-Level Earth Techniques

Expeditious excavation^{APG} (1 *ki* point)
Deny Death^{UM; †} (0 *ki* points)
Stone fist^{UC} (1 *ki* point)
Ki Stand[†] (0 *ki* points)

4th-Level Earth Techniques

Create pit^{APG} (1 *ki* point)
Power Attack (1 *ki* point)
Shatter (1 *ki* point)
Soften earth and stone (1 *ki* point)
Stone call^{APG} (1 *ki* point)

6th-Level Earth Techniques

Burrow^{UM} (self only; 2 *ki* points)
Meld into stone (2 *ki* points)
Resinous skin^{UC} (2 *ki* points)
Shifting sand^{APG} (2 *ki* points)
Spiked pit (2 *ki* points)
Stone shape (2 *ki* point)

8th-Level Earth Techniques

Earth glide^{ARG} (self only; 2 *ki* points)
Heroic Recovery^{APG; †} (0 *ki* points)
Spike stones (2 *ki* points)
Stoneskin (self only; 2 *ki* points)

10th-Level Earth Techniques

Greater Bull Rush (2 *ki* points)
Greater Sunder (2 *ki* points)
Improved Blind-Fight (2 *ki* points)
Interposing hand (2 *ki* points)
Transmute mud to rock/rock to mud (2 *ki* points)

12th-Level Earth Techniques

Move earth (3 *ki* points)
Wall of stone (3 *ki* points)

14th-Level Earth Techniques

Grasping hand (3 *ki* points)

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Rampart^{APG} (4 *ki* points)
Walk through space^{UC} (3 *ki* points)

16th-Level Earth Techniques

Earthquake (3 *ki* points)
Penetrating Strike (2 *ki* points)
Repel metal or stone (2 *ki* points)

18th-Level Earth Techniques

Clashing rocks^{APG} (3 *ki* points)
Crushing hand (3 *ki* points)
World wave^{APG} (earth only; 3 *ki* points)

Earth Path Mystic Talents: A mystic who belongs to the earth path can select from the following talents in addition to those allowed by default.

Drill Strike (Su): When attacking creatures or objects primarily comprised of earth or stone, her elemental blast, elemental strike, and earth path techniques ignore an amount of hardness equal to her class level.

If the mystic possesses the metal master talent, her elemental blast, elemental strike, and earth techniques also ignore the same amount of hardness against any creature or object primarily comprised of metal.

Earth Armor Training (Ex): The mystic gains Heavy Armor Proficiency as a bonus feat and is able to spend points from her *ki* pool and benefit from her elemental techniques while wearing any heavy armor or carrying a medium load.

If the mystic possesses the metal master talent, she can also spend points from her *ki* pool and benefit from elemental techniques while using a tower shield or carrying a heavy load.

Earth's Edge (Ex): When she makes an elemental strike or attacks with an elemental blast, double the mystic's critical threat range. This talent does not stack with any other effect that extends the threat range of a weapon. A mystic must be of at least 8th level in order to select this talent.

Earth's Fortitude (Ex): The mystic that selects this talent gains Great Fortitude and Toughness as bonus feats.

Sand Master (Su): A mystic with this talent can spend 1 point from her *ki* pool in order to cast *hydraulic push*^{APG} as an earth elemental

technique, and it replaces the water element with that of sand.

At 5th level, the mystic can also spend 1 point from her *ki* pool in order to cast *hydraulic torrent*^{APG} or *shifting sand*^{APG} as an elemental technique.

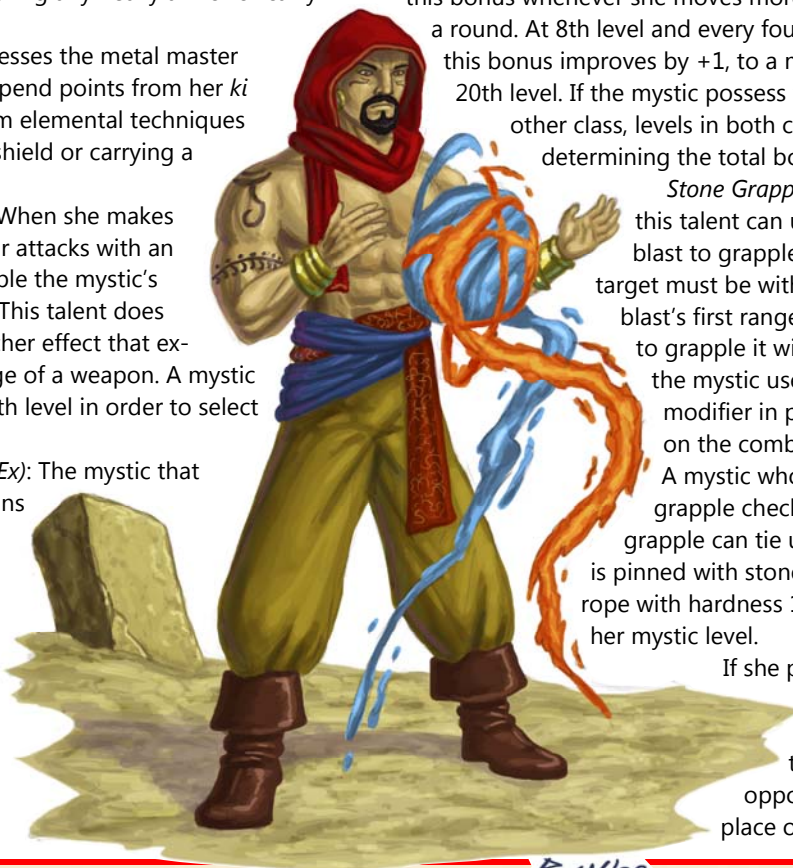
Scatter Blast (Su): By spending 1 point from her *ki* pool as a standard action, the mystic can strike at foes with a volley of pebbles and pellets in a 20-foot cone. All creatures in this area must succeed on a Reflex save or suffer 1d8 points of damage plus her mystic level. This damage is bludgeoning, piercing, and slashing damage. The mystic may choose to deal nonlethal damage with this talent without incurring any penalties. If the mystic possesses the effortless strikes talent, this talent costs no *ki* points to use.

If the mystic possesses the metal master talent, the mystic can spend 1 *ki* point as a free action in order to increase the damage dealt by this talent to 1d8 per level the mystic possesses, but the talent cannot be used to deal nonlethal damage and the effortless strikes talent does not reduce this additional cost. This talent can be used in conjunction with any talent that modifies the elemental blast talent. The mystic must possess the elemental blast talent in order to select this talent.

Stalwart Stance (Ex): As long as she has at least 1 point in her *ki* pool and is standing firmly on the ground, the mystic receives a +1 dodge bonus to her AC. She loses this bonus whenever she moves more than 5 feet during a round. At 8th level and every four levels thereafter, this bonus improves by +1, to a maximum of +5 at 20th level. If the mystic possess this ability from any other class, levels in both classes stack when determining the total bonus received.

Stone Grapple (Su): A mystic with this talent can use her elemental blast to grapple opponents. The target must be within her elemental blast's first range increment in order to grapple it with this talent and the mystic uses her Wisdom modifier in place of her Strength on the combat maneuver check. A mystic who makes a successful grapple check to maintain this grapple can tie up an opponent that is pinned with stone, functioning as rope with hardness 10 and 10 hp + half her mystic level.

If she possesses the metal master talent, she can use this talent to tie up a pinned opponent with iron in place of stone, functioning



as rope with hardness 10 and 10 hp + half her mystic level. A mystic must possess the elemental blast talent in order to select this talent.

Tremorsense (Su): As long as the mystic possesses 1 point in her *ki* pool and is standing with her feet firmly planted on the ground, she gains tremorsense, as the universal monster ability, to a range of 5 feet. This tremorsense does not function underwater, while flying, or while standing on any surface besides earth or stone. The mystic loses her tremorsense while unconscious, but not when prone. This talent can be selected multiple times. Each time it is selected, increase the range of this tremorsense by 5 feet, to a maximum of 50 feet.

Versatile Stone (Ex): When the mystic deals damage with an elemental strike, half of the damage dealt matches the damage type of her weapon as usual and the rest is bludgeoning, slashing, and piercing damage.

If the mystic possesses the metal master talent, when the mystic makes an elemental strike, her weapons are treated as cold iron and silver weapons for the purposes of overcoming damage reduction. At 16th level, they are also treated as adamantite weapons for that purpose.

Earth Path Advanced Talents: At 10th level, a mystic who belongs to the earth path can also select from the following talents in addition to those allowed by default.

Commune with Earth (Sp): A mystic with this talent can spend 3 *ki* points in order to cast *commune with nature* as an elemental technique. Unlike the spell, this earth technique is blocked by an inch of wood, cloth, metal, or any other material besides earth or stone.

If the mystic possesses the metal master talent, this spell effect is not blocked by metal. A mystic must have the tremorsense talent in order to select this talent.

Deadly Critical (Ex): Whenever the mystic critically hits with an elemental blast, elemental strike, or an earth technique, she can spend 1 point from her *ki* pool as a free action to apply the effects of either Blinding Critical or Impaling Critical to the critical hit. This counts against the number of critical feats that the mystic can apply to her critical hits.

Metal Master (Ex): A mystic with this talent can spend 1 *ki* point in order to cast *pellet blast*^{UC} or *keen edge* (metal weapons only) as an elemental technique or 2 points in order to cast *rusting grasp* or *wall of iron* as an elemental technique. In addition, a mystic that possesses this talent gains additional benefits and options as it applies to other earth path talents.

Path of Force

Mystics of the force path seek enlightenment through spiritual perfection. Instead of focusing on commanding the elements around them, these students hone and perfect the energy that comprises their very soul in order to manipulate their environment. Unlike other paths, a

schism exists within the force path. Some students claim that discipline and detachment from emotion leads to enlightenment. Others claim that though indulgence in one's emotions can lead self enlightenment.

Class Skills: Climb, Survival, and Swim.

Weapon and Armor Proficiency: A force path mystic is proficient with all simple and martial weapons. Force path mystics are not proficient with any armor or shields.

When wearing armor, using a shield, or carrying a medium or heavy load, a force path mystic is unable to spend points from her *ki* pool, make an elemental strike, or benefit from her elemental techniques.

Force Weapon Group: The force path does not possess a specific weapon group; the choice of what weapon to wield is a personal one decided upon by the mystic or the council or organization to which she belongs. As a result, all weapons that the force path mystic is proficient with are considered to be force path weapons for the purpose of determining which weapons can be used when making an elemental strike and how such weapons interact with force techniques, mystic talents, and all mystic class features.

Path Basics (Sp and Su): As long as a force path mystic's *ki* pool possesses at least 1 point, she can use *mage hand* at will as a spell-like ability. When making an elemental strike, she can reduce the damage she deals by half in order to gain a +4 deflection bonus to her AC until the start of her next turn. Finally, if a mystic selects the weapon training mystic talent, she gains Exotic Weapon Proficiency with a weapon of her choice as a bonus feat instead of the talent's usual benefits.

Force Blast (Su): If the mystic possesses the elemental blast talent, her force blast has a range of 10 feet and five range increments. All damage dealt by a force blast is force damage and she can use her force blast to make the following combat maneuvers: bull rush, disarm, trip, or sunder.

True Mystic (Su): At 20th level, a force path mystic may use the following metamagic feats in conjunction with the true mystic ability: Dazing Spell^{APG} (2 *ki* points), Enlarge Spell (1 *ki* point), Extend Spell (1 *ki* point), or Toppling Spell (1 *ki* point).

Force Techniques

Force path mystics can select from the following force techniques when an elemental technique is earned. All spell techniques listed possess the force descriptor and lose any elemental descriptors they normally possessed.

2nd-Level Force Techniques

Charm person (1 *ki* point)

Mage armor (1 *ki* point)

True strike (1 *ki* point)

Unseen servant (1 *ki* point)

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4th-Level Force Techniques

- Deflect Arrows[†] (0 *ki* points)
- Deny Death^{UM; †} (0 *ki* points)
- Hold person (2 *ki* points)
- Ki Stand^{APG; †} (0 *ki* points)
- Pilfering hand^{UC} (1 *ki* point)

6th-Level Force Techniques

- Ablative barrier^{UC} (self only; 2 *ki* points)
- Force punch^{UM} (2 *ki* points)
- Lightning bolt (2 *ki* points; deals force damage)
- Locate weakness (2 *ki* points)
- Seek thoughts (2 *ki* points)
- Spring Attack (1 *ki* point)

8th-Level Force Techniques

- Confusion (2 *ki* points)
- Sidestep^{APG; †} (2 *ki* points)
- Telekinetic charge (self only; 2 *ki* points)
- Whirlwind Attack (2 *ki* points)

10th-Level Force Techniques

- Greater Feint (2 *ki* points)
- Interposing hand (2 *ki* points)
- Seeming (2 *ki* points)
- Suffocation^{APG} (3 *ki* points)
- Telekinesis (2 *ki* points)

12th-Level Force Techniques

- Battlemind link (melee only; 3 *ki* points)
- Forceful hand (3 *ki* points)

14th-Level Force Techniques

- Gliding Steps^{UM; †} (1 *ki* point)
- Grasping hand (3 *ki* points)
- Repulsion (3 *ki* points)

16th-Level Force Techniques

- Clenched fist (3 *ki* points)
- Moment of prescience (3 *ki* points)
- Power word stun (3 *ki* points)

18th-Level Force Techniques

- Crushing hand (3 *ki* points)
- Penetrating Strike (2 *ki* points)
- Power word kill (5 *ki* points)

Force Path Mystic Talents: A mystic who belongs to the force path can select from the following talents in addition to those allowed by default.

Center of Self (Ex): A mystic with this talent receives Heroic Recovery^{APG} as a bonus feat, even if she does not meet the normal prerequisites for that feat. Furthermore, the mystic can use Heroic Recovery a number of times

each day equal to her class level, but no more than once per round. If she gains Heroic Defiance, she can also use this feat a number of times each day equal to her level, but no more than once per round, and she cannot delay the onset of a single condition more than once.

Farseeing (Sp): A mystic with this talent can use her *ki* in order to gain insight on things to come or things that have not yet transpired. She can spend 1 *ki* point to cast *augury* or *clairaudience/clairvoyance* as an elemental technique. As she progresses, at 8th level, the mystic can spend 2 points from her *ki* pool to cast *divination* as an elemental technique.

Force Path Mastery (Su): When using the force path basics ability to gain a deflection bonus to her AC, the mystic can spend 1 point from her *ki* pool in order to deal her full damage on the first elemental strike she makes during the turn. The mystic must be at least 8th level in order to select this talent.

Improved Deflection (Su): The mystic increases the deflection bonus to AC that the mystic receives when using the force path basics ability by +1. At 6th level and every 6 levels thereafter, this bonus increases by an additional +1, to a maximum bonus of +8 at 18th level.

Inner Healing (Su): By spending 2 points from her *ki* pool, a mystic can heal a number of hit points of damage equal to her level. At 10th level, the mystic can spend 3 points from her *ki* pool in order to grant this healing to a touched ally; this healing has no effect on non-living creatures.

Mental Manipulator (Ex): A mystic increases the saving throw DC of all of her mind-affecting techniques by +1. This talent can be selected a second time at 10th level; its effects stack.

Mind Trick (Sp): A mystic can spend 2 *ki* points in order to cast *suggestion* as an elemental technique. At 10th level, the mystic can spend 2 *ki* points in order to cast *charm monster* as an elemental technique. A mystic must be at least 4th level and possess the charm person elemental technique in order to select this talent.

Paralyzing Trick (Sp): A mystic with this talent can spend 2 *ki* points in order to cast *hold monster* as an elemental technique. A mystic must be at least 8th level and possess the hold person technique in order to select this talent.

Spiritual Grace (Su): The mystic gains a +1 bonus on all saving throws for every four levels that she possesses to a maximum of +5 at 20th level.

Uncanny Deflection (Ex): By spending 1 point from her *ki* pool as an immediate action, the mystic can make a Reflex saving throw and use the result as her AC and touch AC until the end of the turn. The mystic does not receive this talent's benefit while flat-footed or denied her Dexterity bonus to AC. The mystic must possess the uncanny dodge ability in order to select this talent.

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Force Path Advanced Talents: At 10th level, a mystic who belongs to the force path can also select from the following talents in addition to those already allowed.

Force Empathy (Su): The mystic can speak with any creature that has a language as though using *tongues* and she can influence the attitude of magical beasts and animals as though using wild empathy; for both abilities, use the mystic's level as her caster level (for *tongues*) or her druid level (for wild empathy).

Improved Mind Trick (Sp): A mystic with this talent can spend 3 *ki* points in order to cast *mass charm person* as an elemental technique. At 12th level, the mystic can spend 3 *ki* points in order to cast *mass suggestion* as an elemental technique. At 18th level, she can spend 4 *ki* points to cast *mass charm monster* as a technique. A mystic must possess the mind trick talent and the *charm person* technique in order to select this talent.

Improved Uncanny Deflection (Ex): The mystic can spend one additional *ki* point when using the uncanny deflection talent, and extend its use to the start of her next turn. A mystic must possess the uncanny deflection and uncanny dodge talents in order to select this talent.

Path of Fire

Among the most dangerous and volatile of mystics are those who belong to the fire path; explosive souls who are able to command the power of heat and flame. Fire path mystics are often mercurial in their temperaments, and unlike those that belong to other paths, violence is second nature to even the most righteous of the path.

Class Skills: Bluff, Intimidate, and Survival.

Weapon and Armor Proficiency: A fire path mystic is proficient with all simple weapons, plus any one weapon from the fire path weapon group. Fire path mystics are proficient with light armor and shields (except tower shields).

When wearing medium or heavy armor, using a tower shield, or carrying a medium or heavy load, a fire path mystic is unable to spend points from her *ki* pool, make an elemental strike, or benefit from her techniques.

Fire Weapon Group: The following weapons comprise the fire path weapon group. The fire path's weapons are the dagger, double chicken saber, longspear, hooked lance, naginata, nine-ring broadsword, quarterstaff, spear, sanseksukon, shortspear, shortsword, spiked chain, and tiger fork.

Path Basics (Sp and Su): As long as a fire path mystic's *ki* pool possesses at least 1 point, she can use *spark*^{APG} at will as a spell-like ability. When making an elemental strike, the mystic can deal half or all of the damage dealt by her elemental strike as fire damage. Furthermore, the mystic can spend 1 additional *ki* point when making an elemental strike in order to increase her reach by 5 feet until the end of the turn.

Fire Blast (Su): If the mystic possesses the elemental blast talent, her fire blast has a range of 15 feet and five range increments. All damage dealt by a fire blast is fire damage and a mystic can use her fire blast to make the following combat maneuvers: dirty trick, disarm, or reposition.

True Mystic (Su): At 20th level, a fire mystic may use the following metamagic feats in conjunction with the true mystic ability: Burning Spell^{UM} (2 *ki* points), Flaring Spell^{UM} (1 *ki* point), Enlarge Spell (1 *ki* point), Extend Spell (1 *ki* point), or Widen Spell (2 *ki* points).

Fire Techniques

Fire path mystics can select from the following techniques whenever an elemental technique is earned. All spell techniques listed below are transmutation effects with the fire descriptor and lose any other descriptors they might normally possess.

2nd-Level Fire Techniques

Burning hands (1 *ki* point)
Endure elements (self only; 1 *ki* point)
Longstrider (self only; 1 *ki* point)
Quick Draw (1 *ki* point)

4th-Level Fire Techniques

Fire breath (2 *ki* points)
Flame blade (1 *ki* point)
Flaming sphere (2 *ki* points)
Heat metal (1 *ki* point)
Spontaneous immolation^{UC} (2 *ki* points)

6th-Level Fire Techniques

Dazzling Display (1 *ki* point)
Fireball (2 *ki* points)
Protection from energy (fire only; 1 *ki* point)
Sidestep^{APG; †} (1 *ki* point)
Spring Attack (1 *ki* point)
Two-Weapon Fighting (0 *ki* points)

8th-Level Fire Techniques

Fire shield (1 *ki* point)
Gliding Steps (1 *ki* point)
Wall of fire (2 *ki* points)
Whirlwind Attack (2 *ki* points)

10th-Level Fire Techniques

Fire snake (2 *ki* points)
Greater Disarm (2 *ki* points)
Greater Feint (2 *ki* points)
Lunge (1 *ki* point)
Step Up and Strike^{APG} (2 *ki* points)

12th-Level Fire Techniques

Contagious flame^{APG} (4 *ki* points)

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Sirocco^{APG} (3 *ki* points; deals fire damage)

14th-Level Fire Techniques

Fire storm (4 *ki* points)

Firebrand^{APG} (4 *ki* points)

Disarming Strike (2 *ki* points)

16th-Level Fire Techniques

Empower Spell-Like Ability (2 *ki* points)

Incendiary cloud (4 *ki* points)

Penetrating Strike (2 *ki* points)

18th-Level Fire Techniques

Greater Penetrating Strike (3 *ki* points)

Quicken Spell-Like Ability (4 *ki* points)

Meteor swarm (5 *ki* points)

Fire Path Mystic Talents: A fire mystic who belongs to the fire path can select from the following talents in addition to those allowed by default.

Azure Flames (Su): As a swift action, the mystic can spend 1 *ki* point in order to allow her elemental strike, elemental techniques, and mystic talents to ignore 5 points of fire resistance until the end of the turn.

Blazing Disfigurement (Su): When the mystic confirms a critical hit while making an elemental strike, she can spend 1 point from her *ki* pool as a free action in order to deal 1d4 points of Charisma damage and 1d4 points of either Strength or Dexterity damage to her target. A mystic must be at least 8th level in order to select this talent. Creatures immune to fire damage or sneak attacks are immune to this ability damage.

Circle Step (Ex): As long as she has at least one point in her *ki* pool, the mystic receives a +1 dodge bonus to her AC and on Reflex saves against creatures adjacent to her for 1 round after taking a 5-ft. step. At 8th level and every four levels thereafter, this bonus improves by +1, to a maximum of +5 at 20th level.

Dual Flames (Ex and Su): While fighting with two weapons, the mystic treats all one-handed weapons in the fire path weapon group as though they were light weapons when determining the penalties incurred by fighting with two weapons. Furthermore, if the mystic possesses the Weapon Finesse feat, she can substitute her Dexterity modifier for her Strength when wielding weapons in the fire path weapon group.

In addition, if the mystic possesses the *flame blade* technique she can spend 1 additional *ki* point when she uses the technique in order to manifest a blade in each hand. A *flame blade* is considered a fire path weapon for the purposes of this talent.

Eye for Weakness (Ex): A mystic with this talent adds her Wisdom bonus (if any) on Bluff skill checks made to feint an opponent and on Intimidate skill checks made to

demoralize an opponent. Furthermore, she may use her Wisdom modifier in place of her Intelligence modifier for the purposes of qualifying for the Combat Expertise and Improved Feint feats, and for any feat that lists Improved Feint as a prerequisite.

Fire Command (Su): A mystic with this talent does not need to spend points from her *ki* pool in order to use the following elemental techniques: *endure elements*, *heat metal*, and *fire shield*. She can use these techniques at will as long as she possesses at least 1 *ki* point.

Fire Stream (Su): By spending 1 point from her *ki* pool as a standard action, the mystic can unleash a stream of fire in a 30-foot line. All creatures in the area of effect must succeed on a Reflex save or suffer damage equal to the mystic's elemental strike damage. If the fire mystic possesses the effortless strikes talent, this talent costs no *ki* points to use. This talent can be used in conjunction with any talent that modifies the elemental blast talent. A mystic must possess the elemental blast talent in order to select this talent.

Ki Kindling (Su): A mystic with this talent can increase the casting time of her techniques to a full-round action in order to increase their power. Doing so allows the mystic to add +2 to the technique's saving throw DC or +1 damage per die rolled. This choice must be made before the technique's attack roll or saving throw is made.

Propelling Blaze (Sp): When she uses her *longstrider* technique, the mystic can spend 1 additional *ki* point as a free action in order to increase her enhancement bonus to her speed to 30 feet until the end of the turn. At 4th level and every four levels thereafter, this enhancement bonus increases by an additional 5 feet, to a maximum of 55 ft. at 20th level. A mystic must possess the *longstrider* technique in order to select this talent.

Terrifying Flames (Su): If she has at least 1 point in her *ki* pool, the mystic can demoralize an opponent as a move action instead of a standard action. If the mystic possesses the Dazzling Display feat or technique, the mystic can use it as a standard action.

Fire Path Advanced Talents: At 10th level, a mystic who belongs to the fire path can also select from the following talents in addition to those allowed by default.

Double Stream (Su): When the mystic uses the fire stream talent, she unleashes two 30-ft. lines instead of one. The mystic can place these lines any way she wishes; she may even direct both lines against the same targets if she so chooses. A mystic must possess the fire stream talent in order to select this talent.

Lightning Master (Su): A mystic with this talent is able to create blasts of lightning by superheating the air around her. She may deal electricity damage instead of fire damage with her elemental blasts and elemental strikes. She may use the *protection from energy* technique

to protect herself from electricity damage. Furthermore, she can spend 2 *ki* points in order to cast *lightning bolt* as an elemental technique. At 12th level, she can spend 3 *ki* points in order to cast *chain lightning* as an elemental technique. These techniques do not have their electricity descriptor altered.

Selective Blaze (Su): When the mystic uses any fire technique with an area effect and with an instantaneous duration, she may spend 1 additional point from her *ki* pool, as a free action, in order to choose a number of targets in the area equal to her Wisdom bonus (if any) to exclude from the effects of her fire technique.

Path of Water

Mystics belonging to the water path are renowned both for their life-giving powers and their chilling demeanors. Water is the element of life, and as a result, mystics of the water path can command water in all of its forms. They can heal even the most devastating wounds using water as a catalyst, create spires of ice and snow, or even manipulate the blood instead of a person's body.

Class Skills: Escape Artist, Heal, and Swim.

Weapon and Armor Proficiency: Water path mystics are proficient with the club, dagger, quarterstaff, spear, and whip. Water mystics are not proficient with armor or shields.

When wearing armor, using a shield, or carrying a medium or heavy load, a water path mystic is unable to spend points from her *ki* pool, make an elemental strike, or benefit from her elemental techniques.

Water Weapon Group: The following weapons comprise the water path weapon group. The water path's weapons are the chakram, fighting fan, halberd, hooked lance, katana, lasso, quarterstaff, rope dart, sansetsukon, spear, shortspear, shortsword, urumi, and whip.

Path Basics (Sp and Su): As long as a water path mystic's *ki* pool possesses at least 1 point, she can use *create water* at will as a spell-like ability. When making an elemental strike, the mystic can deal half or all of the damage dealt by her elemental strike as cold damage. Furthermore, the mystic can spend 1 additional *ki* point when making an elemental strike in order to increase her reach by 5 feet until the end of the turn.

Water Blast (Su): If the mystic possesses the elemental blast talent, her water blast has a range of 15 feet and five range increments. All damage dealt by a water blast is either bludgeoning damage or cold damage and a mystic can use her water blast to make the following combat maneuvers: bull rush, dirty trick, drag, disarm, reposition, or trip.

True Mystic (Su): At 20th level, a water path mystic may use the following metamagic feats in conjunction with the true mystic ability: Bouncing Spell^{APG} (1 *ki* point), Enlarge Spell (1 *ki* point), Extend Spell (1 *ki* point), or Rime Spell^{UM} (1 *ki* point).

Water Techniques

Water path mystics can select from the listed techniques whenever an elemental technique is earned. All spell techniques listed below are transmutation effects with the water descriptor and lose any other descriptors they might normally possess.

Water techniques that heal hit point damage do not utilize positive energy and are not affected by the negative energy affinity racial trait. Such techniques do not affect nonliving creatures or elementals (except water elementals).

2nd-Level Water Techniques

- Cure light wounds* (1 *ki* point)
- Hydraulic push*^{APG} (1 *ki* point)
- Obscuring mist* (1 *ki* point)
- Touch of the sea*^{APG} (self only; 1 *ki* point)

4th-Level Water Techniques

- Acrobatic Steps (1 *ki* point)
- Cure moderate wounds* (1 *ki* point)
- Frigid touch*^{UM} (2 *ki* points)
- Hold person* (2 *ki* points)
- Slipstream*^{APG} (self only; 1 *ki* point)

6th-Level Water Techniques

- Aqueous orb*^{APG} (2 *ki* points)
- Cure serious wounds* (2 *ki* points)
- Hydraulic torrent*^{APG} (2 *ki* points)
- Neutralize poison/remove disease* (2 *ki* points)
- Sleet storm* (2 *ki* points)
- Heroic Recovery^{APG; †} (1 *ki* point)

8th-Level Water Techniques

- Control water* (2 *ki* points)
- Cure critical wounds* (2 *ki* points)
- Ice storm* (2 *ki* points)
- Wall of ice* (2 *ki* points)

10th-Level Water Techniques

- Black tentacles* (2 *ki* points)
- Breath of life* (5 *ki* points)
- Cleanse* (3 *ki* points)
- Cone of cold* (2 *ki* points)
- Geyser* (deals bludgeoning damage; 2 *ki* points)

12th-Level Fire Techniques

- Freezing sphere* (3 *ki* points)
- Heal* (4 *ki* points)

14th-Level Water Techniques

- Bleeding Critical (3 *ki* points)
- Vortex*^{APG} (3 *ki* points)
- Cold ice strike* (3 *ki* points)

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16th-Level Water Techniques

Horrid wilting (3 ki points)
Polar ray (4 ki points)
Seamantle (3 ki points)

18th-Level Water Techniques

Regenerate (4 ki points)
Tsunami (3 ki points)
World wave^{APG} (water only; 3 ki points)

Water Path Mystic Talents: A mystic who belongs to the water path can select from the following talents in addition to those allowed by default.

Command Blood (Su): The mystic can affect animals with her *hold person* technique as if they were humanoids. At 8th level, the mystic can affect any living creature that possesses blood, ichor, or a similar bodily fluid with this elemental technique, as well as any creatures with the water subtype, functioning as *hold monster*. At 18th level, she spend an additional 2 ki points when casting this technique in order to affect multiple living targets at the same time, functioning as *mass hold monster*. The mystic must possess the *hold person* technique in order to select this technique.

Enhanced Healing (Su): Whenever a mystic with this talent uses a *cure water* technique, the maximum number of hit points healed is based on her mystic level, not the limit imposed by the spell.

Ice Claws (Sp): The mystic can spend 1 ki point as a standard action in order to encase her hands in razor-sharp ice. She gains 2 claw attacks that deal 1d6 points of damage (or 1d4 if Small) for 1 hour. Alternatively, as a standard action, the mystic can launch these claws at an opponent, dealing 1d4+1 points of cold damage per two levels that the mystic possesses (maximum 5d4+5). These missiles strike unerringly and do not require attack rolls, as *magic missile*. Using the claws in this manner ends the effect.

Ice Spears (Sp): The mystic can cause an ice spear to burst up from the ground. The spear affects a 5-foot square; a creature within this square or up to 10 feet above it suffers 2d6 points of piercing damage and 2d6 points of cold damage; a successful Reflex save reduces this damage by half.

In addition, he can make a combat maneuver check against any creature struck by an ice spear, using his Wisdom modifier in place of his Strength. If successful, the creature becomes prone. If the square is covered with ice or snow, increase this spell-like ability's DC by +2 and the creature receives a -4 penalty to its CMD to avoid being knocked prone by the spear. Ice spears created by this spell-like ability remain after they do their damage; they do not damage foes in their square, but can provide

cover. An ice spear has hardness 5 and 30 hit points. A mystic must be at least 6th level in order to select this talent.

Improved Ice Spears (Sp): When using the ice spears talent, the mystic creates one additional ice spear for every four levels she possesses, to a maximum of six spears at 20th level. These spears can target the same creature if it is large enough to encompass multiple 5 foot squares; each additional spear beyond the first that strikes an opponent grants the mystic a stacking +10 circumstance bonus on the CMB check made to knock it prone. The mystic must possess the ice spears talent in order to select this talent.

Healing Initiate (Su/Sp): The mystic does not provoke attacks of opportunity when casting techniques that heal hit point damage. In addition, as long as she has at least 1 point in her ki pool, the mystic can cast *stabilize* at will and she can spend 2 ki points in order to cast the *lesser restoration* spell as an elemental technique. She must be at least 4th level and possess at least one technique that heals hit point damage in order to select this talent.

Mist Mastery (Su): The mystic can spend 1 ki point in order to cast *fog cloud* as an elemental technique. She must possess the *obscuring mist* technique in order to select this talent.

Plant Style (Sp): The mystic can spend 1 ki point in order to cast *entangle* as an elemental technique. At 4th level, she can spend 1 ki point in order to cast *wilderness soldiers*^{UC} as an elemental technique. At 6th level, she can spend 2 ki points in order to cast either *plant growth* or *diminish plants* as an elemental technique. At 8th level, she can spend 2 ki points in order to cast *antiplant shell* or *arboreal hammer*^{UC} as an elemental technique. At 14th level, she can spend 3 ki points to cast *animate plants* as an elemental technique.

Shifting Tides Style (Ex): The mystic can attempt a Sense Motive skill check against one creature's CMD as a swift action in order to study its movements and predict its attacks. If she succeeds, the mystic gains a +1 dodge bonus to her AC against the creature's attacks as well as a +1 bonus on saving throws against its abilities and attacks, but receives a -2 penalty to her AC against all other opponents. This effect lasts until the creature is slain or the mystic studies a new opponent. At 4th level and every five levels thereafter, these bonuses increase by +1, to a maximum of +5 at 19th level.

Water Breathing (Sp): The mystic can spend 2 ki points in order to cast *water breathing* as a technique. This then functions as the spell of the same name, except it has a duration of concentration + 1 round/level. The mystic must be at least 6th level in order to select this talent.

Water Path Advanced Talents: At 10th level, a mystic who belongs to the water path can also select from the following talents in addition to those allowed by default.

Classes: Mystic

Entangling Blast (Su): When the mystic successfully hits an opponent with an elemental blast or an elemental strike, she can spend 1 *ki* point as a free action in order to freeze the area round her target, entangling it for 1 minute per mystic level that she possesses. A successful Reflex save prevents this condition.

Healing Master (Su): A mystic with this talent can spend 3 *ki* points to cast *restoration* as an elemental technique. At 14th level, she can spend 4 *ki* points to cast *greater restoration* as an elemental technique.

For both techniques, the mystic must provide the technique's material components, using spiritually-enhanced water with the same value instead of diamond dust. The mystic must possess the healing initiate talent and one technique that heals hit point damage in order to select this talent.

Improved Ice Blast (Sp): A mystic with this talent can use her ice blast to grapple opponents. An opponent must be within the ice blast's first range increment in order to grapple it with this talent and the mystic uses her Wisdom modifier in place of her Strength on the combat maneuver check. If she succeeds, both she and her target gain the grappled condition as usual. A mystic who makes a successful grapple check to maintain this grapple can tie up a pinned opponent with ice. This ice functions as rope with hardness 0 and 5 hp + half her mystic level. A mystic must possess the water blast talent in order to select this talent.

East to West: The Four Humors

While the mystic's flavor and elemental paths tend to conjure its flavor from marital arts cartoons and space operas, it can read as a very Asian inspired class, as its base is the monk class. It would not be hard to come up with, or modify the elemental paths to correspond with a unique theme of the four humors of classic Grecian or Roman schools of thought on medicine. It could even be altered to fit the classical elements associated with the practice of alchemy. The below are suggestions only, as the player and GM should discuss what aspects would best fit the feel of the game. They should feel open to mixing and matching or choosing different classical elements from other cultures or worlds. Even making some of their own.

Yellow Bile: Yellow bile was closely tied to the element of fire, as well as the organ of the liver. It was given the qualities of warm and dry, and represented by with the characteristics of ambitions, restless, envy, passion, as well as easily angered. Elemental techniques and talents could pull from both the earth and fire paths.

Black Bile: It is taught that black bile was associated with the element of earth, and tied to the organ known as the spleen. It had the qualities of cold and dry, and it also represented despondent, quiet, analytical, pensive or melancholy, and serious characteristics. Some elemental techniques and talents could pull from earth and water paths.

Phlegm: This humor was identified with water, and tied linked to the organ of the brain. It was had the qualities of cold and wet. Characteristics thought tied to phlegm were thoughtfulness, peaceful, devotion, passivity, and lethargy. Elemental techniques and talents could be pulled from both, water and air.

Blood: The blood humor could be the most difficult as it was associated with all of the elements, but commonly was given the aspect of air. It was valued essential to life. It was believed to be connected to the heart, and had the qualities of warm and wet. Blood is said to represent the characteristics of hopeful, courageous, and sometimes playful or carefree.

Elemental techniques that could influence this path are those would focus on healing or harming the life force, influencing humanoids, or altering blood within the body. Blood talents could be taken from several paths or even abilities not listed, such as: *Force*: inner healing, or *Water*: command blood, and healing initiate.

Classes: Pauper

PAUPER

Paupers are viewed by those without understanding as erratic and temperamental hominoids. While partially true, they carry the burden of being empathic to the world around them, and hope to bring only balance to the chaotic currents of emotion. They see the world with one eye focused on providing hope to those in need, while being driven to lift the spirits of those that are with despair. Through their vision of a balanced world, they have been known to pacify riots, clam raging barbarians, and disrupt those that wish to do harm. They cater to the down and out, and lift those that need a little hope.

Role: The pauper is protective of those that can not protect themselves. A pauper acts as a warden that wears his heart on his sleeve and can be strong in his emotions. Because of this strong emotional investment into the world in which he lives, these emotions tend to alter the environment that surrounds him.

Alignment: Any non-evil alignment

Hit Die: d8

Class Skills:

The pauper's class skills are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local), Knowledge (nature), Knowledge (religion), Linguistics (Int), Perception (Wis), Perform(Cha), Profession (Wis), Sense Motive (Wis).

Skill Ranks per Level: 4 + Int modifier

Class Features:

Weapon and Armor Proficiency: Paupers are proficient with all simple weapons. Paupers are proficient with light armor, but not with shields.

Despair and Hope Max Pool: The ability of a pauper to carry the burden of the world on his shoulders and his insight on seeing through the despair in bringing inspiration to the world grows. A pauper's capacity for his despair and hope pool increases with each level, as described on Table: Pauper. These values represent the maximum number of points he may have stored in his ability pools at a given time. When he does not have sufficient points in the respective pool to channel an ability, he is unable to be successful while using that ability.

Paupers gain despair and hope points in varies ways that is described in each section. However, they can not earn points on the same round they have spent them.

As a full round action, the pauper is able to convert any number of despair points into hope points. He is unable to channel more despair points into hope pool then his maximum pools are allowed to have.

The DC of all saves against hope based abilities use the pauper's Charisma modifier, while all saves against despair based abilities use his Wisdom modifier. The

base DC for any hope or despair ability is $10 + \frac{1}{2}$ the pauper's class level + the proper ability modify.

Despair: A pauper starts with zero despair points, but can gain a point whenever he witnesses an act of strife, or desperation from his surrounding environment. This could be from seeing an ally that has suffered a lethal wound, or a starving beggar in the street. In game terms, despair is a fluctuating measure of a pauper's ability to see dismay and cruel acts in combat, or the world and his attempt to overcome them.

When a pauper witnesses an ally in pain (physical or otherwise) or a desperate act in the world he gains a point of despair. He can never have more despair points in his pool then what is noted on the table: Pauper.

Hope: A pauper starts with zero hope points, but can gain a point when he performs or witnesses charitable deeds or acts of greatness. This could range from seeing an enemy fall to the blade of an ally, to watching a stranger walk an elderly person cross the road.

Much like despair, situations where a pauper can gain hope points can vary. When a pauper sees or hears of good deeds or acts of kindness, or even on a round he is inspired by a bardic performance, he has a chance to gain hope. He can never have more hope points in his pool then what is noted on the Table: Pauper.

There are a number of class features that channel hope to function, and likewise by despair. These are listed and described below.

Defined Goals (Ex): When the pauper has more hope he is motivated to be successful when using his skills compared to when his has more despair. At 1st level, if he has more points in his hope pool then his despair, he receives a +2 to his class skill checks.

Protective Barrier (Su): Despair can lead to desperate acts of protection for survivability. At 1st level, spending a point of despair allows the pauper to create a defensive emotional barrier around himself or another creature. Hostile creatures must make Will saves to threaten or cause harm to the protected individual in any way, as though the selected creature was under the effects of the spell *sanctuary* for the duration of the barrier.

Unlike a normal *sanctuary*, however, duration of this effect is indefinite, until affected creature takes any other action than forms of nonthreatening communication. Once a creature has lost its protective barrier, either due to taking an action or that of another creature being successful on an attack, that creature can no longer be protected by this ability again for 24 hours. Creatures with Intelligence scores of 3 or higher automatically know the protection they have received when they are affected by this ability, and can use this information to choose their actions.

Subdued Actions (Ex): As a standard action, a pauper can channel one point of hope to perform a physical



Classes: Pauper

Table 1-14: Pauper

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Despair	Hope
1st	+0	+0	+0	+2	Altruism, hope & despair, defined goals, protective barrier, subdued actions	3	1
2nd	+1	+0	+0	+3	Empathic bond, sense others, morale support	4	2
3rd	+2	+1	+1	+3	Attenuate, determined (1d4), burning drive	4	2
4th	+3	+1	+1	+4	Tranquil, desperate aid	5	3
5th	+3	+1	+1	+4	Altruism +/- 2, helping hand	5	3
6th	+4	+2	+2	+5	Empathic transference	6	4
7th	+5	+2	+2	+5	Beacon	6	4
8th	+6/+1	+2	+2	+6	Disparaging pace, hopeful action	7	5
9th	+6/+1	+3	+3	+6	Altruism +/- 3, protective shout	7	5
10th	+7/+2	+3	+3	+7	Empathic Abilities, fuming hatred	8	6
11th	+8/+3	+3	+3	+7	Assist, determined (1d6),	8	6
12th	+9/+4	+4	+4	+8	Brilliant beacon, helping hand +4	9	7
13th	+9/+4	+4	+4	+8	Aligned altruism, altruism +/- 4	9	7
14th	+10/+5	+4	+4	+9	Target of despair	10	8
15th	+11/+6/+1	+5	+5	+9	Tempered despair	10	8
16th	+12/+7/+2	+5	+5	+10	Altruism projection	11	9
17th	+12/+7/+2	+5	+5	+10	Altruism +/- 5	11	9
18th	+13/+8/+3	+6	+6	+11	Euphoric pacification, determined (1d8),	12	10
19th	+14/+9/+4	+6	+6	+11	Helping hands +6	12	11
20th	+15/+10/+5	+6	+6	+12	Hopeful Apotheosis	13	11

attack on an ally that deals non-lethal damage. While performing this attack action and purposely “pulling the punch” against his ally, he does not suffer any attack penalty. The ally can choose to be considered flat footed for this attack. If they do so, they suffer a -2 to their AC against the next physical attack against them.

If the pauper is successful on his attack (be it ranged or melee), the ally suffers non-lethal damage from the attack. The ally that was the target of this attack, then receives a morale bonus to their next physical attack roll that is equal to the non-lethal damage incurred. If that attack is successful, they receive a bonus to their damage roll equal to the pauper’s current despair pool.

Morale Support (Ex): At 2nd level, the pauper learns to alleviate the emotions of his allies on moral dilemmas. For all of those that he shares an empathetic bond with that are within the range of his current number of hope points times 5 feet (*Ex: 3 hope points would make a range of 15 feet*), that suffer from morale, sacred, or profane penalties can be absorbed and applied to the pauper instead of his bonded ally.

As a full round action that provokes an attack of opportunity, all morale, sacred, and profane penalties that are applied to allies are transferred to the pauper. Each penalty is treated individually for negatives to rolls and durations, in which they stack when applied against the pauper. In addition the pauper does not have to alleviate all of the same penalties at once. He may pick and choose which ones he wants to bear the burden of. Example, the pauper might select to take a -2 on attack rolls from one ally, but may choose not to incur the same

ally’s -4 penalty to Will saves versus fear effects.

For every -1 morale penalty that is applied to him, the pauper receives temporary despair points for a number of rounds equal to his Wisdom modifier. These points may put the pauper over his max pool threshold amount to an amount equal to his pauper level. Anything over this amount is lost. At the end of the penalties duration, any unused points above the threshold disappear, but points that are unused under this threshold remain.

Example of play: If a barbarian ally has a -2 penalty to attacks 6 rounds, and a bard ally has a -4 penalty to attack rolls for 3 rounds. The pauper that uses this ability will suffer a cumulative -6 to attack rolls for 3 rounds and then continues to suffer the -2 for 3 rounds. When the pauper activates this ability he receives a +6 temporary points to his despair pool. If unspent at the end of 3 rounds the 2 points granted from the barbarian’s penalty are lost.

Burning Drive (Su): The inner desire to overcome all environmental obstacles can be found deep within the pauper. At 3rd level as a move action, the pauper can spend any number of despair points to give an ally or himself resistance against one type of element. This new resistance to an energy type is equal to 5 per point of despair spent and last for 1d4 rounds.

Desperate Aid (Ex): At 4th level, a pauper pays close attention to his allies and becomes aware when they leave openings in their defensive stances. By spending a point of despair, a pauper can perform a ranged aid another action as an immediate action, in response to an attack action against an ally that he has witnessed.

The pauper immediately makes an aid another check

Classes: Pauper

that provokes an attack of opportunity, after the attack is rolled but before the results are announced. If successful, this aid another action, gives a +2 AC bonus to the ally. If unsuccessful, the ally does not receive this bonus and the pauper's point of despair is still spent.

Helping Hand (Su): At 5th level, when two allies are standing side by side on the battlefield they share a silent camaraderie and do not think of failure. A pauper notices this synergy and can cause it to become stronger. When at least two or more bonded allies are considered adjacent to one other bonded ally, the pauper can spend a point of hope as a move action to make this bond stronger. The allies that fit these conditions, gain a +2 morale bonus to both their AC while this ability is taking place. The duration of helping hand last until the start of the pauper's next turn or until they separate.

This morale bonus stacks with other morale bonuses given from multiple sources. At 12th level this bonus increases by +2 and then increases again at 19th level for a total of a +6 morale bonus.

Beacon (Su): Starting at 7th level, as a standard action and by spending a point of hope, the pauper can choose not to make an attack to focus and concentrate their hope and channel it through their body, transforming it into a beacon of light. It projects an area of bright light with a radius of 90 feet that moves with the pauper.

For every point spent in using this ability, it continues to linger with no expended effort from the pauper, for an equal amount of rounds. The total number of points that are to be expended must be decided upon when the activation of this ability begins.

The 1st round this ability is active all creatures within sight of the pauper's glowing body, must make a Will saving throw against the pauper's hope DC. Those that fail their saving throw suffer become fixated with awe and suffer from the dazed condition for one round. On the following 2nd round the dazed condition leaves them unnerved, giving them the shaken condition for 1 round.

Starting on the 2nd round this ability is active, the pauper and those creatures he shares an empathic bond that are within the radius of light fall under the effects of the protective barrier ability, but are able to make only actions that are free, swift, and move actions.

For any additional rounds that this ability is sustained, maintains the protective barrier, even if the ally suffers from being successfully attacked, attacking creatures must attempt another Will save each round to continue an assault. If an ally that is empathic bonded makes any action other than those stated, the pauper can spend 1 point of hope to reestablish the protective barrier.

During the 3rd round this ability is active; the pauper emanates a 30 foot pulse of positive energy that affects everything within its radius. This pulse sends a shock wave of positive energy that heals all allies that are

Friend or Foe:

Targets of the Sense Others ability who are focused on during the 3rd round and that are successful on their Will save, may be required to make a Sense Motive skill check to determine if the pauper is actually aggressive or friendly.

bonded within the pulse equal to $\frac{1}{2}$ the pauper's level plus 1d10. If objects or creatures are harmed by positive energy, they are harmed by an equal amount of damage.

Starting on the 4th round, all bonded allies that are under continuous effects that have saving throws, may choose to receive a new saving throw to resist the source. A new saving throw is granted the afflicted for each continuous effect that is causing suffering. If they are successful, the continuous effects immediately end. If the character is unsuccessful on any of the new saves, they continue to suffer from the ongoing effects.

Disparaging Pace (Sp): At 8th level, the pauper can influence his opponents with the burden of despair, causing them to become sluggish. As a standard action by spending a point of despair, the pauper acts as if he had casted the *slow* spell on a single opponent. The target of this ability can attempt to resist this ability by making a Will save versus the pauper's despair DC. If the creature is successful, they ignore the effects of this ability. The pauper uses his pauper level as his caster level -2 when determining the effects.

Hopeful Action (Sp): At 8th level, the pauper uses his hope to help his allies move quicker and accomplish greater deeds. Taking a standard action to spend a point of hope, the pauper grants an ally the effects of the *haste* spell. The ally must be a part of his empathic bond. This ability last for one round.

Protective Shout (Sp): At 9th level these individuals sometimes can't help but step in to protect someone they feel is weak and unable to protect themselves. More often than naught, situations like these can be solved by vocally projecting at the creature that is imposing and causing the biggest threat against a weaker being. Most paupers cannot stand ideally by to watch this happen and tend to become protective, as a mother bear is of her cub causing the threat to take a step back.

As a standard action with spending a point of despair, the pauper can vocally shout to make an Intimidation check (as if attempting to demoralize the target) and add his Wisdom modifier to the roll against a single creature he can see and the target must be able to hear him, but need not understand him. On a successful skill check, for every 5 by which the skill check exceeds the target's DC, it can be pushed back 5 feet as though the pauper made a successful bull rush attack.

At 12th level the pauper may spend an additional point of despair to cause the movement of the target to

Classes: Pauper

provoke attacks of opportunity.

Fuming Hatred (Su): At 10th level the pauper can project despair towards enemies causing them to physically feel the burden in which he carries. By spending a point of despair and making a successful ranged touch attack, the pauper causes an opponent bleed damage equal to 1d4 + the pauper's current hope level maximum. This bleed damage bypasses any DR, resistance, and temporary hit points, affecting the targeted creature directly. This bleed damage can be maintained as a free action and by spending a point of despair each round.

Brilliant Beacon (Su): At 12th level, the light from the pauper's beacon grows progressively more visible as it continues to become a brilliant convergence of light. Under the cover of night or other darkness, if nothing obstructs the view of the pauper, he becomes visible for an additional 2 miles during each round in which he continues to maintain the beacon ability (I.e. He can be seen 2 miles in the 1st round, 4 miles in the 2nd round, and so on).

The beacon is treated as *daylight* for the purposes of affecting creatures with sensitivity to light. In addition, the pauper and his empathic bonded allies in the area gain resistance 10 to one type of energy, selected by the pauper when beacon power takes effect on the 2nd round. Those that are under the effects of the protective barrier ability, are more open to movement and can make free, swift, move, and standard actions, but not full-round actions.

On the 3rd round the beacon's pulse additionally cures those burdened of 1d4 points of ability damage, as per the spell *lesser restoration*. A creature can only be healed in this way once per day.

Starting on the 4th round, bonded allies receive a +2 morale bonus to all rolls until the start of the pauper's next turn.

On the beginning of the 5th round, a second pulse radiates from the pauper in a radius of 90 feet. Any living creatures not bonded to the pauper suffer from a divine wave of brilliant energy as her body starts to burn with holy energy. This pulse channels 2d6 damage for every 4 class level in pauper possessed. This damage is considered divine and fire damage. Creatures may make a Reflex save for half damage against a pauper's despair DC. Those that fail this save suffer the effects of continues fire.

Target of Despair (Sp): At 14th level, the pauper can briefly bond his enemies emotionally. As part of a full attack action where the pauper makes a melee attack against two or more enemies within reach, he may spend a point of despair for each successful attack. Each attack deals damage normally. If any of the attacks against two different targets are successful, they become empathically bound together. Until the end of his next turn, all hit

point damage applied to one target is then automatically applied to the other target(s).

Tempered Despair (Su): At 15th level, the pauper can spend a point of hope in addition to despair to perform the beacon ability to grant an additional defense to those that are under the effect of protective barrier. Those that are under the effects gain protection from critical hits. There is a 25% chance that critical hits made against the pauper and those that are bonded in the area are instead treated as normal hits. This does stack with other abilities that grant similar protection (such as light fortification).

When just using the protective barrier ability and not part of the beacon ability, the pauper may spend one point of hope to grant the effects of tempered despair.

Euphoric Pacification (Su): at 18th level, a pauper can touch a creature while spending 3 hope points. The touched creature comes under the effects of this enchantment and enters a state of peaceful euphoria. The target treats all creatures as dear friends and abhors violence, but may rise up to protect itself if violence is perpetrated against it. This emotional state of being last for 1 minute per the pauper's Charisma modifier.

Until the end of the duration, the creature's speed is halved, and it cannot make attacks or cast spells. If the creature is attacked, it gets a Will saving throw with a DC equal to the pauper's hope ability. If the saving throw succeeds, the creature can make act normally for 1 round. If the saving throw fails, the creature moves half its speed away from the attacker as its next action.

Furthermore, if the creature is interacted with, or questioned while under the effects of this supernatural ability, it is considered to have an attitude of Helpful (see the Diplomacy skill), though any advice or answers it gives may be disjointed or stream of consciousness due to its euphoric state. A creature may only be affected by this ability once every 24 hours.

Altruism (Su): A pauper walks with his heart on his sleeve when dealing with hope and despair. The number of points in a pauper's hope and despair pool may potentially direct their emotional reactions. A pauper with more hope in his heart tends to be jollier, while a larger despair may appear to be sullen and wear a frown. Indirectly these emotions are projected outwards to those they hold close and displeasure to those they do not.

A pauper with more hope, projects inspiration to allies that are within 5 feet of them granting a +1 morale bonus to all rolls. Those with more despair push these emotions towards those within 5 feet of the pauper that cause him grief. Those perpetrators that are within this aura receive a -1 morale penalty to all rolls.

A pauper's emotions increase over time as does the effects of altruism. At 5th level and every four levels

Classes: Pauper

thereafter this morale bonus or penalty increases/decreases by +/- 1 for a total bonus/penalty of +/- 5 at 17th level.

Empathic Bond (Su): At 2nd level, the pauper has an empathic link with those he deems worthy of his care or distaste. As a full round action, the pauper may designate a number of creatures up to his Charisma modifier to be a part of this emotional bond. He may communicate empathically with those he has connected with but only general emotions can be shared. The distance of this bond can be felt for the distance of 1 mile.

The pauper may sever this link at any time with one or all creatures. He cannot reform this bond for 24 hours or until after he has rested continuously for at least 4 hours.

Sense Others (Sp): Paupers have an intuitive sense of how others feel towards them. It is with this emotional sensitivity they are able to read others thoughts that are aggressive or friendly to them, be it in a crowded space or in a room alone.

By spending a point of despair, a pauper can read the surface thoughts and sense those around him that are aggressive to him or those that are under any emotional distress or grief. By spending a point of hope, he may find those that are actively friendly to him and full of positive emotions. By taking a full round action to initiate this ability and concentrating for additional rounds he gains a varying degree of information.

1st Round: The pauper can sense the presence of any aggressive (if despair is used) or friendly (if hope is used) creatures that have emotions and thoughts towards the pauper. These creatures must be conscious and have an Intelligence score of 1 or higher. If a creature is neutral towards the pauper, they sense nothing.

2nd Round: When using despair a pauper can sense any number of thinking minds and that have Intelligence scores over 1, that are aggressive, distressed, depressed, paranoid, or unhappy. When using a point of hope to activate this ability, the pauper can sense any number of thinking minds and that have an Intelligence score over 1 that are happy, good natured, friendly, and generally in positive their moods.

Emotions sensed during this round can be sensed without drawing attention to the pauper. This ability does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: The pauper can locate any mind based on the emotions sensed in the area. If the mind he is trying to locate fails a Will save of DC 10 + ½ the pauper's level + the pool modifier used, the target can be located and is not aware that you can sense them. If the target is successful on their saving throw, they sense the pauper reading their emotions and he is unable to locate them.

Becoming noticed by the pauper might change the

attitude of the target towards him and may make them uncomfortable. If the pauper wishes to attempt to hide these emotions against a target that is successful, he must make a Will save and roll higher than the targets.

Creatures of animal intelligence have basic simple, instinctual emotions and do not receive saving throws. This ability can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Attenuate (Su): At 3rd level, a pauper can cause the energy loss of heart in one creature and channel it into positive health in another. As a successful touch attack, the pauper may deal a number of hit points in damage to the target equal to his pauper level + his Wisdom modifier, and heal an equal amount of damage.

By expending one point of Hope, he can hold onto this power for a number of rounds equal to his Charisma modifier and with just a touch, allocate the total amount to one or more creatures he sees fit during this duration instead of himself. A pauper may not heal more hit points than the touched creature had prior to using this ability. This ability may only be used on creatures with a Constitution score.

Alternatively the pauper may spend a point of despair to hold onto the charge for a number of rounds equal to his Wisdom modifier and then pass these hit points onto another creature in the form of negative damage equal to the original hit points siphoned. If there is a creature that is unwilling, they may attempt a Will save DC equal to the paupers Despair DC.

Determined (Su): The pauper is determined to stay alive through the use of hope. As a standard action, the pauper may spend a number of points from his hope pool (up to 1/2 his pauper level, minimum 1) to heal 1d4 points of physical damage. Upon making this selection, the pauper must decide if this ability heals lethal or nonlethal damage. This act is neither divine nor positive energy, but the sheer will of hope stitching the pauper's body back together

At 11th level the pauper's ability to heal increases from 1d4 to 1d6 per point expended. And then again at 18th level for 1d8.

Tranquil (Su): The pauper tries to find a balance in the world that they inhabit by settling the minds of men and the wild hearts of agitated creatures. While the pauper has no control of over their actions, he does halt their behavior. The pauper can stop raging barbarians from fighting or enthralled party goes from enjoying themselves.

At 4th level, the pauper can make a standard action to make a touch attack against a single creature to calm and neutralize its emotions. A pauper must spend a point from either hope or despair to activate this ability. The targeted creature can attempt to resist this influence by

Classes: Pauper

making a Will Save of DC 10 + ½ pauper's level + his pool modifier. A pauper can additionally increase the DC by spending points from either their Despair or Hope pool. They can only select from one of these pools when increasing the DC in this way.

On a successful touch attack the affected creature cannot take violent actions (although they can defend themselves) or do anything destructive for a number of rounds equal to the total amount of the pool that wasn't used to initiate this ability. Tranquil automatically suppresses any and all morale bonuses granted by spells (*bless*, *good hope*, *rage*, etc), supernatural and extraordinary abilities (such as *inspire courage* or *rage*). Tranquil also suppresses any fear effects, negative penalties caused by spells with the compulsion descriptor (such as *bane*), and removes the confused condition. While tranquil lasts, suppressed spells, conditions, or effects have no effect. When the duration of tranquil ends, the original spells or effects take hold of the creature again, provided that the durations have not expired.

Any hostile action against or damage dealt to the creature under the effects of tranquil are immediately fly into a rage, as per the barbarian ability, and suffer from the confused condition, for 1d6 rounds.

Empathic Transference (Su): Allies that are linked to the pauper through the empathic bond ability can sense each other and communicate using only surface emotions while they are within range of the pauper's empathic bond. They can do so as a free action as long as the pauper allows the emotional transfer. He may also alter these emotions to those trying to read them to give a false impression. If he does so, those attempting to read the bonded must make a Sense Motive skill check versus a DC of 10 + ½ the pauper's class level + his Charisma modifier.

While connected to the pauper, he can instantly know whether bonded creatures within the area are dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), unconscious, or healthy. Empathic transference sees through any spell or ability that allows creatures to feign death.

At 6th level, at the cost of an attack of opportunity, a pauper may use those willing bonded to transfer hit points between them at the cost of hope. When a bonded creature is hit by an attack, that pauper may transfer 10 points of lethal damage per hope point spent. The wounds are transmitted to another willingly bonded creature instead of the target. They are affected as if they were hit by the attack, taking all the damage and suffering all of the adverse effects. Any resistances or immunities they have are applied normally, but they cannot otherwise reduce or negate the damage of the attack.

If the pauper is dazed, frightened, panicked, dead, or

unconscious, the effects of this ability ends and does not provide any benefit until he is regains consciousness.

Empathic Abilities (Su): At 10th level, the pauper becomes a vital staging point for his bonded allies to share their thoughts but also to share their actions at his own cost. He can give up his actions for one bonded ally to allow another bonded ally use of an ability, such as a barbarian casting a wizard's spell, or a wizard performing an inspiring melody.

As a full round action spent concentrating, the pauper selects two willing allies that are within 15 feet of him to participate in this ability transfer. The sending ally selects one of his class abilities to be transferred to a receiving ally as part of the pauper's full round action. The ability transferred acts as though the sending ally has used the ability but the receiving ally is the ally that gains all the benefits. The receiving ally must use the transferred ability in a number of rounds equal to ½ the pauper's level.

Once the ability is activated, it may not be restarted. If willingly stopped (such as uses of bardic performance or a barbarian's rage) the remaining uses are lost. The ally may only select abilities that have a "use per" and may not select feats, weapon or armor proficiencies, or skills. A pauper can never be a participant of this ability. He may use this ability twice per day at 10th level and one additional time every 14th level, and again at 18th level.

Extraordinary Ability: The sender sacrifices a number of uses per day to be transferred to the receiving ally. The receiver can use this extraordinary ability as though they possessed the ability. The receiving ally is considered to be of the same class as the sending ally for use of this ability using his character level as his class level. His character level cannot be considered higher than the class level of the sending ally.

Spell or Spell-like Ability: The sending ally selects one spell slot or one use of a spell-like ability that he has available and transfers it to the receiver, losing the spell slot/use in the process. The receiver now gains the ability to "cast" the chosen spell as if the sender had casted it. This spell or spell-like follows all of the same rules as if the sender had casted the ability using the sender's ability modifier and statics in determining effects (such as, caster level, DC, etc). The receiver is considered the source and point of origin of the ability.

Assist (Ex): At 11th level, the pauper can spend a hope or despair point to decrease the time spent when using an aid another action. When spending a point in this way, an aid another action becomes move action instead of a standard action. If she spends a point from both pools, it instead takes a swift action to aid an ally.

Aligned Altruism (Su): At 13th level, when a pauper's altruism becomes dominate by despair his emotions become erratic as the forces of chaos. Any of pauper's weapons are treated as chaotic-aligned for the purposes

Classes: Pauper

of overcoming damage reduction. Any attack made against an enemy within 10 feet of him is treated as chaotic-aligned for the purposes of overcoming damage reduction.

As his hope takes control of his dichotomy, a pauper becomes more in line to follow his goals. A pauper's weapons are treated as lawful-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet of him is treated as lawful-aligned for the purposes of overcoming damage reduction. This ability functions only while the pauper is conscious, not if he is unconscious or dead.

Altruism Projection (Sp): The pauper has now been able to gain control of her altruism and can actively direct the emotions onto a single individual. At 16th level, by taking a standard action, he places his altruism ability onto another creature or object, making it the active center of the ability. The pauper may also decide which effect takes place, depending on which pool he decides to spend points from. This ability last for a round per point spent.

While the pauper is projecting this ability, he is considered to be suppressing the use of altruism and is unaffected even if he is within the radius of the object or creature who received the projection. Using this ability is a standard action that provokes an attack of opportunity.

The pauper's emotions run strong and are hard to endure for others. When used offensively against a target with an Intelligence score of 3 or better, they can attempt to resist with a Will saving throw. The DC of this save is the pauper's level + the pool modifier.

Hopeful Apotheosis (Ex): At 20th level the pauper becomes a master of his emotions and gains the outsider subtype: aeon and all of the associated qualities. As a swift action, he can move any number of points between his hope and despair pool. In addition because of his emotional balance, he can shift the penalty/bonus of his altruism as he sees fits as a free action.

Dogma of Hope and Despair:

"Did I just see Jon get hit by the troll's club?"

"Jimmy just got hit with an axe. Can I receive a point of despair?"

"I give 10 gold to the orphan. I get my hope back."

These questions will be a common occurrence due to the open and vagueness of the hope and despair rules for the pauper. In reality, what can give hope and despair should be discussed with the GM and Player prior to the first game session. A pauper should have a background that has molded his views to their current state.

Charitable Acts: A pauper that has been raised by a temple that takes care of orphans on a daily bases, may not gain hope while performing charitable acts. Since he performs those acts on a regular basis, it becomes a daily routine of his.

However, if the tyrant that is known for his cold acts against the poverty stricken, is seen handing out bread, this would be seen as a charitable act, and the pauper could receive hope.

Despair might be received when a pauper is unable to support the orphans he is used to helping, or when if one was sick and he was unable to provide care.

Combat: Participating in combat can be a tricky thing. Some common situations that can give hope, is when an ally rolls a natural 20, or when one delivers the fatal blow to the giant ooze that has been plaguing the country side. These would be acts in which a pauper might be able to receive hope.

Despair could also be achieved when he sees an ally being struck by an arrow of an enemy or when a selected opponent performs a successful Great Cleave feat.

The player of the pauper and the GM are encouraged to work together to define what might be considered the proper instances to receive hope and despair.

Both should recommend instances that can be used inside and, just as important, outside of combat. Look towards the character's history and back story to help determine how his view would interpret these actions.

Classes: Survivor

SURVIVOR

The survivor's key conceit is, quite naturally, survivability. Survivors are selfish characters who care only about their own survival. They adventure for wealth, to test their own limits, and, sometimes... to seek a good death. Survivors are grim folk, having been tested and tempered in the worst crucibles the world has to offer. Many of them have physical reminders of their brutal ordeals, by which archetypically, a survivor's body sports numerous scars and perhaps even a missing fingers, limbs, or eyes. They have been characterized by have cold piercing stares, a hardness that alienates others, and a habit of sitting with their backs to a wall. The transition from man to survivor does something to those transformed... it is said that survivors lose much of their humanity (sometimes their mind) in the process.

Any glimmer of creativity a survivor possesses is the direct need to live through a situation, and never that of a lofty ideal or ambition. Instead, a survivor's focus on the primal aspects needed to live: food, shelter, safety. This attitude breeds a serious outlook on life, and many survivors may even seem jumpy or overly-alert due to the stresses of the constant hardships that they have endured.

Role: A survivor only undertakes adventure because there's something very important waiting for him at the end of his quest. A survivor doesn't risk his life for kicks or for a story to tell – he's on a mission; it's kill-or-be-killed the mind of these grim adventurers. A survivor's origin reveals a lot about them: some have managed to escape notorious prison camps or violent war zones as children; others were forced from a young age to live off an inhospitable land in a hazardous environment.

Alignment: Any chaotic; He is an individualist first and last, and his needs always come before all others. It isn't to say a survivor is only selfish, but he does things for his advancement, be it for the greater good or evil.

Hit Die: d12

Class Skills:

The survivor's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Stealth (Dex), Sense Motive (Cha), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier

Class Features:

Weapon and Armor Proficiency: All survivors are proficient with all simple and martial weapons. Survivors are proficient with light and medium armor, but not with shields.

Stubborn Survivalist (Ex): A survivor refuses to die, in spite of the trials and tribulations that each one must endure. A survivor adds his class level to his effective Constitution score for the purposes of determining the maximum negative hit point total that he must reach before he dies.

Live off the Land (Ex): A survivor can always take 10 on Survival skill checks made to find food and shelter. In addition, a survivor can move at full speed while foraging for food.

At 9th level, a survivor always uses the "road or trail" overland movement modifier even when he is in trackless terrain, whether on foot or mounted. In addition, the survivor can extend this benefit to one companion per class level with a DC 15 Survival skill check.

At 17th level a survivor can always take 20 on Survival skill checks, and may do so without increasing the time required to perform the task.

Safe Passage (Ex): A survivor is adept at keeping a group of travelers alive, serving as guides and seasoned traveling companions. Each survivor possesses the ability to offer keen insights to their allies, affording them a degree his knack for surviving. If they survive, he lives a little longer.

As a swift action, a survivor can expend one use of safe passage to grant himself or all his allies within 60 feet who can both see and hear him a +1 insight bonus on all saving throws until the start of the survivor's next turn.

At 5th level, and every five levels thereafter, the bonus increases by +1 (to a maximum of +5 at 20th level).

The survivor can use this class feature a number of times per day equal to his Constitution modifier plus ½ his survivor class level. Only a willing creature can benefit from this bonus.

The survivor shares common class features with other classes. Those that are marked with an "*" offer modified rules for the ability that can be used by the expenditure a daily use of safe passage.

Bonus Feats: At 2nd level, a survivor gains a bonus feat and must meet all requirements for the selected feat. She selects from the following list below: Diehard, Dodge, Endurance, Fast Healer, Great Fortitude, Heavy Armor Proficiency, Heroic Defiance, Heroic Recovery, Improved Great Fortitude, Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Improvised Weapon Mastery, Iron Guts, Ironhide, Iron Will, Landing Roll, Lightning Reflexes, Mobility, Shield Proficiency, Toughness, and Throw Anything.

At 6th level, and then every four levels thereafter, the survivor gains a new bonus feat from this list.

Paranoia (Ex): A survivor never truly lets his guard down. At 2nd level, if a survivor is observed by another creature for a prolonged period of time (1 minute or



Classes: Survivor

more), the survivor's "sixth sense" confers upon him the knowledge that he is being watched. This new awareness extends to magical observation, observed from across a great distance (via a telescope, for example), or even observation from a concealed location (such as by a character using the Stealth skill). In addition, if a creature is using an ability that requires it to observe the survivor for a number of rounds (such as that of an assassin using the death attack class feature) the survivor is entitled to a DC 15 Perception check to become aware that someone is studying them.

This sixth sense does not make the survivor aware of who is observing them, or from where – only that they are being observed.

Uncanny Dodge (Ex)*: At 3rd level, a survivor can react to danger before others would normally be able to. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A survivor with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against him. If a survivor already has the uncanny dodge class feature from a different class, he gains improved uncanny dodge instead.

In addition, as an immediate action in response to an attack against a flat footed ally, a survivor can expend one use of his safe passage class feature to grant that ally the benefits of his uncanny dodge class feature. The use of this ability must be declared after the attacking creature has declared the attack but, before the attack has been rolled. This benefit lasts until the end of the attacking creature's turn.

Thick Skin (Ex): At 3rd level a survivor gains one of the following special qualities. At 7th level, and again at every four levels thereafter, the survivor gains another special quality from the following list. Each quality may be selected more than once.

Damage Reduction: The survivor gains DR 3/-. Each time that the survivor selects this ability after the first, this damage reduction value is increased by 2.

Elemental Resistance: The survivor gains resistance 5 to acid, cold, electricity, and fire. Each time that he selects this ability after the first, he may choose to increase his resistance to a single elemental type by 3. He may select the same element again each time, or he can decided to increase a different elemental type each time this ability is selected.

Natural Armor: The survivor's natural armor bonus increases by +2. Each time that the survivor selects this ability after the first, this bonus is increased by +1.

Survival Tactics: At 4th level, and every four levels thereafter the survivor stays alive by learning strategies to over come any situation. These experiences are called survival tactics. This talent represents a creative trick that the survivor has learned to help face greater adversities and to better cope with a specific type of danger.

In order for a survivor to select any survival tactic, he must have survived a situation posing a danger against which the tactic might have helped the survivor to endure. At 8th level, and again at every four levels thereafter, the survivor gains another survival tactic from the following list.

Deathless (Ex): Once per round, when he fails a saving throw against a death effect, a survivor may immediately

Table 1-15: Survivor

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Stubborn survivalist, live off the land, safe passage
2nd	+2	+3	+0	+0	Bonus feat, paranoia
3rd	+3	+3	+1	+1	Thick skin, uncanny dodge
4th	+4	+4	+1	+1	Survival tactic
5th	+5	+4	+1	+1	Evasion, light sleeper
6th	+6/+1	+5	+2	+2	Bonus feat
7th	+7/+2	+5	+2	+2	Improved uncanny dodge, thick skin
8th	+8/+3	+6	+2	+2	Survival tactic
9th	+9/+4	+6	+3	+3	Improved evasion, live off the land (fast trackless travel)
10th	+10/+5	+7	+3	+3	Bonus feat, stable
11th	+11/+6/+1	+7	+3	+3	Thick skin
12th	+12/+7/+2	+8	+4	+4	Survival tactic
13th	+13/+8/+3	+8	+4	+4	Head on swivel, stalwart
14th	+14/+9/+4	+9	+4	+4	Bonus feat
15th	+15/+10/+5	+9	+5	+5	Thick skin
16th	+16/+11/+6/+1	+10	+5	+5	Survival tactic
17th	+17/+12/+7/+2	+10	+5	+5	Live off the land (take 20 without increasing task time)
18th	+18/+13/+3/+3	+11	+6	+6	Bonus feat
19th	+19/+14/+19/+4	+11	+6	+6	Thick skin
20th	+20/+15/+10/+5	+12	+6	+6	Eternal survivor, survival tactic

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re-roll the saving throw with a +2 insight bonus. He may expend one use of the safe passage class feature to grant this bonus to all allies within 60 feet until the start of his next turn.

Determination (Ex): In order to confirm a critical threat against the survivor, an opponent must succeed at two confirmation rolls, instead of one. The survivor, as an immediate action in response to a critical threat being scored against an ally within 60 feet, can expend one use of his safe passage to extend the benefits of this survival tactic until the attack is resolved.

Enhanced Immune System (Ex): The survivor's body has been conditioned a thousand times to endure even the worst hardships. He gains a +4 bonus on all saving throws against disease and poison.

The survivor may expend one use of the safe passage class feature to grant this bonus to all allies within 60 ft. until the start of his next turn.

Elusive Thoughts (Ex): A survivor gains a +4 insight bonus on saving throws against charm effects. He may expend one use of the safe passage class feature to extend this bonus to all allies within 60 feet until the start of his next turn.

Feral Fighting (Ex): Whenever he succeeds on a saving throw against any hostile effect produced by any opponent, the survivor gains a +2 morale bonus on attack and damage rolls. This bonus persists for a number of rounds equal to his Constitution modifier.

During this duration, if the survivor is successful on a new saving throw, this ability resets.

Hard Man to Get a Hold Of (Ex): A survivor that selects this tactic continuously benefits from a *freedom of movement* effect as a consequence of his extraordinarily well-honed ability to slip free of restraints. As an extraordinary ability, this effect is non-magical and cannot be dispelled. He may expend one use of safe passage to extend the benefits of this talent to an ally within 60 ft. until the start of your next turn.

Last-Ditch Effort (Ex): Once per round, when a survivor would normally provoke an attack of opportunity for any reason, he may elect to spend a use of safe passage to negate this opportunity instead.

Alternately, he may instead choose to drop prone in order to force any creature that has just rolled an attack of opportunity against him to reroll the attack, taking the new result. This special ability is a free action and may be used outside of the survivor's turn.

Magic Repellant (Ex): In order to gain the benefits of this tactic, the survivor must spend 1 hour to prepare this special defense. If he does, he gains spell resistance equal to $(10 + \frac{1}{2} \text{ the survivor's class level} + \text{ his Con modifier})$ for 24 hours. This preparation might involve, for example, coating himself with a special kind of ritualistically-prepared mud, applying runic wards to your skin, or even

applying the blood of a wolf to his forehead. If this method is countered or disrupted (the blood or mud is washed off or removed, etc.) the duration of this spell resistance is ended.

Nature's Pantry (Ex): A survivor gains the ability to take nourishment from any organic, sustaining meal, no matter how repugnant. In addition, he can attempt a DC 25 Reflex save as a standard action to regurgitate any ingested poison within one round of having ingested it. If successful, the poison has no further effect on him.

He may expend one use of his safe passage to allow a single ally within 60 feet to attempt the same Reflex save to regurgitate an ingested poison within one round of having ingested it.

Shady Character (Sp): A survivor with this tactic is very difficult to spy on, even by magical means. In order to gain the benefits of this tactic, he must spend 1 hour to prepare these special defenses. If he does, he gains the effects of a *non-detection* spell for 24 hours, with a caster level equal to his survivor class level. Examples of this preparation might involve coating herself with a special, mirrored powder, attaching her magical aura to rock or animal, or even duplicating magical auras in order to scramble scrying attempts. If this method is countered or disrupted (such as, the animal or rock sporting his aura is destroyed or killed, the powder is washed off, etc.) the duration of the *non-detection* effect immediately ends.

Shield Sacrifice (Ex): When hit by a melee or ranged attack and holding a shield, the survivor can maneuver the shield just in time to absorb all the damage from the attack. The shield then automatically gains the broken condition.

If this shield is used to absorb a second attack, it has the same effect, but is then destroyed instead of broken. Any and all attempts to fix the shield is unsuccessful, even attempts with spells such as *mending* or *make whole*.

Slippery Soul (Ex): A survivor gains a +4 insight bonus on saving throws against compulsion effects. He may expend one use of the safe passage class feature to grant this bonus to all allies within 60 feet until the start of his next turn.

In order to select this talent, the survivor must be at least 8th level, and possess the elusive thoughts survival tactic.

Surefooted (Ex): The survivor can move normally through difficult terrain. Any effect that would result from him moving over it (magma burns, the effects of quicksand, etc.) affect him normally.

Survivor's Luck (Ex): Sometimes it's better to be lucky than good. Once per day, a survivor can force any character within 10 feet per survivor level to reroll any d20 roll. He may apply this reroll to himself. A survivor must declare the use of this ability after the roll is made,

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but before the results of the roll are announced. This special ability requires no action on his part, and can be used even when it isn't his turn.

A survivor may expend one use of safe passage to gain an additional daily use of this ability, but only if the reroll would benefit an ally (such as an enemy's attack roll against an ally, a critical confirmation against an ally, etc).

Underdog (Ex): Once per round, a survivor can stand up from the prone position as a swift action, and without provoking attacks of opportunity. In addition, he receives only a -2 penalty to your Armor Class against melee attacks while he is prone.

Unshakable (Ex): The survivor gains a +2 insight bonus on saving throws against all mind-affecting effects. In addition, he may reroll a single failed saving throw against a mind-affecting effect, once per day. Once per day he may expend one use of the safe passage class feature to allow a single ally who has failed a saving throw against a mind-affecting effect to reroll that saving throw.

In order to select this talent, a survivor must be at least 12th level, and possess the slippery soul survival tactic.

Vitality Burst (Ex): The survivor gains a +4 bonus on all Constitution checks made to stabilize while dying. In addition, while his hit point total equals a negative value equal to or less than his Constitution modifier, he gains fast healing 1 until he reaches 1 hit point or higher. A survivor gains the benefits of this tactic only during the same round when he successfully stabilizes from dying, and may only recover an amount of hit points per day from this ability equal to 1½ the survivor's Constitution modifier.

Evasion (Ex)*: At 5th level, the survivor can avoid magical and unusual attacks. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, the survivor instead takes no damage. Evasion can be used only if he is wearing light armor or no armor. If a survivor is helpless, he does not gain the benefit of evasion.

As an immediate action in response to an ally's Reflex saving throw, a survivor can expend one use of his safe passage ability to grant that ally the benefits of the evasion class feature until that saving throw is resolved. The use of this ability must be declared before the saving throw has been rolled.

Light Sleeper (Ex): At 5th level, a survivor takes no penalty on Perception skills checks while sleeping, as long as the stimulus that the survivor is attempting to perceive is within 30 feet.

Improved Uncanny Dodge (Ex): Upon reaching 7th level, a survivor can no longer be flanked. This defense denies a rogue the ability to sneak attack the survivor by

flanking him, unless the attacker has at least four more rogue levels than the target has survivor levels.

If he 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.

The survivor is unable to use his modified uncanny dodge class feature to impart improved uncanny dodge to his allies.

Improved Evasion (Ex): At 9th level, a survivor gains the improved evasion class feature as described in the monk class description.

The survivor is unable to use his modified evasion class feature to impart improved evasion to his allies.

Stable (Ex): At 10th level, a survivor automatically succeeds at Constitution checks made to stabilize while dying. A survivor may expend one use of his safe passage to cause a dying ally that he touches as a standard action to stabilize automatically.

Head-on-a-Swivel (Ex): At 13th level, a survivor can gain all-around vision (as described in the universal monster rules) as a swift action for a maximum number of rounds per day equal to twice his Constitution modifier. These rounds need not be consecutive. Ending this effect is a free action.

Stalwart (Ex)*: At 13th level, a survivor can overcome certain attacks with mental and physical resiliency. If he makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. This ability can only be used if the survivor is wearing light armor, medium armor, or no armor. A helpless survivor does not gain the benefit of the stalwart ability.

In addition, as an immediate action in response to an ally's Fortitude or Will saving throw, a survivor can grant that ally the benefits of his stalwart until that saving throw is resolved by expending one use of safe passage. The use of this ability must be declared before the saving throw has been rolled.

Eternal Survivor (Ex): At 20th level, any time that the survivor fails a saving throw, he may re-roll the saving throw and take better result. The survivor may not re-roll more than one saving throw per round in this way.

Additionally, the survivor becomes a quasi-immortal creature. Any time he would die as the result of exceeding his maximum negative hit point total, he returns to life in 1d4 days so long as there are intact remains to return to. The survivor may still die of old age, or by having his remains disintegrated or similarly destroyed.

SYNERGIST

In every adventuring group there are those who lead the party, those that follow, and the occasional lone wolf. There is also the unaccounted supporting role for one that acts as a lodestone, or catalyst for the endeavors the party seeks to undertake. Through dumb luck, divine intervention, or an outpouring of charisma, synergists spur their companions to greater heights of success by acting as a feedback loop of encouragement and acuity. From each successful action of her allies, she acts as a driving force of shared inspiration to help create new legends and heroic deeds.

Role: Synergist are drawn to those that are attempting heroic tasks or those that are down on their luck and are in need of a little encouragement to meet their potential. While not trained as front line fighters, when they are embedded within a group, a synergist can assist with battlefield control using their ability to improve her allies reactions in combat. Drawing upon their allies' successful actions, she turns the tide by reinforcing and raising her allies' battle prowess with the coherence and aid another actions. While not in the heat of battle, synergists excel as skilled operatives and can lend support to almost any situation.

Alignment: Any

Hit Die: d8

Class Skills:

The synergist's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis) and Swim (Str).

Skill Ranks per Level: 4 + Int modifier

Class Features:

Weapon and Armor Proficiency: All synergists are proficient with all simple weapons. Synergist are also proficient with light and medium armor, and with shields (except tower shields).

Coherence (Ex): At 1st level, once per day as a full-round action, a synergist designates a number of allies into what she refers to as her cast. The number of cast members may not exceed her Charisma modifier, and she must include herself when designating her cast. After being selected, all cast members must remain within 30 feet of the synergist in order to gain the benefits granted by her other class abilities, as detailed below.

For each member of her cast that is adjacent to the synergist, she gains a cumulative +1 shield bonus to her AC. If the synergist is using a shield, this additional bonus stacks with the bonus given from her shield.

As a swift action, any cast member may warn another

Synergy among Synergists:

It is suggested that the GM disallow two or more synergists from adventuring together, or at the very least, rule that a group can only take advantage of one application of synergy. The feedback loop of synergy and its potential effects is enough to tear down the fabric of any game mechanic (if not game reality and verisimilitude).

In terms of flavor, it might be decided that there is only room for one natural talent, or that the luck of the synergist is an individual trait, and is affected or interfered with by another synergist's mojo or synergy.

member that they are making a ranged attack. A cast member that is within 10 feet of a synergist that has given the warning and is firing into a melee combat that has a cast member as a participant, is treated as though they possessed the Precise Shot feat.

At 2nd level, members of the synergist's cast are treated as if they possessed the same teamwork feats as the synergist for the purpose of determining whether the synergist receives a bonus from her teamwork feats. Cast members do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet all of the prerequisites listed in the teamwork feat for the synergist to receive the listed bonus.

At 5th level, a synergist can grant a teamwork feat from those gained with her teamwork feat ability to members of her cast that remain within 30 feet and can see and hear her. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels that the synergist possesses. Cast members do not need to meet the prerequisites of these teamwork feats. The synergist can grant a teamwork feat as a standard action once per day at 5th level, and one additional time per day every four levels thereafter, for a total of 4 times per day at 17th level.

At 11th level, the synergist can grant a teamwork feat to members of her cast as a swift action.

At 17th level, the synergist can grant any two teamwork feats that she knows to members of her cast.

If at any point a cast member leaves coherence range, they lose all benefits granted by the synergist's abilities. They may return to this radius to regain any benefit of being a cast member granted by the synergist's abilities at any time. A designated cast lasts until the synergist rests for 8 hours or after 24 hours, whichever comes first.

Enable (Ex): At 1st level, when a synergist successfully uses the Aid Another action to help a member of her cast with either an attack action or a skill check, she grants them a more favorable bonus. The bonus given from her aid another action is equal to half her synergist level (minimum 1) to a maximum bonus of +5. This ability only



Classes: Synergist

grants this bonus to that member's attack roll or skill check and is not applicable to other aid another checks. The synergist can use this ability a number of times per day equal to her Charisma modifier.

Synergy (Ex): Starting at 1st level, the synergist taps into the natural energies of camaraderie among her cast. In game terms, synergy is a measure of a synergist's cult of personality that allows her to channel combat success to increase the effectiveness of all actions of her allies. A synergist can create synergy a number of times per day equal to 1+ her Charisma modifier. For every three levels she possesses of her synergist class, she receives one additional use of synergy.

When she expends a use of synergy as an immediate action, the synergist can feed off the momentum of her cast during a combat round and store it as synergy counters. For each successful attack action, saving throw or skill check made in the round by a member of her cast, the synergist gains a +1 bonus synergy counter. On a confirmed critical hit or a result of a natural 20 on a roll, she instead gains two +1 bonus counters. A synergist can store a maximum number of synergy counters equal to her synergist level + plus Charisma modifier.

As a move action, the synergist can bestow her absorbed synergy counters to members of her cast. The synergy benefits bestowed in this manner remain for a number of rounds equal to her Charisma modifier + ¼ her synergist level (minimum 1). These counters can be distributed to a single member or among any number of members of her cast as she sees fit.

Any member of the cast that moves beyond 30 feet from the synergist immediately loses any benefits

granted by synergy and the duration of the benefit granted ends.

Absorbed synergy counters can be stored for up to 24 hours, or until the synergist rests for 8 hours. A cast member can only benefit from one affect granted by synergy at time. If the synergist wishes to use the synergy ability to absorb successes again, previous uses of this ability immediately end. Any benefits that were granted to cast members immediately end. The synergist loses half of her stored counters (rounded down) and they are added to the new synergy.

When distributing her stored synergy counters, the synergist may choose from the following list of synergies to bestow to the member of her cast. These benefits need not be the same for each cast member:

Aptitude: Counters given to a cast member grant a competence bonus to skill checks equal +2 for every counter bestowed.

Battle Acuity: The cast member receives a morale bonus to attack rolls.

Battle Surge: The synergist can grant the chosen member of her cast a bonus of 5 temporary hit points for each counter she has channeled. These temporary hit points disappear once the synergy duration ends.

Calm: The cast member gains a morale bonus to all Concentration skill checks.

Defense: This synergy grants the chosen cast member an insight bonus to Armor Class.

Elusive: The chosen cast member receives a morale bonus to CMD.

Fate: For every 2 points of synergy channeled, the cast member is granted +1 luck bonus to all saving throws.

Table 1-16: Synergist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Coherence, enable, synergy, technique
2nd	+1	+3	+0	+3	Teamwork feat
3rd	+2	+3	+1	+3	Complementary skillset, critical catalyst, technique
4th	+3	+4	+1	+4	Close cell, charismatic defense
5th	+3	+4	+1	+4	Lock, teamwork feat
6th	+4	+5	+2	+5	Alacrity, technique
7th	+5	+5	+2	+5	Reactive echelon
8th	+6/+1	+6	+2	+6	Teamwork feat
9th	+6/+1	+6	+3	+6	Technique
10th	+7/+2	+7	+3	+7	Supportive cast
11th	+8/+3	+7	+3	+7	Teamwork feat
12th	+9/+4	+8	+4	+8	Technique
13th	+9/+4	+8	+4	+8	Ground force
14th	+10/+5	+9	+4	+9	Teamwork feat
15th	+11/+6/+1	+9	+5	+9	Technique
16th	+12/+7/+2	+10	+5	+10	Fire team
17th	+12/+7/+2	+10	+5	+10	Teamwork feat
18th	+13/+8/+3	+11	+6	+11	Technique
19th	+14/+9/+4	+11	+6	+11	Critical aid
20th	+15/+10/+5	+12	+6	+12	Teamwork feat, true synergy

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Fleet: A cast member gains a morale bonus of +5 feet to their land speed for each counter that is bestowed.

Maneuver Expertise: The synergist can grant chosen members of her cast a morale bonus to CMB.

Swift Surge: A cast member is granted a circumstance bonus to initiative rolls. If used after a combat has started, the beneficiary (only) gains a bonus to initiative equal to the channeled bonus, allowing them to move up the initiative order. If this bonus moves the recipient ahead of the synergist in the initiative order, then the recipient acts before the synergist and the synergist acts after their action has finished. When this synergy ends, the beneficiary returns to their original initiative order.

The ability to use of synergy is replenished each morning after 8 hours of rest; these hours do not need to be consecutive.

Technique (Ex): At 1st level, a synergist can choose to learn one technique. Some techniques function only when assigning herself synergy, while others are considered automatically in effect. Unless otherwise noted, when the synergist distributes synergy to herself and she possesses multiple techniques that rely on her receiving synergy, all of the effects come into play for the normal duration.

The synergist selects a new technique at 3rd level and every 3 levels thereafter. At 1st level, the synergist can select from the following techniques:

Mettle: The synergist chooses one type of save, until the duration of her synergy ends, when using the chosen save, if she is successful using it from an attack or effect that deals half damage on a successful save, she instead takes no damage. If she selects her Reflex save, she can only use this ability if she is wearing light or no armor.

Studied Strike: While synergy is in effect and when a synergist confirms a critical hit against an enemy, it then becomes flat-footed to the other members of her cast for the duration of the effect.

Tutelage: The synergist gains proficiency with any martial weapon used by a member of her cast during combat. For each new martial weapon used by her cast, she gains proficiency. This technique does not require the use of synergy to function.

At 3rd level, a synergist adds the following techniques to her list of those that can be selected:

Agile Warrior: While under the effects of synergy, she can move through 5 feet of difficult terrain each round as if it were normal terrain. This allows for the synergist to take a 5 foot step into difficult terrain.

Amelioration: When a cast member rolls a natural 20 on an ability check, skill check, saving throw, or confirms a critical hit, the synergist can take an immediate action, and spend 1 synergy counter to allow a single member

of the cast to remove one of the following conditions completely: fatigued or shaken; or suppress the sickened condition for a number of rounds equal to the synergist's Charisma modifier.

Combat Team: The synergist selects 1 of the following combat maneuvers: bull rush, dirty trick, disarm, drag, grapple, overrun, reposition, sunder, or trip. While within 10 feet of any cast member that is under an effect of synergy, she gains a +2 competence bonus to her CMB and CMD when making or defending against this chosen maneuver. This technique can be selected multiple times and each time it is chosen, it must apply to a different combat maneuver.

Increasing Defense: While under the effects of synergy, the synergist gains a +1 circumstance bonus to AC against one opponent. If all of the selected opponent's attacks that are against the synergist miss in a given combat round, this bonus increases to +2.

Increasing Precision: For the duration of a synergy, against any opponent that she has been with in combat for more than one round, the synergist gains a +1 circumstance bonus to all attack rolls and deals an additional 1d3 points of precision damage on a successful strike.

Tactical Retreat: While the bestowed synergy remains, the synergist can use the withdraw action as a standard action, instead of a full-round action. If the synergist can only take a move action each round, she can withdraw as a move action, but she can only move at her normal speed.

At 6th level, a synergist adds the following techniques to the list of those that can be selected:

Battle Steps: During a full attack action, on each consecutive successful attack, the synergist can expend one counter to make an additional 5 foot step movement. She may not perform more "5 foot steps" than her Charisma modifier.

Expert Combat Team: As combat team, but the bonus improves to +4. This synergy can be selected multiple times. Each time this synergy it is chosen it applies to a different combat maneuver that the synergist possesses. The synergist must have the combat team technique of the same maneuver to select this technique.

Improved Amelioration: As the amelioration, but she may also remove one of the following conditions: dazed or staggered; or suppress diseased for a number of rounds equal to her Charisma modifier. She must possess the amelioration technique to select this technique.

Improved Defense: As increasing defense technique, but the each of the bonuses given increase to +2 and +3 respectively. The synergist must possess the increasing defense technique in order to select this technique.

Improved Precision: As increasing precision, but the attack bonus increases to +2 and the precision damage

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dice improves to a 1d4. The synergist must have the combat precision technique to select this technique.

Uncanny Dodge: While bestowed synergy remains the synergist gains the benefits of the uncanny dodge class feature.

At 9th level, a synergist adds the following techniques to the list of those that can be selected:

Advanced Tutelage: The synergist gains proficiency with any exotic weapon used by a member of her cast during combat. The synergist must have the tutelage technique to select this technique.

Greater Battle Steps: The synergist can make a 5-foot step before and after a full attack action. Each 5-foot step requires the expenditure of one synergy counter. The synergist must have the battle steps technique to select this technique.

Greater Amelioration: As improved amelioration, but the synergist may also remove one conditions: exhausted or frightened; or suppress the cursed, nauseated, or the poisoned condition for a number of rounds equal to her Charisma modifier. The synergist must possess improved amelioration, before selecting this technique.

Greater Defense: As improved defense, but the bonus again increases to +3 and +4. The synergist must have the improved defense technique to select this technique.

Greater Precision: As increasing precision, but this technique's attack bonus increases to +3 and the die for

precision damage improves to 1d6. The synergist must have the improved precision technique to select this technique.

Ignore Provocation: When she dispenses synergy to herself, the synergist selects one of the following actions: attempting a combat maneuver, making a ranged attack, or making a move action. While this technique is active, the selected action being performed, no longer provokes attacks of opportunity.

Improved Uncanny Dodge: While under the effects of synergy, she gains the benefits the of improved uncanny dodge class feature. The synergist have the uncanny dodge synergy to select this technique.

At 12th level, she adds the following techniques to the list of those that can be selected:

Master Combat Team: As expert combat team, but the bonus improves to +6. This synergy can be selected also multiple times, with each time applying to a different combat team technique. The synergist must have the expert combat team technique of the same maneuver to select this technique.

Perfect Amelioration: As greater amelioration, but the synergist may completely remove one of the following conditions: stunned; or suppress the blinded, deafened or paralyzed conditions, if these are not permanent, for a number of rounds equal to her Charisma modifier. The synergist must have greater amelioration technique to select this technique.

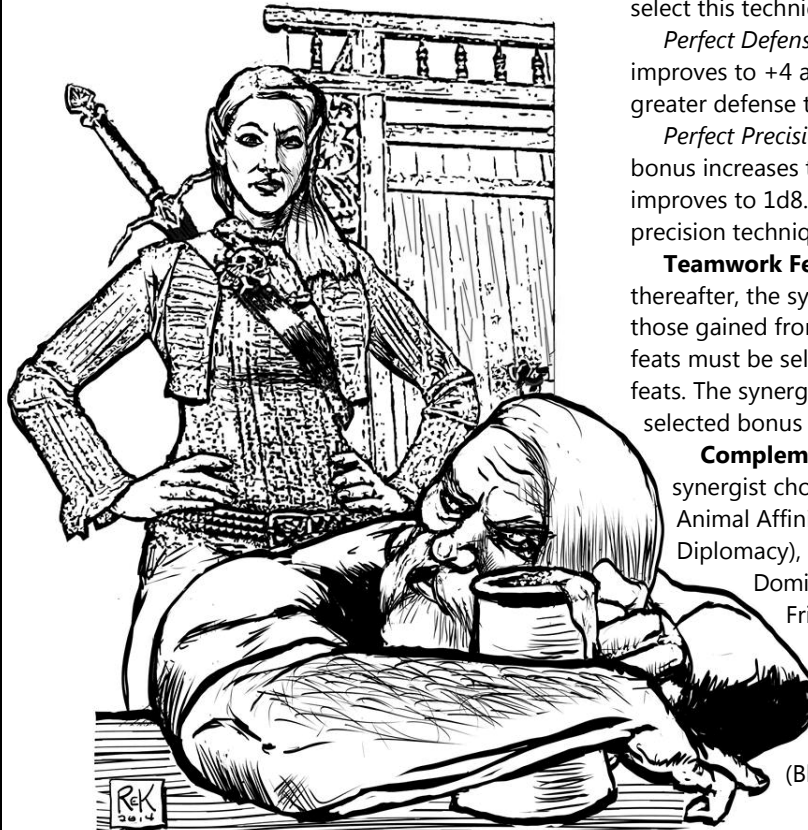
Perfect Defense: As greater defense, but the bonuses improves to +4 and +5. The synergist must have the greater defense technique to select this technique.

Perfect Precision: As greater precision, but the attack bonus increases to +4 and the precision damage die improves to 1d8. The synergist must have the greater precision technique to select this technique.

Teamwork Feat: At 2nd level, and every three levels thereafter, the synergist gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as teamwork feats. The synergist must meet the prerequisites of the selected bonus feat.

Complementary Skill Set (Ex): At 3rd level, the synergist chooses one of the following skill sets: Animal Affinity (Handle Animal, Ride), Cunning (Bluff, Diplomacy), Discerning (Bluff, Sense Motive), Domineering (Handle Animal, Intimidate), Friendly (Diplomacy, Handle Animal), Perceptive (Perception, Sense Motive), Persuasive (Diplomacy, Intimidate), Subtle (Diplomacy, Sense Motive), Vigorous (Climb, Swim) or Willful (Bluff, Intimidate).

If the synergist has at least 5 or more



Classes: Synergist

ranks within the skill set, she gains a +2 competence bonus when using those skills. If a specific skill falls into more than one skill set, the synergist's bonuses do not stack; she simply uses whichever bonus is higher. The synergist can choose a new skill set at 6th level and again at 12th level. Every three levels after learning a new skill set, the competence bonus increase to +4, and after a total of six levels, the competence bonus increase to +6.

Critical Catalyst (Ex): At 3rd level, the synergist's cast begins to function as a team, acquiring greater inspiration from each other. As long as the synergist has at least one use of synergy (not counters) remaining, whenever a cast member confirms a critical hit, all members of the cast receive a +2 morale bonus to rolls to confirm critical hits for a number of rounds equal to the synergist's Charisma modifier. Confirmed critical hits during this duration cause the morale bonus to accumulate and increase by +2 per success and extend the duration for one round.

Charismatic Defiance (Ex): At 4th level, as long as the synergist has uses of her synergy ability remaining, she may add her Charisma modifier to her Armor Class instead of Dexterity if it is higher. Should the synergist's be wearing armor, it's maximum Dexterity bonus applies to her Charisma instead.

Close Cell (Ex): At 4th level, a synergist bestows the benefits of the Lunge feat to all cast members that are within 10 feet of the synergist.

Lock (Ex): At 5th level, the synergist gains the ability to draw upon the various strengths of her cast to assist them in their endeavors. This ability may be used once per day and one additional time at time per day at 10th and 15th level. When she uses this ability, the synergist can choose one of the following abilities to bestow:

Boost: As a move action, the synergist can cause all members of the cast that remain within 30 feet of the synergist, to gain a +1 morale bonus on all attack and damage rolls for a number of rounds equal to the total number of members in the cast. This bonus improves by +1 at 10th, 15th and 20th level.

Close Call: As an immediate action, one member of the cast can negate a confirmed critical hit made against them. Following this attack the cast member receives a -2 penalty to their next attack.

Desperation: If the total number of hit points of the entire cast falls below 50% of the entire cast's maximum threshold, as a move action, the synergist can bestow a +2 circumstance bonus to AC, to attack, and damage rolls to the entire cast for a number of rounds equal to her Charisma modifier. This effect is negated if the total number of hit points for the cast rises above 50% of their total. Once this ability ends, the entire cast is fatigued for 1d4 rounds.

Sensitive Cast: As a free action, the synergist can allow one member of her cast to use the skill bonus of another

member for one skill check attempt. This can be used on an attempt of a Bluff, Diplomacy, Intimidate, Perception, or Sense Motive skill check.

Substitute: As an immediate action, the synergist can enable one cast member the option to use a saving throw of another cast member. This saving throw must be of the same appropriate type being used.

Surge Heal: When a member of the cast is reduced to half their hit points the synergist can, as a move action, allow each cast member within 30 feet to volunteer a number of hit points to give to the wounded member. The maximum amount of hit points that a cast member can donate, is equal to their Constitution modifier times their level.

Alacrity (Ex): Starting at 6th level, a synergist can improve the speed of an ally's action. As an immediate action, a synergist can improve one action of a single cast member by one step (standard action becomes a move action, move action becomes a swift action) for 1 round). The action of the ally cannot be reduced lower than a swift action, and it does not allow the altering of full-round actions (such as full attack action, or charge attacks) to become any other action, nor can it be used to improve spell casting or spell-like abilities. Alacrity can be used once per day at 6th level, plus an additional time per day every six levels thereafter. By expending two uses of this ability the synergist can improve an action by two steps.

Reactive Echelon (Ex): At 7th level, a synergist can grant combat opportunities to a single ally. When she creates a cast, the synergist selects one ally within her cast that gains the benefit of this ability. The chosen ally can use the synergist's Charisma modifier or his own Dexterity modifier to calculate the maximum number of attacks of opportunity he can make in a round, whichever is more beneficial to the ally. The chosen ally must start and end their turn within 10 feet of the synergist to benefit from this ability. The effect remains until her cast ability has expired.

Supportive Cast (Ex): At 10th level, a synergist draws upon his cast members and steps to the forefront of the combat stage. As a standard action, she draws upon the support of all members in her cast when making a single attack, skill check or save. The synergist makes an aid another action check for each cast member within range. However, she treats each roll as if they were attempting to assist her with an aid another action, using the appropriate bonus. For each successful result, she adds this bonus to her own result. She must declare the use of this ability before she attempts her own action. Supportive cast does not as an action for those members of the cast. This ability can be used once per day at 10th level and one additional time at 15th and 20th level.

Ground Force (Ex): At 13th level, a synergist grants

Classes: Synergist

her allies the ease of movement. If an ally is a member of her cast, they gain the ability to move through 5 feet of difficult terrain each round, as though it were normal terrain. This also allows members of the cast to take a 5 foot step into difficult terrain.

Fire Team (Ex): The cast of the synergist focuses on pin-point accuracy when combining ranged attacks. At 16th level, a synergist can spend synergy counters as a free action to give a cast member that is within 10 feet of her, the ability to tag a creature. As part of a successful ranged attack, the cast member tags the target. For every successful ranged attack made by another cast member against this target, it deals an additional +2 precision damage. This effect is cumulative per successful ranged attack, for a number of rounds equal the number of counters expended at the at the time of activating this ability.

Critical Aid (Ex): At 19th level, the synergist improves the chances of her allies dealing critical damage. As a swift action, each ally that is designated as part of her cast gains a +4 circumstance bonus to all rolls made to confirm a critical hit for 3 rounds. This ability can be used once per day.

True Synergy (Ex): At 20th level, a synergist can use her synergy ability to grant individual members of her cast up to two different benefits simultaneously. Each member can divide the assigned bonus between two benefits, or they can assign the bonus to a single benefit as normal.

Additionally, the synergist can channel a second use of her synergy concurrent with a first use to double the amount of counters gained per success. She retains this synergy even if it exceeds her synergy maximum.

The Synergist and further reading:

The synergist is the brain child of the lead at Forest Guardian Press, Morgan Boehringer.

For those that are unfamiliar with these products, and one to make mention that would contend (work well along side) with some of the classes within these pages, would be that of the base class Direlock.

The Direlock functions as a foil to spellcasters or as a competent eldritch empowered combatant, taking advantage of her perilous dire zone and confounding enemies with her dire mantle, fearsome slough and fell eldritch tendrils.

This class is available in PDF format at online stores where you have purchased this PDF (in the case of this being the print form you have in your hands, search the interwebs when you get time).

Also look for more support for the synergist from Forest Guardian Press coming soon!

Did you hear the one about a direlock, conduit, and a warloghe walking into a tavern...



Classes: Umbra

UMBRA

"I do not believe you are welcome here," a town guard said firmly. Unga-nurthen knew he would have trouble stepping into the human settlement, for which he had planned on bribing his way in. This guard, however, was not seeing gold as acceptable payment.

Unga played it safe and walked away from the tense situation. He remembered a slight gap in the stockade around the corner and headed in that direction once off the main road. In a short time he found the gap large enough for a rabbit or bird to pass thru. Unga-nurthen stood staring at the gap and focused his planer heritage from the fire plane causing his skin to ripple. In a bright flash, he traveled through the gap and hit the wall of a building on the other side. As his body converted back from the ball of fire to flesh and bone, he rubbed his jaw. He always forgot to look what was on the other side of the wall.

At the intersection of the material plane and an anomaly of aberration origins, a residue forms to create a taint that clings to sentient creatures. This taint is sometimes left behind by the shadow of a being who has shifted planes, or an outsider producing offspring with a planer native. The results of these blessings or misgiving factors have come to be called the umbra. Umbra possess a unique connection to another planes that alters their physical body and allows for the manifestation of planer elements into the material world. As they grow, umbra learn to attune and embrace planer elements using their body as a focal point.

Role: The umbra is fairly dependent on her specific planar attunements. She may be a frontline combatant, an evoker, a healer, or even a generalist. In adventuring groups, an umbra is the member who is able to flex her overall definition and function within the party.

Alignment: Any

Hit Die: d8

Class Skills:

The umbra's class skills are Bluff (Cha), Craft (any) (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier

Class Features:

Weapon and Armor Proficiency: The proficiency of weapons an umbra is determined by its primary embrace. All umbra are proficient with light armor and shields, but not tower shields. If an umbra uses armor or a shield with which they are not proficient, she suffers a percentile

chance of failure in the activation of any planer power or trait that is equal to the armor and/or shield's arcane spell failure chance. A failed use counts against her daily uses (if any) and consumes resources as though the planer ability were used successfully.

Planar Embrace: An umbra is defined by the planes that serendipity has linked to her. As the umbra increases in power, she becomes linked to a plane and eventually by a second plane working together within her body. These are known to her as the primary and secondary embraces.

Primary Embrace (Ex): At 1st level, the umbra selects a plane that signifies the direct influence on her heredity and is referred to as the "primary" embrace. This first selected embrace represents the plane whose seed of potential has been with the umbra since birth. Starting with 1st level the umbra receives two primary point, or PP, that can be used to select abilities associated with the chosen plane. This power increases by one PP at 3rd level. At 4th and every 2 levels there after it increases again as per Table: Umbra.

The umbra knows all the abilities associated with her embrace, but she must choose which abilities to invest in, (see the planar attunement class feature for details on investing in abilities). In addition, she receives that plane's favored skill as a class skill, and the listed weapon proficiencies that correspond.

Secondary Embrace (Ex): The primary embrace has rehabilitated the umbra's body, making it susceptible to another plane of influence. This secondary embrace seeps into the material world and grasps at the essence infesting her bloodline. At 5th level, the umbra chooses another plane she has not yet selected to become her secondary embrace.

At 5th level and every 2 levels thereafter, the umbra receives one secondary point, or SP, that can be used to invest in abilities associated with the chosen plane. As with her primary embrace, she knows all of the abilities associated with her secondary plane.

Primary Points (PP) and Secondary Points (SP) are collectively known as embrace points, or EP for short.

Planar Powers and Traits: The umbra's embraces have corresponding planar powers and planar traits in which to invest her EP.

Planer powers are scaling abilities that accept any number of embrace points and grow in power with the amount of points invested into them. Conversely, planar traits accept a maximum of one embrace point and, therefore, cannot scale with points invested.

Some planar powers consume embrace points on activation or consume EP if the umbra attempts to use the ability twice in rapid succession. Consumed points are spent and lost until the next time she performs a planar attunement.



Classes: Umbra

Unless otherwise noted the save DC of any planer power or traits is a DC of 10 + ½ the umbra's class level + her Charisma modifier.

Planar Attunement (Ex): The umbra has learned to control the essence that slowly grows in her body. Like a spellcaster, an umbra must receive 8 hours of rest and spend 1 hour meditating in order to rebuild lost power and influence the planes within her.

When she performs her planer attunement, embrace points that were consumed prior to her meditating are effectively replenished. All EP assigned to planer powers and planer traits prior to her attunement are cleared from her being and her PP and SP reset to their starting values as listed on Table: Umbra for reassigning.

When preparing her EP for the day, the umbra assigns her embrace points to various abilities, making sure that her PP is assigned to planar abilities corresponding to her primary embrace. If she is 5th level or higher, her secondary points are assigned to the planar abilities that correspond to her secondary embrace.

Planar Warding (Ex): At 1st level, an umbra's birth connection to her primary embrace is strong enough to grant her limited protection against the forces of that plane. The umbra has resistance to her primary plane's planar energy type equal to her umbra class level.

At 6th level, the umbra makes a similar connection with her secondary embrace. She now has resistance to her secondary plane's planar energy type equal to ½ her umbra class level, rounded down.

Quickswap (Su): Starting at 3rd level, the umbra gains the ability to rapidly shift the specific powers and

traits manifested by her plane. As a full-round action that provokes an attacks of opportunity, she reassigns her PP or her SP, as though she had just performed her planar attunement class feature. This ability does not restore consumed embrace points like attuning does.

Due to the nature and stress of her body pulling from the planes, this ability consumes one EP taken from the umbra's choice of pools. This ability can be used once per day.

At 7th level and every four levels thereafter, this ability can be used one an additional time per day, for a total of 5 times per day at 19th level.

Ubiquitous Powers: At 3rd level, the umbra realizes that there are certain applications of planar energy that function regardless of which plane the energy is being harnessed from. She adds one of the planar powers or traits from the list to her primary plane's list of planar abilities. At 5th level, and then every four levels after, an umbra selects another ubiquitous power.

Starting at 5th level, she may add the chosen power to her secondary plane's list of planar powers instead. An umbra may select a planar power multiple times. If she does, each time she must apply it to a different plane.

Twisting Anatomy (Ex): Starting at 4th level, the umbra's body has begun to shift its physiology to blend in accordance with her primary embrace. For example, an individual with power over water may have cold, clammy skin that becomes wet and slimy as her power grows; while an individual with power over the earth itself may slowly develop eyes that look more like gemstones. The umbra gains a +1 circumstance bonus to skill checks

Table 1-17: Umbra

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Primary Points (PP)	Secondary Points (SP)
1st	+0	+0	+0	+2	Planar attunement, primary embrace, planar warding-primary	2	-
2nd	+1	+0	+0	+3	Ubiquitous power	2	-
3rd	+2	+1	+1	+3	Quickswap (1/day)	3	-
4th	+3	+1	+1	+4	Twisting anatomy +1	4	-
5th	+3	+1	+1	+4	Planar warding-secondary, secondary embrace, ubiquitous power	4	1
6th	+4	+2	+2	+5	Hidden reserves - 1	5	1
7th	+5	+2	+2	+5	Quickswap (2/day)	5	2
8th	+6/+1	+2	+2	+6	Twisting anatomy +2	6	2
9th	+6/+1	+3	+3	+6	Ubiquitous power	6	3
10th	+7/+2	+3	+3	+7	Hidden reserves - 2, demiplane emergence	7	3
11th	+8/+3	+3	+3	+7	Quickswap (3/day)	7	4
12th	+9/+4	+4	+4	+8	Twisting anatomy +3	8	4
13th	+9/+4	+4	+4	+8	Ubiquitous power	8	5
14th	+10/+5	+4	+4	+9	Hidden reserves - 3	9	5
15th	+11/+6/+1	+5	+5	+9	Quickswap (4/day)	9	6
16th	+12/+7/+2	+5	+5	+10	Twisting anatomy +4	10	6
17th	+12/+7/+2	+5	+5	+10	Ubiquitous power	10	7
18th	+13/+8/+3	+6	+6	+11	Hidden reserves - 4	11	7
19th	+14/+9/+4	+6	+6	+11	Quickswap (5/day)	11	8
20th	+15/+10/+5	+6	+6	+12	Worldly embrace, twisting anatomy +5	12	8

using her planar skill. This bonus increases by +1 for every four levels beyond 4th.

Hidden Reserves (Su): The umbra has gained the ability to spark her planer influence, causing it to become a stronger power on the material plane for a short period of time. As a swift action, the umbra gains 1 temporary embrace point to a single planar power or trait she knows. This temporary point lasts for a number of rounds equal to the umbra's Charisma modifier. An umbra may tap her hidden reserves a number of times per day equal to her Charisma modifier.

Temporary embrace points can be consumed in the same manner as normal points; however if a temporary embrace point is consumed by a planar power, then all temporary embrace points added to that power are also consumed. The number of temporary embrace points granted by this ability increases by 1 at 10th level and every four levels thereafter, to a maximum of four points at 18th level.

Demiplane Emergence (Ex): At 10th level, primary and secondary embrace of an umbra have ceased to fight one another for dominance and have learned to cooperate. The umbra becomes a physical intersection of these two influences and a demiplane emerges.

The abilities granted by her demiplane emergence are fueled by demiplane emergence points, or DE. An umbra never gains DE while leveling, but instead must drain her PP and SP to fuel her DE, thus representing the two planes working together. The process of populating a DE pool is discussed below.

When preparing her EP for the day, the umbra can take points from her PP and SP pool to fill her DE pool. She can take as many points from her PP and SP pools as she wishes, so long as the number of points in the PP pool remains greater than the number of points in the SP pool; and the number of points in her SP pool remains greater than the number of points in the DE pool.

Worldly Embrace (Su): At 20th level the umbra's embraces have made their mark on her and the world in which she inhabits. She develops the ability to pull the essence of a planar realm into the material world using her own influence. She gains the ability to create a small pocket dimension that acts as the *create demiplane*^{UM} spell, except as noted below.

In a 4 hour ritual she first must permanently reduce a number of embrace points from either her PP, SP, or she can choose to subtract from both. These reduced points are taken permanently from their respective pool and can not be restored, even when using planer attunement, but are returned only after the plane disperses.

The total number of points reduced represent the essence pulled from her being to create the dimension. These points also represent the umbra's caster level when creating the demiplane. *Ex: An umbra sacrifices 3*

primary points, making her a third level caster. This means her demiplane has a duration of 3 days.

The following traits of the spell are changed:

Duration: The plane last for a number of days equal to the number of EP invested into the plane. At the end of this timeframe, and after she has performed a planer attunement, the EP that were sacrificed return to her pool for use.

Elemental: The elemental traits for this demiplane gains the elemental traits from the elemental plane who's embrace points were mostly of invested into it's creation. If an equal amount of PP and SP were invested it gains the traits of the plane of the umbra's choice.

Gravity: The gravity of the plane acts as the material world, despite the elemental plane traits.

Permanency: By permanently sacrificing the EP points invested, she can make this plane a permanent fixture with access to the material plane. She may only have one permanent demiplane in existence in this way.

Ubiquitous Powers:

All planes and demiplanes share common traits that can be harnessed due to the umbra's connection to these other realities. These common overlays are universal to all planes, but knowing how to draw upon their energy is only known to a select few. Planer traits are labeled as "PT" and planer powers are labeled as "PP".

Edged with Raw Energy (Su) PP: Weapons the umbra wields deal an additional point of energy damage per point invested in this ability. The energy type for ability is the chosen plane's energy type. If the energy type is positive, it deals damage to undead, but does not heal the living. If the energy type is negative, it deals damage to the living, but does not heal the undead.

Open the Door (Ex) PP: Many creatures have an innate resistance to particular types of energy. Amusingly, this innate resistance does little to address the raw power of pure planar energy. The umbra's planar powers and traits ignore 3 points of energy resistance against the chosen plane's energy type per point invested in this ability.

Opposition Training (Ex) PT: The umbra develops a resistance of 5 against the energy type of the plane that opposes her chosen plane. *Opposing planes are detailed in the plane's description.*

Planar Blast (Su) PP: The umbra can fire a ray of energy as a standard action. Treat this as a ranged touch attack with a range of 60 feet that deals 1d10 points of damage per point invested in this ability.

The energy type of this ability is the chosen plane's energy type. If the energy type is positive, then this ray heals living creatures and harms undead creatures. If the chosen energy type is negative, then this ray harms living creatures and heals undead creatures. This ability can normally be used once per hour; however, the umbra

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may consume one of the points invested in this ability to activate it again immediately.

Planar Shield (Su) ^{PP}: As a standard action, the umbra can touch a willing creature, other than herself, granting temporary immunity from energy damage of her chosen plane's energy type. This protection lasts for a number of rounds equal to her umbra class level or until it absorbs 12 points of energy damage per point invested in this ability. This ability can be normally be used once per hour; however, the umbra may consume one of the points invested in this ability to immediately activate it again before the hour duration.

Rapid Flux (Ex) ^{PT}: Once per day as a full-round action that provokes an attack of opportunity, the umbra can flood her body with energy of the chosen plane surging her powers. All planar powers associated with that plane that require an hour before being used without penalty, are treated as though that hour has passed. When this trait is used, the point assigned to it is consumed. The umbra must be at least 9th level to take this ability.

Siphon Essence (Ex) ^{PT}: Whenever the umbra kills a creature with HD equal to or greater than her own, whose home plane is the same as the chosen plane, she gains a temporary embrace point for that embrace. This temporary point lasts for 24 hours and must be assigned to a planar trait or power whose plane is the same as the chosen plane for this trait. Abilities that shuffle embrace points, such as quickswap, cannot make this point move between planar embraces.

Umbra Fervor (Ex) ^{PT}: Whenever the umbra takes energy damage of the same type as her chosen plane's planar energy type, she gets a +2 planar bonus to her next damage roll. This bonus persists for 1 round. At 5th level and every four levels beyond 5th, this bonus increases by +1 to a maximum of +6 at 19th level.

Tongue from Unknown Spheres (Ex) ^{PT}: The umbra can understand any language spoken by a creature whose home plane is the same as the chosen. Conversely, any language she speaks is readily understandable in kind.

Cosmology: The Planes

As the umbra draws their power from extraplanar energy, and there must be a codified structure to the universe, or cosmology, that details some, if not all, of the planes that exist in a particular campaign. Before creating an umbra character, confer with your GM to see which cosmologies are compatible with his or her world.

Each plane in a cosmology is made up of six primary components that are detailed below:

Planar Skill: Umbra treat their primary plane's planar skill as a class skill.

Planar Energy Type: Various abilities selected through the Ubiquitous Powers class feature make use of the planar energy type.

Opposing Plane: This details which plane that it is opposed to. In most cosmologies, opposition is mutual.

Planar Proficiency: Proficiencies that come naturally to those that are descended of the plane.

Planar Powers: Planar powers are scaling abilities. Any number of embrace points can be assigned to them and their effect increases linearly as the number of assigned points increases. Many planar powers consume points on activation or if the umbra wishes to use the ability too frequently. Consumed embrace points are lost until the umbra prepares powers for the day using the Planar Attunement class feature.

Planar Traits: Planar traits do not scale. If an umbra assigns a single embrace point to it, she has the ability.

Plane of Air

Planar Skill: Fly

Planar Energy Type: Electric

Opposes: Earth

Planar Proficiency: The whisperings of the four winds provide insight into that which flies or cuts through it. The umbra gains proficiency with daggers, rapiers, spears, short swords, sickle, kukri, pole arms and all bows.

Plane of Air Powers:

Fleet of Body (Sp): As a free action, the umbra can act as though affected by the *haste* spell for up to 2 rounds each day for each point invested in this ability. The *haste* effect's duration need not be consecutive rounds.

Protecting Gale (Su): The umbra can wreath herself with blowing winds as a standard action. Choose DR / bludgeoning or piercing, DR / slashing or piercing, or DR bludgeoning or slashing. The umbra gains DR X of the chosen type, where X is the number of points invested in this ability. At 11th level, the DR granted by this ability is doubled.

This ability last for a number of minutes per point invested and can be used once per hour. In contrast, she may consume one of the points invested in this ability to activate this ability immediately before the hour duration.

Reflective Discourse (Su): Whenever the umbra is struck in melee, she deals 1d3 points of electric damage per point invested in this ability to her attacker.

As a swift action, the umbra may declare her next attack to be a smite. If the attack is successful, the attack deals an additional 1d8 points of electric damage per point invested in this ability. Whenever she declares a smite, the reflective damage component and smite of this ability become inactive for 1 hour.

Stuttershock (Sp): As a standard action, the umbra can release a peal of electricity that causes sinew to lock up and makes teeth snap. A single creature within 30 feet of the umbra is dazed for 1d4 rounds on a failed Fortitude save. This ability can affect creatures with HD equal to four times the number of points invested in it or less. If

the creature has HD equal to two times the number of points invested in this ability or less, it is stunned instead. This ability can be used once per hour; however, the air umbra may consume one of the points invested in this ability to activate it again immediately.

Whirlwind (Su): As a standard action, the umbra can work herself up into a whirlwind of movement, taking up to 5 feet per point invested in this ability. Taking this movement does not provoke attacks of opportunity; however, if her movement would normally provoke, she instead makes a single attack against each creature that would normally get an attack of opportunity.

This allows the umbra to strike creatures that would normally be out of her reach and reflects her slicing open the limbs of immense creatures as they reach out in a vain attempt to grab her. Even if a creature is capable of making multiple attacks of opportunity in a round, the umbra only gets to make a single attack on a particular creature per whirlwind. While whipped up into a whirlwind, the umbra's attacks deal an additional 1d6 slashing damage. Each time this ability is used, one of the points invested in it is consumed.

Wind at My Back (Ex): The guidance of the wind grants a +1 bonus to Initiative rolls for each point invested in this ability.

Plane of Air Traits:

Fickle Currents (Su): As a standard action, once per day, the umbra can call up whipping winds around her, granting 20% concealment against mundane ranged attacks for a number of rounds equal to the umbra's class level. At 11th level, the winds increase in strength and this percentage increases to 50% concealment.

Flight of the Windseeker (Su): The umbra can grow a pair of ethereal wings as a standard action, granting her a fly speed of 60 feet with good maneuverability. These wings can be used for 1 minute per day per umbra level. The duration does not need to be consecutive and it can be spent in 1-minute increments.

Gale Force (Su): Whenever the umbra succeeds on a bull rush combat maneuver, the creature bull rushed is blasted by heavy winds and is pushed backward 10 feet, instead of 5 feet. Any additional distance dictated by the check applies normally, even if the umbra does not move forward with that creature.

Graceful (Ex): The essence of wind grants the umbra a +1 planar bonus to Dexterity.

Terraphobic (Ex): The umbra gets a +2 planar bonus to saving throws against spells and abilities with the earth descriptor. In addition, the umbra gets a +2 planar bonus to AC against creatures with the earth subtype.

Wind Shear (Sp): Once per day as a standard action, the umbra can tap into the raw energy of the Plane of Air, granting herself and all allies within 30 feet random benefits.

To determine this effect, roll 2d6 and consult the table below. If doubles are rolled, double the benefit. (eg. resistance 3 acid rolled twice becomes resistance 6 acid) All benefits last for 1 round per umbra class level. At 11th level, the umbra may use this ability an additional time per day.

Table: 1d6 Wind Shear Random Benefits

1 - 3 acid resistance

2 - +5 feet base land speed

3 - +1 planar bonus to hit

4 - 5% concealment

5 - +1 deflection bonus to AC

6 - +1 electric damage on melee hit

Plane of Earth

Planar Skill: Appraise

Planar Energy Type: Acid

Opposes: Air

Planar Proficiency: Knowledge of stone and ore brings with it knowledge of how to break it. The umbra gains proficiency with all picks, maces, clubs, hammers, mauls, brass knuckles, and with all shields.

Plane of Earth Powers:

Graniteflesh (Su): The umbra can layer her form with rock as a standard action, absorbing significant amounts of abuse. She gains DR X/-, where X equals the number of points invested in this ability. This last for a number of rounds equal to ½ her umbra class level + her Charisma modifier (minimum 1). This ability can be used once per hour, but the umbra may consume one of the points invested in this ability to activate it again immediately.

In addition, she gains a constant DR Y/ bludgeoning, where Y is equal to ½ the number of points invested in the ability (minimum of 1, rounding down).

Inexorable Strike (Ex): When the earth decides to rear up and crush something, it does so with resoluton. The umbra receives a bonus to confirm critical hits equal to the number of points invested in this ability.

Whenever the umbra confirms a critical hit with a bludgeoning weapon, she deals an additional amount of damage equal to the number of points she invested in this ability before multiplying by the critical multiplier of the weapon.

Tectonic Convulsions (Su): The umbra can shake the ground by stomping as a standard action cause others to stammer. This is done by making a trip combat maneuver check using a CMB equal to the umbra's class level + her Charisma modifier against all creatures within 20 feet.

Creatures tripped in this manner take 1d6 points of damage per point that is invested in this ability. Each time this ability is used, one of these points invested are then consumed.

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Weighed Down (Su): Whenever initiative is rolled, a single creature within 60 feet of the umbra must make a Fortitude save or take a penalty to its initiative roll equal to the 3 times number of points invested in this ability.

Plane of Earth Traits:

Aerophobic (Ex): The umbra gets a +2 planar bonus to saving throws against spells and abilities that have the air descriptor. In addition, the umbra gets a +2 planar bonus to AC against creatures with the air subtype.

Earthen Warding (Su): As a standard action the umbra can call upon the protective embrace of the earth once per day, granting a +1 planar bonus to saving throws to a touched creature for 1 minute. At 5th and 10th level, the umbra may use this ability an additional time per day. Upon reaching 13th level, this ability can be used as a move action.



Heart of Granite (Ex): Those umbra birthed by the Plane of Earth are frequently solid as a rock, granting a +1 planar bonus to Constitution.

Hissing Earth (Su): Once per day as a standard action, the umbra can call up acidic water from the depths of the earth, transforming a 20-foot radius area around her into difficult terrain.

Creatures that begin their turn in or walk into this difficult terrain take acid damage equal to $\frac{1}{2}$ the umbra's class level. While the difficult terrain is permanent, the acidity only persists for rounds equal to her Charisma modifier.

Mineralogical Familiarity (Ex): Being made up of some minerals herself, a umbra whose embrace includes the Plane of Earth tends to have some expertise with ores and gems. The umbra receives a +4 planar bonus to all Appraise skill checks used on objects made primarily of metal, rock, or gemstones.

Shaleskin (Ex): Shale begins to grow on the umbra's skin, granting a +2 natural armor bonus to AC that stacks with other sources of natural armor. At 7th and 13th level, this bonus increases by +1, for a maximum of +4

Terraform (Ex): The knowledge of natural stone shapes becomes embedded within the umbra and her ability to discern it from humanoid landscape. When she tries to notice hidden doors, or entry ways, the umbra receives a +2 planar bonus to Perception skill checks.

Plane of Fire

Planar Skill: Intimidate

Planar Energy Type: Fire

Opposes: Water

Planar Proficiency: Even the slightest fiery touched carries with it the knowledge of the efreeti. The umbra gains proficiency with torches, sawtooth sabers, kamas, khopesh, falchions, scimitars, whips, and chakram.

Plane of Fire Powers:

Autoclave (Su): As a swift action, the umbra consumes one point invested in this ability to make an immediate saving throw against a non-magical poison or disease effect. If that saving throw is successful, the poison or disease effect ends immediately.

Blinding Flare (Su): As a standard action, the umbra causes her body temperature rise to levels approaching the surface of a red star, blinding creatures for a number of rounds equal to the number of points invested in this ability (a Fortitude save negates).

Creatures that are blinded in this fashion have their resistance to fire reduced by an amount that is equal to the number of points invested in this ability. This lowered resistance, last for the duration of the blindness effect that was caused by the umbra. This ability can be used once per hour; but she may consume one point of this ability to activate it again before the hour duration.

Heat Wave (Su): As a standard action, the umbra can cause blazing heat to erupt from her body evaporating water, melting ice, and deals 1d10 points of fire damage per point invested in this ability in a 10 foot radius. A successful Fortitude saves for half damage. This ability can be used once per hour; however, she may consume one of the points invested in this ability to activate it again immediately.

Reborn in Flames (Su): The umbra can cause her body to begin to systematically ignite, melt, and reform as a standard action, granting herself fast healing for number of rounds equal to the points invested in this ability. It last for a number of rounds equal to ½ the umbra's class level + her Charisma modifier (minimum 1). Each time this ability is used, one of the points invested in it, is then consumed.

Solar Flare (Su): As a standard action, the umbra's body transforms into a ball of liquid flame that rockets forward in a straight line of up to 10 feet per point invested in this ability. While in this form she passes through creatures and obstacles that are not airtight, like hedges and fences. If the ball strikes an object that is airtight, like a wall or a sheet of glass, the ball of flame is stopped immediately.

Creatures caught in the flame take 1d8 points of fire damage per point invested in this ability. A successful Reflex save by a creature saves for half damage. Upon reaching its destination or being forced to stop, the ball of flame transforms back into the umbra. Each time this ability is used, one of the points is consumed.

Thermal Mirage (Ex): Heat from the umbra's body warps and distorts the vision of others, granting percent concealment equal to three times the number of points invested in this ability, maximum 30%. Whenever the umbra takes cold damage or is doused with water, she loses the benefits of this ability for 1 minute.

Plane of Fire Traits:

Burning Might (Ex): The power of the Plane of Fire grants the umbra a +1 planar bonus to Strength.

Hydrophobic (Ex): The umbra gets a +2 planar bonus to saving throws against spells and abilities with the cold or water descriptors. In addition, the umbra gets a +2 planar bonus to AC against creatures with the cold or aquatic subtypes.

Shared Warmth (Sp): Warmth is a blessing, and should be shared. Once per day as a standard action, an umbra with this ability can cast the *heat metal* spell as a melee touch attack. At 8th and 15th level, the umbra may use this ability an additional time per day.

Trailblaze (Ex): The umbra's fiery disposition increases her base land speed by +10 feet.

Walking Forge (Ex): Umbra attuned to the Plane of Fire are like walking forges. An umbra with this ability does not require a forge to produce weapons and armor that

normally require one. As she spends her time crafting, the umbra forgoes the use of tools and melds the metal with direct application of her hands. Molding it to it's desired shape. In addition, she receives a +4 planar bonus to Craft (weapon) and Craft (armor) checks made to produce metal equipment. She must possess either the welding finger or shared warmth planar trait to invest in this ability.

Welding Fingers (Sp): The umbra can focus heat in a single finger, allowing her to repair metal objects quickly and easily. She may cast the *mending* spell once per hour; however, she may only repair metal objects in this manner and the casting time is a full-round action.

Plane of Negative

Planar Skill: Stealth

Planar Energy Type: Negative

Opposes: Positive

Planar Proficiency: Everything that has life falls to the influence of negative energy in time. The umbra gains proficiency with scythes, daggers, sickles, blowgun and any weapon with the deadly quality.

Plane of Negative Powers:

Deleterious Familiarity (Ex): The umbra may consume one point as a swift action to cause the next source of ability drain dealt to her to become ability damage in its place instead. This ability lasts for 1 round.

Energize Corpse (Sp): While negative energy hungers to consume life, that which is lifeless can be energized by it just the same. As a full-round action that provokes attacks of opportunity, the umbra can flood the corpse of a small or medium humanoid creature with incredible quantities of negative energy. This corpse is raised as a skeleton under her control, with HD equal to the number of points invested in this ability. Each time this ability is used, one of the points invested in it, is consumed.

Hemorrhaging Essence (Su): Negative energy can be used like a precision instrument, but it can also be used like a sledgehammer. As a standard action, the umbra can produce a 20-foot burst of negative energy centered on herself. All creatures caught in the blast must make a Fortitude save, the umbra included; she receives a bonus to her Fortitude saving throw equal to the number of points invested in this ability. The creature that has the lowest Fortitude saving throw takes a negative level.

At 9th level, this ability can be used as a move action. At 17th level, this ability can be used as a swift action.

This ability can be used once per hour, but the umbra may consume one of the points invested in this ability to activate it again immediately.

Optimized Form (Ex): Knowing how to tear apart a body at its basic fundamental level grants a great deal of insight toward the reconstruction of a body. Whenever the umbra receives healing from a spell or supernatural

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ability, she is healed for an additional hit points equal to the number of points invested in this ability.

Rotting Grasp (Su): Wasting diseases, poisons, and other maladies are allies of negative energy. With this, as a standard action, the umbra infects a creature within 30 feet with such a mélange, dealing 1 point of damage to a random ability score each round. If the creature succeeds on a Fortitude save, this abilities is negated.

At 8th level and again at 15th level, the amount of ability damage dealt per round increases by +1, to a maximum total of 3.

This ability persists for rounds equal to the number of points invested this power or until the affected creature makes a successful saving throw. This ability can be used once per hour, or the umbra may consume one of the points invested in this ability to activate it again before the hour duration is expired.

Because rotting grasp counts as both a poison and as a disease effect, a creature must be immune to both, poisons and diseases, in order to be immune to this power. Similarly, a creature has a resistance to either poisons or diseases, but not both, it receives no bonus to its saving throw. If a creature is resistant to both poisons and diseases, then it takes the lower of the two saving throw bonuses, representing the concoction's intelligent selection of weakness.

Vampiric Strike (Su): As a standard action, the umbra can focus a destructive hunger of pure negative energy as a standard action. Treat this as a melee touch attack that deals 1d6 points of damage per point invested in this ability, but it provokes an attack of opportunity if the touch attack misses. The umbra is healed for an amount equal to the damage dealt in this manner.

Unlike spells that are delivered with a melee touch attack, a miss with this ability results in a loss of the charge; and the touch cannot be attempted again. This ability can be used once per hour, but the umbra may consume one of the points invested to activate it again immediately, unless it was after a failed touch attack.

Plane of Negative Traits:

Appropriate Vitality (Sp): When in pain, pass it on. The umbra may touch a willing creature as a standard action that provokes attacks of opportunity, dealing 1d6 points of damage. She gains temporary hit points equal to the damage dealt in this manner. These temporary hit points persist for a number of minutes equal to her Charisma modifier, minimum 1.

Biophobic (Ex): The umbra gains a +2 planar bonus to saving throws against spells and abilities with the healing subschool. In addition, the umbra gets a +2 planar bonus to AC against fey creatures.

Deathless Might (Ex): Negative energy leaches into the umbra's very sinew, granting a +1 planar bonus to Strength.

Doctor of the Dead (Ex): Ever hungry, negative energy gnaws away at everything, even the lifeless undead that it paradoxically sustains. Armed with knowledge of the methodologies of negative energy, the umbra gains the ability to perform the first aid function of the Heal skill on undead creatures.

Infuse Corpse (Su): Once per day, the umbra can touch a willing undead creature as a standard action, granting it the benefits of the *desecrate* spell for a number of rounds equal to her Charisma modifier. This ability can be used an additional time per day at 5th level and every 5 levels beyond 5th.

Necrotic Influence (Ex): The umbra's flesh hardens, granting a +2 natural armor bonus to AC. At 7th level and 13th level, this bonus increases by +1, to a maximum of +4 at 13th level.

Plane of Positive

Planar Skill: Heal

Planar Energy Type: Positive

Opposes: Negative

Planar Proficiency: Though a living is temporary, life itself is an eternal concept full of random chances. The umbra gains proficiency with 1d6 weapons of her choice, and she gains proficiency with medium armor, although she is subject to the armors arcane spell failure chance.

Plane of Positive Powers:

Healing Surge (Su): As a standard action, the umbra can produce a 20-foot burst of positive energy centered on herself. All creatures caught in the blast, the umbra included, are cured for 1d6 points of damage per point invested in this ability. Since undead are powered by negative energy, this ability deals positive damage to them if within the burst effect. An undead creature can attempt a Will save for half damage. Undead that have channel resistance, applies its bonus to this saving throw. Each time this ability is used, one of the points invested in it is consumed.

Overload Sinew (Su): As a standard action, the umbra can pour incredible amounts of positive energy into a creature. Treat this as a melee touch attack that grants a +4 planar bonus to Strength for 1 round, but provokes an attack of opportunity if the touch attack misses. When the bonus to Strength fades, the recipient's musculature ruptures from being flooded with too much energy, causing it to be staggered for a number of rounds equal to the number of points invested in this power. On a successful Fortitude save, it reduces the duration of the stagger effect to 1 round.

Creatures without musculature, such as oozes, most plants, incorporeal undead, and constructs not made from dead tissue, are immune to this ability. This ability can be used once per hour. The umbra may consume one point to activate this ability again immediately.

Reflexive Invigoration (Ex): Whenever a vital organ ruptures or a bone snaps, a burst of positive energy helps to keep the umbra in the fight. Whenever she is critically hit, she gains temporary hit points equal to the number of points invested in this power * (the critical multiplier of the critical hit - 1). After she takes damage from the critical hit she applies these temporary hit points which persist for a number of rounds equal to the umbra's Charisma modifier.

Rupture Vessels (Su): As a standard action, the umbra can focus positive energy on a single creature within 30 feet in an effort to increase that creature's heart rate above safe limits. Several of that creature's major blood vessels rupture internally, dealing bleed damage equal to the number of points invested in this ability. A successful Fortitude save negates this ability.

Creatures that are without a functioning or fully evolved circulatory system, such as constructs, undead, plants, oozes, arachnids, and elementals, are immune to this ability.

This power can be used once per hour, but the umbra may consume one of the points invested to activate it again immediately.

Seize Musculature (Su): As a standard action, an umbra injects positive energy directly into the musculature of a single creature within 30 feet. On a failed Fortitude save the creature's musculature seizes up, rendering it utterly helpless. The creature may still perform complete mental actions, but is incapable of moving. Each round on its turn, the helpless creature may attempt a Fortitude save to end this effect immediately.

This ability affects musculature of all kinds, whether living or dead. Those creatures without musculature, such as oozes, most plants, constructs that are not made with dead tissue, and incorporeal undead, are immune to this ability. This ability can be used once per hour. However, the umbra may consume one of the points invested in this ability to activate it again immediately.

Wellspring of Vitality (Ex): The umbra's maximum hit points are increased by +2 for each point invested in this ability. For every two points invested in this ability, she deals an additional point of damage with weapons that deal additional damage based on the wielder's Strength. For every three points invested in this ability, she gets +1 to Fortitude saves against poison and disease effects.

Plane of Positive Traits:

Cleansing Touch (Su): The umbra's touch can wash away weakness. Once per day as a standard action, the umbra may touch a creature, restoring 1d4 points of ability damage divided among ability scores however the umbra chooses. At 8th level, the umbra can choose to remove a negative level rather than heal ability damage.

At 6th, 12th, and 18th level, the amount of ability damage that is restored increases by +1 (1d4+3 at 18th).

Full of Life (Ex): Positive energy overflows within the umbra. Each round, she gains fast healing 1.

Infused Weaponry (Ex): The positive energy pouring out of the umbra seeps into weaponry that she wields, dealing an additional point of damage to all undead creatures that she hits. At 7th, 13th, and 19th level this additional damage increases by +1.

Natural Surgeon (Ex): Rumor that an individual's very touch brings a soothing sensation of healing hands. The umbra gains a +4 planar bonus to Heal skill checks. She can also stabilize a bleeding or dying creature with a Heal skill check of DC 10.

Necrophobic (Ex): The umbra gains a +2 planar bonus to saving throws against spells and abilities with the death descriptor. In addition, the umbra gets a +2 planar bonus to AC against creatures with the incorporeal and undead subtype.

Superb Vitality (Ex): A wealth of positive energy builds and grows within the umbra's body, granting her a +1 planar bonus to Constitution.

Plane of Water

Planar Skill: Swim

Planar Energy Type: Cold

Opposes: Fire

Planar Proficiency: Intimate knowledge of the fluid nature of water can be extrapolated elsewhere. An umbra gains proficiency with axes, spiked chains, staff, temple swords, whips and weapons that qualify to be used with the feat Weapon Finesse (even if the umbra does not have the feat).

Plane of Water Powers:

Aqueous Body (Ex): The water umbra's body becomes increasingly gelatinous, her organs shifting about on their own rather than staying precisely where they would be expected to stay. She has a chance to ignore sneak attack damage and critical hits, equal to 5% * the number of points invested in this ability.

Calm Depths (Su): If the umbra may consume one point in this ability as a swift action to become immune to new mind-affecting abilities for 1 round. All mind-affecting abilities already in effect on the umbra remain unaffected.

Drench (Su): The umbra drenches a single creature within 60 feet, giving it a 50% chance to lose its next turn due to numbness from the cold. A successful Fortitude save negates these effects. Creatures of the fire subtype instead take 1d6 points of cold damage per point invested in this ability with no saving throws allowed. Nonliving creatures without the fire subtype are immune to this ability.

For every 3 points invested in this ability, an additional creature is affected when this power is activated. This ability can be normally be used once per hour, but the

Classes: Umbra

umbra may consume one of the points invested in this ability to activate it again immediately.

Enthalpy of Fusion (Su): As a full-round action that provokes attacks of opportunity, the umbra and her equipment can transform into a generic ball of goo. While she is transformed in this manner, she is unable to attack, activate planar powers or traits, perform any skill that requires the use of hands or legs, or use magic items on her person. She still receives the bonuses of whatever shield and armor she was wearing, as well as the benefits of all permanently active magic items on her person. Further, Bluff, and Diplomacy checks made against a creature who is not familiar with the umbra's ability to assume such a form, are made at a -4 penalty.

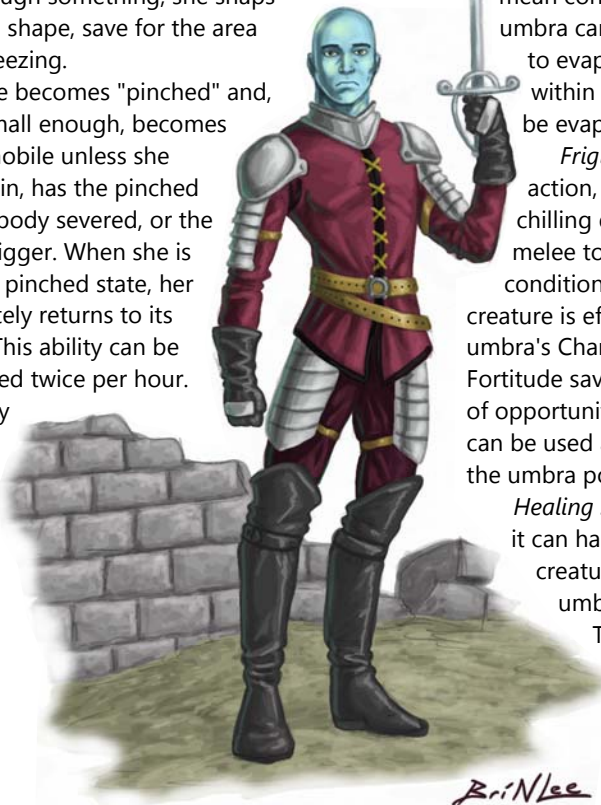
While transformed, she cannot be tripped or knocked prone, has a bonus equal to the total points invested in this ability to Escape Artist checks, and may squeeze herself through holes as if she were three size categories smaller than she actually is. If she squeezes herself through a hole that is two or more size categories smaller than she is, her base land speed is reduced to 5 feet for as long as a part of her is squeezing through it.

This transformation lasts for a number of rounds equal to twice the number of points invested in this power or until she decides to transform back into her original form as a full-round action that provokes attacks of opportunity.

If the power's duration ends while the umbra is squeezing through something, she snaps back to normal shape, save for the area that is still squeezing.

In effect, she becomes "pinched" and, if the hole is small enough, becomes effectively immobile unless she transforms again, has the pinched portion of her body severed, or the hole is made bigger. When she is freed from this pinched state, her body immediately returns to its original form. This ability can be normally be used twice per hour.

The Umbra may consume one of the points invested to activate it again immediately.



Tidal Shock (Su): As a standard action the umbra hurls a sphere of water. The sphere travels up to 60 feet before exploding, dealing 1d8 points of bludgeoning damage to all creatures within a 10 foot radius. Creatures within this radius may make a Reflex save for half damage. Those creatures that are within 20 feet are subject to splash damage and receive a Reflex save to avoid this damage. Those that fail their save are immediately knocked prone from the force of the water sphere bursting.

Each time this power is used, one of the invested points is consumed.

Wave of Madness (Su): The depths of the sea offer safe haven to strange and unusual things that are beyond the ken of mere mortals. A creature within 30 feet of the umbra becomes subject to the whispers of that which lies beneath, and becomes confused for 1 round per point invested in this ability. A successful Will save negates this ability.

This is a mind-affecting ability that only the afflicted creature can hear within their own mind. This ability can be normally be used once per hour; however, the umbra may consume one of the points invested in this ability to activate it again immediately.

Plane of Water Traits:

Aqueous Agility (Ex): Water moves to and fro, fluid and ever able to dart around an obstacle. The umbra gains a +1 planar bonus to Dexterity.

Evaporate (Su): Control over water does not simply mean control over the liquid form. Case in point, the umbra can cause two gallons of water per umbra level to evaporate as a standard action. Water contained within magic items and inside of creatures cannot be evaporated. This ability can be used at will.

Frigid Grasp (Su): Once per day as a standard action, the umbra can expose a creature to the chilling depths of the deep, dark sea. On a successful melee touch attack, the umbra inflicts the fatigued condition on the creature that was targeted. The creature is effected for a number of rounds equal to the umbra's Charisma modifier. The creature can make a Fortitude save to negate. The umbra provokes an attack of opportunity only if the touch attack misses. This ability can be used additional times per day for every 5 levels the umbra possesses.

Healing Spring (Su): Water can heal just as readily as it can harm. Once per day, the umbra can touch a creature as a standard action, healing it for ½ the umbra's class level + her Charisma modifier.

This ability can be used additional times per day for every 5 levels the umbra possesses.

Fluid Form (Ex): The umbra's body warps to become fluid and malleable, much like the watery essence that embraces her. She gains a +3 planar bonus to all skill

checks that involve the Escape Artist skill.

Pyrophobic (Ex): The umbra gains a +2 planar bonus to saving throws against spells and abilities with the fire descriptor. In addition, the umbra gets a +2 planar bonus to AC against creatures with the fire subtype.

Demiplanes

Subplanes, or as outsiders refer to them, demiplanes make up the focal point of two intersecting planes in the cosmology. These "sub" planes possess the merged qualities of their parent planes in a new evolved state granting the umbra greater power. Several demiplane powers are fueled by using other powers, however using a demiplane power can not fuel demiplane powers. As it draws upon it's parent planes for existence.

Focal Point: This represents the intersecting point of two parent planes that must be possessed to manifest the umbra's demiplane emergence ability.

Demiplane Qualities: This section of the demiplane description explains the quality and powers that manifest along with planer powers and how the demiplane charges can be spent.

Barrens

Focal Point: Earth + Negative

Blasted Earth: It is known that negative energy is incapable of rending and tearing the earth. Instead, it must be content to lie in wait and attack anything that attempts to grow in it. The end result behaves like earth in every way save its ability to support life.

Whenever the umbra consumes a point to use one of her planar powers, but not to bypass an hour cooldown, she gains a barren charge, to a maximum of the number of points in her DE pool.

Atrophying Touch (Su): Negatively charged earth clings to the umbra at all times. Sometimes, it gets very hungry. As a standard action, the umbra can spend a barren charge to cause all weapons she wields to deal 1 point of Strength damage on attacks for 1 minute.

Return to the Earth (Su): As a swift action, the umbra can spend a barren charge to prepare a small quantity of barren earth for use in her planar powers. Creatures damaged by the next planar power used by the umbra this round, also take 1d3 Constitution damage.

Cinders

Focal Point: Fire + Negative

Sputtering Flames: Of all the classic elements, fire is the most compatible with negative energy. Just as fire consumes fuel in order to sustain itself, negative energy must consume that which has vigor in order to sustain itself. When in perfect balance, fire and negative can feed off of each other perpetually, resulting in a phenomenon

known to arcane scholars as the sputtering flames. This can be very closely approximated in some umbra.

Whenever the umbra consumes a point to use one of her powers, but not to bypass a 1 hour cooldown, she gains a sputtering charge, to a maximum of the number of points in her DE pool.

Reignite (Su): As a full-round action that provokes attacks of opportunity, the umbra can spend a sputtering charge to treat one of her planar powers as though it had an additional point invested in it for 1 minute.

Sputterblast (Su): As a standard action, the umbra can spend a sputtering charge to fire a ray of necrotic flames at a single creature within 30 feet. Do this by making a ranged touch attack. If successful, the creature struck takes 1d6 fire damage and 1d6 negative energy damage per point in her DE pool. In addition, that creature takes is lit on fire per the rules for alchemist's fire.

Clouds

Focal Point: Air + Water

The Gathering Storm: While some focal points can be quite abstract, air lifting water to form clouds comes across as incredibly simple. At the beginning of her turn, the umbra generates one cloud charge, to a maximum number of points in her DE pool. If the number of cloud charges ever exceeds the number of points in her DE pool, the umbra ceases to generate cloud charges until this is rectified, but does not lose what she already has generated.

Clinging Stratus (Su): As a standard action, the umbra can spend all of her cloud charges (minimum 1) to cover her body in low-hanging stratus clouds, or fog. She gains a 20% chance to concealment for a number of rounds equal to the number of cloud charges spent.

Cirrus Shift (Su): Cirrus clouds herald a change in weather. As a standard action, the umbra can spend all of her cloud charges to perform a targeted dispel on a spell or spell-like ability within 60 feet. The spell or spell-like ability must be themed around weather effects, such as *ice storm*, *sleet storm*, *call lightning*, and *control weather*, or around cloud effects, such as *solid fog*, *acid fog*, and *obscuring mist*.

Make one dispel check (1d20 + the umbra's class level) and compare that to the qualifying spell (DC = 11 + the spell's caster level). If successful, that spell ends. The umbra's cloud charge pool must have at least 3 points in it in order to use this power.

Thunderhead (Su): As a full-round action that does provoke attacks of opportunity, the umbra can spend all of her cloud charges to cause deep, dark storm clouds to pour forth from the her body and produce a crackling thundercloud 60 feet above her with a radius of 30 feet. When the umbra moves, the thundercloud moves such that it is perfectly centered over her head.

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Once per round, the umbra can call down a lightning bolt upon a creature that is directly in the radius of the thundercloud. This is a standard action, that deals 1d6 points of electric damage per cloud charge spent. On a successful Reflex the creature takes half damage. If the creature fails their Reflex save, they must then make a Fortitude save or be dazed for 1 round. The thundercloud lasts for rounds equal to the number of cloud charges spent. Her cloud charge pool must have at least 4 points in it in order to use this ability.

Dust

Focal Point: Air + Earth

Dust in the Wind: Wind scours away at the earth, ripping it into tiny shreds that are thrown up to form plumes of dust. At the beginning of her turn, the umbra generates one dust charge, to a maximum number of points in her DE pool. If the number of charges ever exceeds the number of points in her DE pool, the umbra ceases to generate charges until this is rectified, but does not lose what she already has generated.

Ablate Armor (Su): As a standard action, the umbra can spend all of her dust charges to cause a creature's armor to transform from a protective layer to pounds of closely-associated dust particles. Treat this as a melee touch attack, when it is successful, the creature takes a penalty to its AC that is equal to the number of dust charges spent or equal to its armor bonus to AC, whichever is lower. This penalty lasts for 1 minute. Any armor bonus to AC granted by magic items that do not actually physically cover what it is protecting, such as bracers of armor, cannot be penalized by this ability.

Dust Devil (Su): As a standard action, the umbra can spend all of her dust charges to transform into a whirling vortex. This vortex moves up to 10 feet per dust charge spent and does not provoke attacks of opportunity for any reason. The vortex need not move in a straight line and can pass through squares occupied by creatures. In the event that an umbra moves through a square that is occupied by a creature in this manner, she immediately performs a trip combat maneuver on the creature as a free action. In lieu of using CMB, she uses her umbra class level + her Charisma modifier. The umbra's dust charge pool must have at least 3 points in it in order to use this ability.

Dust to Dust (Su): As a standard action, the umbra can spend all of her dust charges to fire a ray of deleterious energy at a creature within 30 feet. Treat this as a ranged touch attack. If it hits, the creature takes Constitution damage equal to the number of dust charges spent. If the creature is killed by this ability, it is reduced to a fine powder and cannot be raised by spells and abilities that require the body to be whole. The umbra's dust charge pool must have at least 4 points to use this power.

Gem

Focal Point: Earth + Positive

Faceted Brilliance: Positive energy loves to bring life to things. If not organic life, then beauty will do. When combined with the solidity of earth, vibrant gemstones are a common output. Whenever the umbra uses a power that is activated as a standard action, she may increase this activation time to a full-round action that provokes attacks of opportunity, in order to use one of the following abilities as part of the same action.

Diamond Burst (Su): Gemstone shrapnel pelts every thing within 10 feet of the umbra, dealing 1d6 points of piercing damage per point in her DE pool.

Gemflection (Su): The umbra becomes surrounded by the outline of a faceted gemstone. Ray spells and spell-like abilities aimed at the umbra have a percent chance to be reflected equal to 5% per point in her DE pool. If a ray is reflected, the origin makes an attack roll to touch himself with his own spell. The spell resolves as normal. This power lasts until the beginning of her next turn.

Refraction (Su): All light bends around the umbra, that effectively makes her invisible as the *invisibility* spell. While invisible in this manner, the umbra may move and act normally, but takes a -4 penalty to Perception checks and treats all other creatures as having 50% concealment if she tries to attack, touch, or otherwise interact with them. Offensive actions do not end this ability. This power lasts for a number of rounds equal to half the number of points in her DE pool, rounded down. The umbra must have at least 2 points in her DE pool in order to use this ability.

Ice

Focal Point: Negative + Water

Absolute Zero: Negative energy draws the vitality out of things. When that thing is not living, it tends to get cold instead. Understandably, when elemental water and negative energy combine, the result is a particularly strange ice impregnated with the hunger of the void.

At the beginning of her turn, the umbra generates one ice charge, to a maximum number of points in her DE pool. If the number of charges ever exceeds the total number of points in her DE pool, the umbra ceases to generate these charges until this is rectified, but does not lose what she already has generated.

Arctic Armor (Su): As a standard action, the umbra can spend all of her ice charges in order to create a coating of rime that covers her body. This coating grants DR 5/adamantine and resistance 5 against fire. This protection lasts for rounds equal to the number of ice charges spent or until it absorbs damage equal to 5 times the number of ice charges spent.

Incremental Cryostasis (Su): As a standard action that provokes an attack of opportunity, the umbra can spend

all of her ice charges in order to cause intensely cold ice to grow on a creature within 30 feet.

Each round, the affected creature must be successful on a Fortitude save or have its base land speed reduced by 10 feet. If its base land speed is already 0 and it fails a Fortitude save, it takes 1d6 points of cold damage per point in the umbra's DE pool. This power lasts for the number of rounds equal to the number of ice charges spent. Her ice charge pool must have at least 3 points in it in order to use this ability.

Sliver Blast (Su): As a standard action, the umbra can spend all of her ice charges in order to project a ray of slivered ice at a single creature within 30 feet. On a ranged touch attack that is successful the creature struck takes 2d4 points of cold damage per ice charge spent. Further, the creature is fatigued for 1 round unless it makes a Fortitude save. Her ice point pool must have at least 3 points in it in order to use this ability.

Magma

Focal Point: Earth + Fire

Deepfire: Slow, steady, and all but eternal, earth is not known for pushing its own agenda with any sort of expediency. As such, it is the element that is most likely to be made subservient when combined with another. Fire quickly overwhelms earth, creating something that is much slower than a raging fire, but also more persistent.

At the beginning of her turn, the umbra generates one magma charge, to a maximum number of points in her DE pool. If the number of charges ever exceeds the number of points in her DE pool, the umbra ceases to generate these charges until this is rectified, but does not lose what she already has generated.

Internal Combustion (Su): As a standard action that provokes attacks of opportunity, the umbra can raise her internal temperature and generate a magma charge. This ability can only be used if her current number of radiance points is less than the number of points in her DE pool.

Burning Blades (Su): As a swift action, the umbra can spend two magma charges to cause all weapons she wields to become coated in magma, granting them the *flaming burst* weapon special ability for 1 round.

Heart of Flame (Su): As a swift action, the umbra can spend 2 magma charges to increase her internal temperature, granting her resistance 10 against cold for a number of rounds equal to the number of points in the umbra's DE pool.

Lava Flow (Su): As a standard action, the umbra can spend any number of magma charges to cause a 10-foot radius patch of earth, crystal, or stone within 60 feet to become lava. Creatures beginning their turn or stepping into the lava take 1d4 points of fire damage per magma charge spent. This patch of lava persists for rounds equal to the number of points in the umbra's DE pool.

Magmatic Encroachment (Su): As a standard action, the umbra can spend any number of magma charges to cause magma to start forming on the body of a creature within 30 feet. Each round, that creature takes 2d6 points of fire damage, may make a Fortitude saving throw for half damage. This ability lasts for rounds equal to the number of magma charges spent.

Miasma

Focal Point: Air + Negative

Necrotic Vapors: Miasma is the term used by many for negative energy that is carried by the air. Whenever the umbra consumes a point to use one of her planar powers, but not to bypass a 1-hour cooldown, she gains a miasma charge, to a maximum of the number of points in her DE pool.

Reaping Wind (Su): As a swift action, the umbra can spend a miasma charge to invest a measure of negative energy in her planar powers. Creatures damaged by the next planar power used by the umbra this round also takes a negative level.

Wind of Death (Su): As a standard action, the umbra can spend a miasma charge to engulf a creature within 30 feet in a plume of noxious fumes. That creature takes 1 point of Constitution drain and suffers 1d4 points of acid damage per round for a number of rounds equal to the umbra's DE pool. A successful fortitude save to ends the Constitution drain effect. All unliving creatures are immune to the damage dealt by this ability.

Mist

Focal Point: Positive + Water

Mists of Life: Water and positive energy combine, to form an airy mist. This is not the cloying fog of the swamps or the heavy dampness of low-hanging stratus clouds, but rather a light and refreshing concoction that does much to raise the spirits.

At the beginning of her turn, the umbra generates one mist charge, to a maximum number of points in her DE pool. If the number of charges ever exceeds the number of points in her DE pool, the umbra ceases to generate these charges until this is rectified, but does not lose what she already has generated.

Generate Mist (Su): As a standard action that provokes attacks of opportunity, the umbra can focus and combine positive energy with water to produce a mist charge. This ability can only be used if her current number of mist charges is less than the number of points in her DE pool.

Invigorating Spray (Su): As a standard action, she can spend any number of mist charges to create a cloud of refreshing mist around a willing creature within 60 feet. This mist moves with the creature and heals 2d6 points of damage per round for a number of rounds equal to the number of mist charges spent.

Classes: Umbra

Since undead are powered by negative energy, this ability deals damage to them instead of curing their wounds. An undead creature can attempt a Will save for half damage. Channel resistance applies to this saving throw. A creature can only be affected by this ability once every 24 hours.

Kinetic Spray (Su): As a standard action, the umbra can spend any number of mist charges to coat a creature with a layer of mist. Creatures that deal damage to this creature in melee are healed for 1 point of damage. Since undead are powered by negative energy, this ability deals damage to them instead. This mist lasts for rounds equal to the number of mist charges spent.

Mist-direct (Su): As a swift action, the umbra can spend 2 mist charges to create a protective mist around a willing creature within 30 feet. This mist moves with the creature and provides a +2 shield bonus to AC, as well as resistance 10 against fire. This ability lasts for 1 round.

Relaxing Spray (Su): As a swift action, the umbra can spend any number of mist charges to blast a creature within 30 feet with a plume of relaxing mist. On a failed Fortitude save, the creature is fatigued for a number of rounds equal to twice the number of mist charges spent.

Mud

Focal Point: Earth + Water

Fluid Earth: Again acting as the source of eternal stability, earth allows water to change its properties. When the umbra uses a planar power that is activated as a standard action, she may increase the activation time to a full-round action, instead, that provokes an attack of opportunity in order to use one of the following abilities as part of the same action.

Mudball (Su): A ball of mud flies at a creature within 30 feet of the umbra, dealing 1d6 points of bludgeoning damage per point in her DE pool, allowing the creature to make a Reflex save for half damage.

Slowsand (Su): The fluidity of water is stopped by the unyielding nature of the earth. The umbra can perform a targeted dispel on a spell or spell-like ability within 60 feet. The spell or spell-like ability must grant a dodge bonus to AC or increase the speed of the individual that is effected. Examples of such a spell are *haste*, *longstrider*, and *expeditious retreat*. She makes one dispel check (1d20 + the umbra's class level) and compares it to the qualifying spell (DC = 11 + the spell's caster level). If it is successful, that spell ends. The umbra must have at least 3 points in her DE pool in order to use this ability.

Viscous Sludge (Su): Thick sludge coats a creature within 30 feet of the umbra, entangling it for a number of rounds equal to the number of points in her DE pool. A successful Reflex save negates this planer power.

Opposition

Focal Point: Negative + Positive

Polar Opposites (Su): While the classic elements, fire, water, air, and earth, are said to "oppose" each other in certain combinations, there are still useful functions that are performed by mixing any two of them together. Positive and negative energy do not behave like these classic elements. They simply obliterate each other, and if one is used to the exclusion of the other, the other slowly gains dominance.

Whenever the umbra uses a positive planar power, she gains a negative charge; similarly, every time she uses a negative planar power, she gains a positive charge, both to a maximum number of points in her DE pool. Whenever the umbra uses a planar power, if she currently has charges of the same plane, she consumes all of them and treats that as one use of the ability as though that many more points were invested in it. These points do not stack with temporary points and cannot be consumed by planar powers.

Radiance

Focal Point: Fire + Positive

Inner Glow: Prolonged exposure to fire, the most vigorous of the classic elements, and positive energy, the essence of life, transforms the umbra into a beacon of brilliant light. At the beginning of her turn, the umbra generates one radiance charge, to a maximum of points in her DE pool. If the number of radiance charges ever exceeds the number of points in her DE pool, the umbra ceases to generate radiance charges until this is rectified, but does not lose what she already has generated.

Generate Luminescence (Su): As a standard action that provokes attacks of opportunity, the umbra can focus her inner glow and generate a radiance charge. This ability can only be used if her current number of radiance charges is less than the number of points in her DE pool.

Glorious Illumination (Su): As a swift action, the umbra can spend 3 radiance charges to cause a single willing creature within 30 feet to start glowing with a dazzling light. That creature gains 20% concealment for 1 round. Those who attack the creature are dazzled for 1d4 rounds. The dazzled effect is applied before the attack roll is made.

Luminous Beam (Su): As a standard action, the umbra can spend any number of radiance charges to emit a 30 foot line of radiant energy. Creatures struck by the beam are heal 1d8 points of damage per radiance charge.

Since undead are powered by negative energy, this ability deals damage to them instead of curing their wounds. An undead creature can attempt a Will save for half damage. Channel resistance applies to this saving throw. A creature that has been affected by this ability cannot be affected again for 24 hours.

Overstimulation (Su): As a standard action, the umbra can spend 2 radiance charges to emit a burst of blinding light. All creatures within 30 feet are blinded for 1d4 rounds where a successful Fortitude save negates this ability. The umbra, herself is blinded for 1 round with no saving throw allowed.

Vengeful Light (Su): As a standard action, the umbra can spend any number of radiance charges to cause a single willing creature within 30 feet to start glowing with a fierce radiance. Whenever the target is struck in melee, the attacker is dealt 1d4 points of damage per radiance charge. Undead take 1d6 points of damage of 1d4. This ability lasts for a number of rounds equal to the number of radiance charges spent; however during this time, the umbra does not generate radiance charges naturally.

Steam

Focal Point: Fire + Water

Steam Power: Prolonged exposure to elemental fire and water eventually turns the umbra into a living boiler. At the beginning of her turn, the umbra generates one steam charge, to a maximum number of points in her DE pool. If the number of charges ever exceeds the number of points in her DE pool, the umbra ceases to generate these charges until this is rectified, but does not lose what she already has generated.

Generate Steam (Su): As a standard action that does provoke attacks of opportunity, the umbra can think angry thoughts and generate a steam charge. This ability can only be used if her current number of steam charges is less than the number of points in her DE pool.

Pressure Release (Su): As a swift action, the umbra can spend 2 steam charges to generate a burst of steam that pushes projectiles off course. She gains a +2 planar bonus to AC against projectiles for 1 round.

Ramming Speed (Su): As a swift action, the umbra can spend any number of steam charges to generate a jet of steam at her feet. For each steam charge spent in this manner, she gains +5 feet to her base land speed.

Additionally, she gains a +1 bonus to bull rush combat maneuver checks for 1 round. If the umbra is successful on a bull rush attempt while benefiting from this ability, she deals 1d6 points of bludgeoning damage per steam charge spent to the creature that was bull rushed. Those that are affected by the bull rush creatures are treated as normal. The umbra must continue to move with the bull rush up to the maximum distance allowed.

Steamblast (Su): As a standard action, the umbra can spend any number of steam charges to cause steam to erupt out of the ground. Select a single square within 30 feet of the umbra; any creature caught within the area of the 10 foot tall pillar of steam, takes 2d6 points of fire damage per steam charge spent. The creature may make a Reflex save for half damage.

Steamscreen (Su): As a standard action, the umbra can spend 4 steam charge to produce a billowing cloud of steam centered on herself. This cloud of steam behaves in the same way as the *solid fog* spell, including its size, except that it lasts for 4 rounds and that it deals 2d6 points of fire damage to creatures that begin their turn in or step into the fog.

Vapors

Focal Point: Air + Positive

Vapors of Life: Essential for the maintenance of most that which crawls, walks, swims, or slithers upon the earth, air is one of positive energy's staunchest allies.

When the umbra uses a planar power that is activated as a standard action, she may increase the activation time to a full-round action, that provokes attacks of opportunity in order to use one of the following abilities in the same action.

Full Bloom (Su): The air within 10 feet of the umbra becomes thick with pollen and other natural allergens. Creatures, other than the umbra, caught in the blast must make a Fortitude save or be dazzled and sickened for rounds equal to the number of points in the umbra's DE pool.

Oxygenate (Su): The air around a single creature within 30 feet of the umbra becomes supernaturally rich with oxygen. The affected creature gains a +2 planar bonus to Strength, Dexterity, and Constitution for rounds equal to the number of points in the umbra's DE pool. When this ability ends, the affected creature takes a -2 penalty to Strength, Dexterity, and Constitution for a number of minutes equal to the number of points in the umbra's DE pool.

Sustaining Scents (Su): Vapors pour forth from the umbra's body, producing a 20-foot cube of heavenly aromas centered on her. This cube moves with the umbra. Creatures within the vapor are granted a resistance bonus to saving throws made against disease and poison effects equal to the number of points in the umbra's DE pool. This ability lasts for 1 round.

Classes: Warloghe

WARLOGHE

He didn't mind the occasional side glances, and initial distrust that he garnered upon meeting new people, in new places. As since his birth, and his mother would even say, Brigid always made the worst first impressions. He always seemed distracted, as if he was listening to sounds of drums, as he rocked back and forth as if entranced. It maybe also didn't help that he was given his father's mother's name, and was sometimes confused when people called it out. He always waited just a bit to see if a lass would respond, and when they didn't, he would answer the caller.

But, much like the assumptions the clan had of his grandmother, he was a little different from the rest of the family. Also like his grandmother, he was cursed with hearing the wailing cries of the banshees as they mourned for the dead. But as with every curse, and a positive view on the day, he could filter through it and hear the steady beat of the warm bodies around him.

Except for the man across the room here at the public house. People had caught Brigid staring at the foreigner as if he had the wild look of madness in his eyes. It was here that Brigid identified his prey. The undead fiend that had terrorized his home village when he was a child. The same one, that he assumed, killed his grandmother. After taking a second to ready his courage and arcane talismans, Brigid stood from his table, and went to make his first impression.

The warloghe is a brooding and intuitive spellcaster that deals in taboo spirit magic. Disregarding magical theory and the stifling ethics which constrain almost all arcane academics, he pursues his own personal power above all else. The warloghe does this by bargaining, coercing, and communing with mischievous spirits, compelling these forces to offer him a bond. Once an agreement has been made, they are bonded into service. They use this bond in order to increase their own mastery of the dark arts, and to hinder or corrupt their foes. Ancestor and nature spirits, ghosts that haunt for vengeance, mercurial fey, weird elementals, and plagued ghost are potential allies or pawns to be drawn into the warloghe's service.

Role: Warloghes are often shunned or hunted by those of civilized cultures for their dark practices and foreboding presence. As such, warloghes commonly blend into primitive or rural societies, like witches or shamans. To much surprise, a number of warloghes are civilized, but still only blend in with the lowest dregs of a society as necromancers, charlatans, or spiritualists. They do adventure to seek a greater understanding and control of the spirit world, and often just to survive.

Alignment: Any

Hit Die: d8

Class Skills:

The warloghe's class skills are Bluff (Cha), Craft (Int), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier

Class Features:

Weapon and Armor Proficiency: Warloghes are proficient with the blowgun, club, dagger, javelin, short bow, longspear, short sword, quarterstaff, shortspear, and spear. A warloghe is not proficient with any type of armor or shield. Armor interferes with a warloghe's movements, which can cause his spells that use somatic components to fail.

Cantrips: Warloghes prepare a number of cantrips, or 0-level spells, each day, as noted on Table: Warloghe under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again. Cantrips prepared using other spell slots, due to metamagic feats for example, are expended normally. A warloghe's twisted spirit begins play with the knowledge of all 0-level warloghe spells. He must choose and prepare his cantrips ahead of time by getting 8 hours of sleep and spending 1 hour communing with his twisted spirit to prepare his cantrips. The DC for a saving throw against a warloghe's cantrip is 10 + the warloghe's Wisdom modifier. All warloghes gain access to casting these cantrips regardless of their twisted spirit bond.

Tainted Soul (Su): A warloghe's dealings with darker spells and spirits leaves a stain on his very soul. He is considered an evil-aligned creature for the purposes of determining the effects of alignment dependent spells and effects (such as *detect evil*), regardless of his actual alignment. However he may still hid this dark nature, spells or effects that conceal or alter alignments may still be able to mask this taint.

In addition to staining his soul, the mischievous spirit also causes minor nuisances, to the warloghe, depending on the twisted spirit that has entered into servitude. These are detailed in the twisted spirit section.

As a result of the symbiotic relationship between the twisted spirit and a warloghe, he gains reinforcement against the darker side of reality. He receives a profane bonus equal to ½ his class level (minimum +1) on all saving throws against curses, death effects, energy drain, and necromantic effects.

Twisted Spirit: At 1st level, a warloghe must decide which twisted spirit he wishes to bond with. Once he has chosen, this spirit can not be changed. He also must



STORY

Classes: Warloghe

choose how he wishes this connection to progress in life. The warloghe, must select from one of two options: the ability to cast spells or to form a binding pact. Once this ability is chosen it can never be changed.

Spells: A warloghe communes with a spirit of nature, death, or some other mysterious force in order to prepare his spells each day. As he gains power, this spirit acts as a guide and grants him access to even more spells. He cannot prepare any spell that is not known to this spirit.

A warloghe's twisted spirit begins play with the knowledge of all 0-level warloghe spells, plus three 1st-level spells from the warloghe spell list of his choice. The warloghe also selects a number of additional 1st-level spells equal to his Wisdom modifier to add to the list of spells known to his spirit guides. At each new warloghe level, he adds two new spells of any spell level or levels that he can cast (based on his new warloghe level) to twisted spirit's list of known spells.

At any time, a warloghe can also add spells found in an arcane spellbook, stored by witch's familiars, or known by another warloghe's twisted spirit to the list of spells known to his spirit, if the spells are on his class spell list. This requires the same time and cost as a wizard adding new spells to his spellbook.

Casting Spells: A warloghe casts arcane spells drawn from the warloghe spell list. A warloghe must choose and prepare his spells ahead of time.

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

Warloghe's Essence:

The nature of a warloghe's essence pool is very similar to that of a monk's *ki* pool or the mystical energies that make up a magus' arcane pool. As such, a warloghe that possesses one or more levels in either of these classes can convert spiritual energy from his essence pool into arcane or *ki* energy, as appropriate.

A warloghe can convert 2 points of essence into 1 point of *ki* or arcane pool, and can convert 2 points from his *ki* or arcane pool into 1 essence point. The process of converting energy in this way is a standard action that provokes attacks of opportunity. The warloghe is not limited to the number of points that he may convert.

A warloghe can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on the Table: Warloghe. In addition, he receives bonus spells per day if he has a high Wisdom score.

A warloghe may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep. When he spends the hour communing with his twisted spirit to prepare cantrips, he also decides which spells to prepare for the day.

Binding Pact: A warloghe that shuns the burden of arcane spells, instead devotes himself to understanding the power of his twisted spirit. While he spends an hour communing to prepare cantrips, he also forms a deeper bond with his spirit. During this process the warloghe and spirit seal a pact that brings the warloghe closer to this knowledge. At 1st level the warloghe gains access to the first binding pact ability. Starting at 3rd level, and every 4 levels thereafter, he gains a new ability.

Table 1-18: Warloghe

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day						
						0	1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Cantrips, tainted soul, twisted spirit, taboo	3	1	-	-	-	-	-
2nd	+1	+3	+0	+3	Essence pool, taboo	4	2	-	-	-	-	-
3rd	+2	+3	+1	+3		4	3	-	-	-	-	-
4th	+3	+4	+1	+4	Taboo	4	3	1	-	-	-	-
5th	+3	+4	+1	+4	Spirit senses, haunted	4	4	2	-	-	-	-
6th	+4	+5	+2	+5	Taboo	5	4	3	-	-	-	-
7th	+5	+5	+2	+5		5	4	3	1	-	-	-
8th	+6/+1	+6	+2	+6	Taboo	5	4	4	2	-	-	-
9th	+6/+1	+6	+3	+6	Spirit-binding	5	5	4	3	-	-	-
10th	+7/+2	+7	+3	+7	Major taboo, taboo	5	5	4	3	1	-	-
11th	+8/+3	+7	+3	+7		5	5	4	4	2	-	-
12th	+9/+4	+8	+4	+8	Taboo	5	5	5	4	3	-	-
13th	+9/+4	+8	+4	+8		5	5	5	4	3	1	-
14th	+10/+5	+9	+4	+9	Taboo	5	5	5	4	4	2	-
15th	+11/+6/+1	+9	+5	+9	Improved binding	5	5	5	5	4	3	-
16th	+12/+7/+2	+10	+5	+10	Taboo	5	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Spirit sight	5	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Taboo	5	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11		5	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Greater binding, taboo	5	5	5	5	5	5	5

Classes: Warloghe

Essence Pool (Su): At 2nd level, the warloghe gains access to a reservoir of spiritual energy called an essence pool. A warloghe can draw upon this pool to fuel his powers, heal his own injuries, and even augment his spellcasting. The essence pool contains a number of points equal to $4 + \frac{1}{2}$ the warloghe's class level + his Wisdom modifier. This pool replenishes once per day when the warloghe starts to prepare his spells.

In addition, as long as at least 1 point remains in a warloghe's essence pool, the warloghe is able to draw on the wisdom of his spirit, gaining a +2 insight bonus to all Knowledge and Sense Motive skill checks. At 10th level, this bonuses increase to +4.

The warloghe's essence pool grants him access to the following abilities:

Spirit Strike (Su): By spending 1 point from his essence pool, a warloghe can concentrate spiritual energy into a melee or ranged touch attack called a spirit strike. This spirit strike deals 1d4 points of negative energy damage per warloghe level to a living creature (to a maximum of 10d4 at 10th level). Affected creatures are shaken for 1 round. Delivered as a ranged touch attack, a spirit strike has a range of 30 feet. A successful Will saving throw (DC $10 + \frac{1}{2}$ the warloghe's level + his Wisdom modifier) by the creature halves the damage and negates the shaken effect.

Alternatively, the warloghe may instead choose to use this ability on himself, spending an additional point of essence, to heal an equal amount of hit points instead.

Spirit Vortex (Su): At 6th level, a warloghe may spend 2 points from his essence pool to project a wave of rare spiritual energy in an emanation of 30 feet, centered on himself. This spirit vortex causes all living creatures within the emanation to receive 1d6 points of negative energy damage per two warloghe levels (to a maximum of 10d6 at 20th level). A Will save halves the damage dealt (DC $10 + \frac{1}{2}$ the warloghe's level + his Wisdom modifier) by this special ability. A warloghe that uses this ability is neither harmed nor healed by it, and cannot choose to exclude any creature within the emanation.

At 12th level, all creatures affected by a warloghe's spirit vortex are shaken for 1 round by the apparitions that appear, and are considered to be flanked for an equal duration; targets that made their Will saves are not shaken, but are still considered to be flanked.

Taboos: Warloghes learn various secrets and powers, called taboos, from their connection to the spirit world. These taboos grant the warloghe a number of disturbing abilities. At 1st level, a warloghe learns one taboo of his choice. At 2nd level and at every other warloghe level thereafter, he learns an additional taboo. A warloghe cannot select any individual taboo more than once.

Unless otherwise noted, using a taboo is a standard action that does not provoke an attack of opportunity.

The save DC to resist a taboo, if applicable, is equal to $10 + \frac{1}{2}$ the warloghe's level + his Wisdom modifier.

Baleful Stigmata (Su): Whenever a creature takes negative energy damage from the warloghe (such as the spirit strike ability, an *inflict light wounds* spell, or the death's touch taboo), his tainted soul stains it and causes physical harm by dissolving the infected creature's skin.

The creature suffers 2 points of bleed damage each round. For every five levels he possesses in the warloghe class this damage increases by 1. The bleeding can be stopped by a DC 15 Heal check or any effect that heals damage.

Blood Cap (Su): When a warloghe soaks a redcap in the blood of his victims it captures a portion of essence. When performing this ritual the redcap gains 1 point of reserve essence pool that can be used by the warloghe to fuel his abilities. The cap may only contain a number of reserve essence equal to his Wisdom modifier. Any action that cleans the cap, and washes away the blood causes the loss of the stored essence.

These points are stored within the cap until they are used by the warloghe or other wise cleansed from the cap. A warloghe must be of 4th level and possess a twisted spirit redcap.

Dark Empathy (Su): The warloghe can improve the attitudes of vermin and mindless, undead creatures which were formerly animals. This ability functions just like a Diplomacy check made to improve the attitude of a person. The warloghe rolls 1d20 and adds his warloghe level + his Charisma modifier to determine the results of his dark empathy check. The warloghe can also attempt to improve the attitude of animals and mindless undead creatures which were formerly humanoids, but he takes a -4 penalty on the check. The typical domestic animal has a starting attitude of indifferent, while wild animals and vermin usually have a starting attitude of unfriendly. All undead usually start with an attitude of hostile. Every point a warloghe spends from his essence pool while using this ability grants a +2 bonus on this check.

Elemental Lore (Su): The warloghe learns some of the offensive abilities of elemental spirits. Each day, when the warloghe prepares his spells, he must choose one of the following energy types: acid, cold, electricity, or fire. The warloghe can spend 1 point from his essence pool to add 1d4 points of energy damage of that type to all melee attacks that he makes.

This effect persists until the warloghe changes the energy type when he next prepares spells. This ability does not apply to melee touch attacks or spells with a touch range; nor does not stack with weapon properties that add elemental damage to an attack.

If the warloghe has the elemental twisted spirit, this damage stacks with those given by his spirit. He may also treat half of the damage from his spirit strike and spirit

Classes: Warloghe

vortex abilities (rounded down) as energy damage of the same type, instead of negative energy damage, by spending 2 additional points at the time of using one of those abilities.

Feather Fall (Su): As an immediate action, a warloghe can slow his descent with the aid of air spirits as if using *feather fall*. This ability uses his warloghe level as the caster level. As long as the warloghe has at least 1 point in his essence pool, he may use this ability on himself at will. A warloghe must be of 4th level before selecting this taboo.

Grasp of the Dead (Su): The warloghe can cause a swarm of ghostly, skeletal arms to burst from the ground, ripping and tearing at his foes. These skeletal arms erupt from the ground in a 20 foot radius burst centered on a point within 60 feet of the warloghe. Each creature in this area takes 1d6 points of slashing damage per warloghe level. These quasi-spectral attacks affect incorporeal creatures normally. Creatures caught in the area receive a Reflex save for half damage, and any creature that fails its saving throw against this ability is unable to use a movement action for 1 round as if grappled. In order to appear, the skeletal arms must be able to burst up from a solid surface. The arms disappear after 1 round.

A warloghe can continue to spend a point from his essence pool as a move action to extend the grappled duration by one round; giving creatures within the area of effect a new save each round. For every round that a creature is unable to move, their DC to resist increase by a +2. The warlock may extend this duration indefinitely as long as he spends 1 point as a move action each round.

The warloghe with this taboo can use this ability once per day. He must be at least 6th level before selecting this taboo.

Haunted Vortex: Due to the nature of a warloghe's tainted soul and his ability to twist the spirit world with his spirit vortex ability leaves a stain on the world. It causes a twisted reality of the warloghe's very nature creating a haunt.

When the warloghe performs a spirit vortex, he may expend a number of additional essence to leave a haunt where the vortex was performed. The number of points spent determine the CR of the haunt. (The rules on the creation of haunts and the elements needed can be found in *Pathfinder Roleplaying Game GameMastery Guide*.)

A warloghe may not spend more essence than his warloghe level when creating a haunt in this manner. A haunt created in this manner lingers for a number of minutes equal to the warloghe's level. If this haunt is "destroyed", it offers no experience points. Since it is of his essence that the haunt is created, the war-

loghe is unaffected by it. A warloghe must be at least 8th level before selecting this taboo.

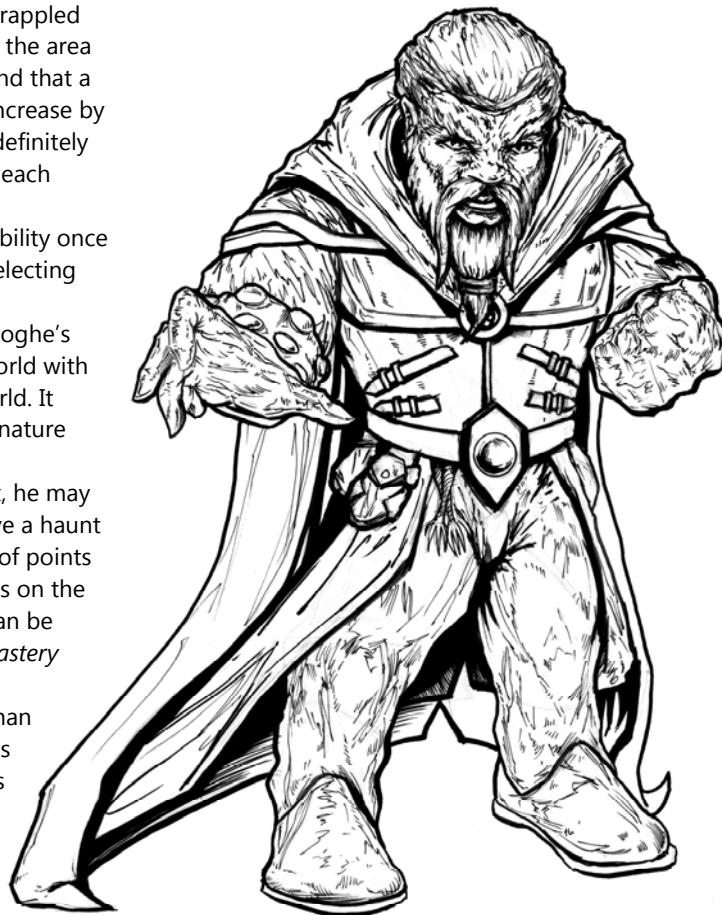
Hex: A warloghe can select a witch's hex. A warloghe treats his warloghe levels as witch levels to determine the effects of his hexes. If a warloghe has witch levels, these levels stack to determine his effective level for the effects of his hexes, but he must use the ability modifier appropriate to the class that provides the hex. Warloghes with witch levels cannot select hexes which share a name with any hex that he already possesses.

A warloghe of non-good alignment may select from the following list in place of a taboo: blight, evil eye, feral speech, misfortune, poison steep, or unnerve beasts.

If a warloghe is of good alignment, may select from the following list instead: cauldron, fortune, healing, tongues, or ward.

Lingering Spirit (Ex): The warloghe is familiar enough with the ties between his body and spirit that he lingers at death's door far longer than a normal person. He treats his Constitution as 10 points higher than normal for the purpose of determining when hit point damage kills him (so a warloghe with a Constitution of 10 and this taboo dies at -20 hit points instead of -10).

In addition, ability drain or ability damage that would reduce the warloghe to 0 Constitution renders him in a



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state of unconsciousness instead of suffering death. He is only killed by ability damage or drain in this manner if it brings him below a -2 Constitution score. A warloghe must be at least 4th level before selecting this taboo.

Natural Divination (Ex): The warloghe can read the entrails of a freshly killed animal, fey, or humanoid to gain an insight bonus equal to his Wisdom modifier on one saving throw. Alternatively, by observing the flights of birds and interpreting them, a warloghe may apply a +10 competence bonus on any one skill check.

Finally, by charting marks in dirt or stone, or through observing the behavior of sand when thrown into the wind, the warloghe gains a +4 insight bonus on a single initiative check. These bonuses must be used during the next 24 hours and you must declare you are using the bonus before the check or save is made.

Making a natural divination takes 10 minutes. The warloghe may use natural divination, in any combination, once per day for every five warloghe levels he has (minimum once per day).

Obscuring Vortex (Su): Whenever a warloghe uses his spirit vortex ability, he can elect to have the spirits mimic a *fog cloud*, except that strong winds do not blow the spirits away. Using this taboo requires the warloghe to expend 2 extra points from his essence pool. The *fog cloud* effect lasts for a number of minutes equal to the warloghe's Wisdom modifier. A warloghe must be of 4th level to select this taboo.

Raise the Dead (Su): As a standard action, a warloghe can spend 2 points from his essence pool to summon a single skeleton or zombie to serve him. This undead creature has a number of Hit Dice equal to his warloghe level. It manifests within ten feet of the warloghe and it remains for a number of rounds equal to his Wisdom modifier (minimum 1 round). The warloghe can use this ability once per day, plus one additional time per day at 10th level.

At 7th level, the warloghe can spend 3 essence to summon a bloody skeleton or a fast zombie. At 15th level, the warloghe can spend 4 essence to summon an advanced skeleton or zombie.

Secrets of the Grave (Ex): A warloghe gains a bonus equal to half his level on Knowledge (religion) checks made to identify undead creatures and their abilities. A warloghe may affect the undead with mind-affecting spells as though they were living, non-mindless creatures (though spells that affect only humanoids do not affect them, even if they were humanoids in life). Furthermore, a warloghe may now use his spirit strike and spirit vortex special abilities to harm undead creatures (treat any damage dealt by these abilities as force damage as it applies to undead creatures). Undead creatures can now be shaken by these abilities.

Soul Siphon (Su): A warloghe can now use his spirit strike to wither a target's soul. Rather than deal negative energy damage, a spirit strike inflicts one negative level upon the target. This negative level lasts for a number of minutes equal to the warloghe's Wisdom modifier.

Whenever this ability gives a target a negative level, the warloghe heals a number of hit points equal to his warloghe level. A warloghe must spend 3 points from his essence pool (instead of 1) in order to use his spirit strike in this way. A warloghe must be of 9th level to select this taboo.

Spirit Shield (Su): A warloghe can call upon the spirits of nature (or those of the dead) to form an invisible shield around him, granting the warloghe a +2 deflection bonus to his Armor Class. At 5th level, and every five levels thereafter, this bonus increases by +2.

At 10th level, this shield of spirits becomes wholly visible, and capable of terrifying his foes. All enemies within 10 feet of a warloghe protected by this spirit shield receive a -2 penalty on Will saving throws against fear effects. This is a mind-affecting fear effect.

At 15th level, this shield of spirits causes arrows, rays, and other ranged attacks requiring an attack roll against the warloghe to incur a 50% miss chance. A warloghe can use this shield for 1 minute per day per warloghe level. This duration does not need to be consecutive, but it must be spent in 1 minute increments.

Spirit Thrall (Su): A warloghe can take control of an elemental, fey, or undead creature that is within 30 feet, by forcing his will upon it (Will save negates). A creature that fails its saving throw falls under his control as the *command undead* spell, even if the creature could not normally be affected by that spell. Once this control is established, the creature remains controlled even if it moves further than 30 feet away from the warloghe. Any intelligent creature receive one saving throw each day to resist the warloghe's command.

A warloghe can control up to 1 HD of creatures per caster level in this way. If the target of this special ability is also under the control of another creature, a warloghe must make an opposed Charisma check whenever his orders conflict with that creature's. The use of this ability expends 2 points from the warloghe's essence pool every time it is used (regardless of the success or failure of the action), plus an additional 2 points for every day the creature remains under the warloghe's control. Warloghes must be of at least 4th level to select this taboo.

Touch the Spirit World (Su): With a touch, a warloghe can empower a weapon to affect incorporeal creatures. The weapon held deals half damage to incorporeal creatures, or full damage if it is a magic weapon. This empowering benefit lasts for a number of rounds equal to the warloghe's level. Activating this taboo uses 1 point from the warloghe's essence pool.

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Twisted Familiar (Ex): The twisted spirit manifests its connection with the warloghe by guiding to his side a corporeal companion that is possessed by the spirit. The warloghe gains a familiar, with an effective wizard level equal to his warloghe level -5. This familiar follows the rules for familiars presented in the arcane bond wizard class feature. If the familiar dies, the spirit is released. A red cap warloghe is unable to possess this taboo. A warloghe must be of 6th level to select this taboo.

Unbound Steps (Su): This taboo calls on air spirits to allow a warloghe to use his essence pool to walk through the air. Whenever the warloghe takes a move action to move up to his base speed, he can walk on air, rising or descending as he desires. He must end his move on a solid surface. A warloghe can use this taboo at will as long as he has at least one point in his essence pool.

Unseelie Lore (Su): Any natural or manufactured weapon attack that a warloghe performs counts as though it was a cold iron weapon for the purpose of overcoming damage reduction. The warloghe also gains a +2 bonus on all Will saving throws against the spell-like and supernatural abilities of all fey creatures.

Unstable Bonds (Su): The warloghe's touch can disrupt the bonds that hold a summoned or called creature on this plane. Using his spirit strike as a melee touch attack, the warloghe can cause a summoned or called creature (such as an eidolon) to become shaken and staggered for a number of rounds equal to $\frac{1}{2}$ his warloghe level (minimum 1). A warloghe using his spirit strike in this way expends 2 points from his essence pool, instead of 1.

Voice of the Spirits (Su): The warloghe can speak with the dead, as the spell *speak with dead*, for a number of rounds per day equal to his class level. While using this ability, the warloghe is also treated as being under the effects of a *tongues* spell. These rounds do not need to be consecutive. At 5th level, and again every five levels after, any dead creature that the warloghe questions takes a cumulative -2 penalty on its Will save to resist this effect. At 10th level, the warloghe may speak with the same dead creature twice within the same week.

Wall of Spirits (Su): The warloghe can tap his essence pool to summon a wall of swirling spirits anywhere within 100 feet. This wall extends up to 20 feet high and up to 10 feet long per warloghe level. The wall of spirits blocks line of sight, and any creature passing through it must make a Will save or be shaken for 1d4 rounds. A wall of spirits lasts for 1 minute, but can be dismissed as a free action. Using this taboo uses 3 points of his essence. A warloghe must be at least 6th level to select this taboo.

Whispering Spirits (Su): As a standard action, he can whisper a hypnotizing litany of empty promises, which is then echoed by hundreds of invisible spirits in the area. Each enemy within a 30 feet of the warloghe must be successful on a Will save or become fascinated for as

long as he continues the litany (or for as long as they can hear it). The distraction of a nearby combat, or other dangers, prevents this ability from working. Each round the warloghe uses this ability requires the expenditure of 1 point of essence. This is a mind-affecting effect.

Wisdom of the Spirits (Su): Once per day, the warloghe can enter a trance in order to commune with various nature spirits, and spirits of the dead. This trance lasts for 10 minutes, which must be uninterrupted and during which the warloghe may take no other actions. When he emerges from this trance, he gains mystical insight into the future. This insight acts as an *augury* spell with 80% effectiveness. At 5th level, the insight takes the form of a *divination* spell with 90% effectiveness. At 8th level, the knowledge the warloghe gains is equivalent to that of a *commune* spell. This trance does not require material components.

Spirit Senses (Su): At 5th level, the warloghe's sight becomes more attuned to the spirit world. He gains the ability to see those that mask their presence. He may use *see invisibility* as a swift action by spending 1 point of essence. While this ability is active, he gains the ability to understand (but not necessarily speak) the following languages: Aklo, Aquan, Auran, Ignan, Sylvan, and Terran.

Haunted (Su): The nature of being with a tainted soul can plague the warloghe. There are some that have learned to shun this curse for a while at great risk to their well being, but by doing so leaves the curse where he left it, in the form of a haunt.

At 5th level, as a full round action, a warloghe may burn a number of essence points up to, but not more than his level, to ignore his tainted soul ability. By doing this he leaves a haunt in the spot where he has left his mark. While he is without his soul, he does not exude an aura of any kind and by result, is immune to any spell that detects magic, alignment, aura, or mood. This effect only applies to the warloghe and not his belongings.

The number of points spent equals the CR level of the haunt left by the warloghe. This haunt remains for a number of days per essence point spent, which in return equals the number of days the warloghe is unaffected by his tainted soul.

Alternatively, a warloghe may instead choose to leave his tainted soul behind for a number of hours or minutes, per point instead of days. At which point, the haunt will dissipate and his tainted soul returns. To perform this ability the warloghe must be afflicted with his tainted soul.

These haunts may be solved, completed, or cleansed as a normal haunt, but they do not offer experience points for their resolution. If they are resolved in this manner, a warloghe's tainted soul returns to him, scarred and distraught. He suffers nonlethal damage equal to his Wisdom score + his Constitution modifier + the number

Optional Rule: Tainted Souls and Haunted Taboos

The energies of haunts fueled by a warloghe's essence and his very soul, can put the warloghe at great risk. When a haunt is "destroyed", the tainted soul used to create it might scream, although silently, and cause those with the ability to see ethereal spirits, sense spirits; those that have a spirit guide (animal or otherwise), a phantom; or ability to perform séances, or an Ex or Su ability that lets them interact with "spirits", have a 25% chance to sense its cry.

There is a small percentage chance that they could trace the psychic spiritual energies and follow the tainted soul's path back to the warloghe.

If the GM chooses this option, those with the above abilities, have a 10% chance + the CR of the haunt, to follow the ethereal ectoplasmic residue back to the source warloghe. They must succeed on an opposed Spellcraft check versus a d20 + the warloghe's Wisdom score. The duration of this spiritual residue is as strong as the warloghe's personality and last for a brief time: a number of minutes equal to the warloghe's Wisdom modifier.

Alternatively, the cry of a tainted soul could draw other worldly beings to the sight of the haunt, or in some cases, wake the dead.

It is advised that the GM, need not abuse this power, and have the warloghe subject to "witch hunts" by smite driven paladins, or inquisitors. But this optional rule is intended for plot device in use of storyline.

of essence points used in the creation of the haunt.

Because he leaves his soul behind, its result makes it difficult to bond with his twisted spirit. The warloghe suffers a 25% failure chance to activate any twisted spirit pact ability, and a 25% failure chance on any spells he cast, even cantrips.

Spirit-Binding (Sp): At 9th level, a warloghe learns how to summon and bind powerful spirits. With a special ritual that requires 1 hour and the expenditure of 5 points from his essence pool, a warloghe can mimic the effects of a *lesser planar binding* spell, including any and all appropriate *magic circle* spells. This spell may only target elementals, fey, or mindless undead creatures.

Major Taboos: Starting at 10th level, and every two levels thereafter, a warloghe may choose one of the listed major taboos whenever he can select a new taboo.

Aura of Banishment (Su): A warloghe that learns this taboo can use his spirit vortex to radiate a 30 foot *aura of banishment*, rather than to deal damage. Any summoned or called creature in the area must be successful on a Will saving throw each round it is within the aura. Once the creature fails a Will saving throw, it is staggered as long as it remains inside the aura. If it fails a second Will saving throw, it is immediately sent back to its home plane

and the spell that summoned it immediately ends. If that spell summoned more than one creature, only the creature that failed its saving throws is affected.

A warloghe using a spirit vortex in this way must spend 2 additional points from his essence pool in order to activate the aura, and may maintain the aura as a free action each round on his turn by spending 1 additional point per round.

Blood Sacrifice (Su): The warloghe can bleed himself as a standard action, to regain essence. A warloghe receives 1d4 points of Constitution damage and gains 2 points for every point of Constitution damage that he takes. This Constitution damage lasts for 24 hours or until the next time the warloghe completes a full night's rest, whichever comes first. This Constitution damage cannot be removed by anything short of a *wish* or *miracle* spell effect.

Corrupting Touch (Su): A warloghe with a tainted soul extends its reach when he uses his spirit strike ability, he afflicts the target with this ethereal disease.

At the warloghe's choosing, a creature that is successfully hit with a spirit strike, regardless if they were successful or not on their Will save, suffer the ill effects of his tainted soul class feature. The target is afflicted for a number of hours per warloghe level.

This ability can be placed permanently on the creature by the warloghe with the expenditure of 2 essence points. Creatures stained by tainted soul can only be cured by a *remove curse* spell.

Elemental Secrets (Su): The warloghe learns some of the defensive abilities of elemental spirits. Each day, when the warloghe prepares his spells, he must choose one of the following energy types: acid, cold, electricity, or fire. The warloghe can spend 1 point from his essence pool to gain energy resistance 10 against one of those energy types and a 25% chance to negate extra damage from critical hits and precision damage. At 15th level the energy resistance increases to 20. This effect persists until the warloghe changes the energy type when he prepares spells again. Warloghes must have an elemental twisted spirit to select this taboo.

Frightful Moan (Su): The warloghe channels the wails of tormented spirits into a frightful moan of a banshee as a standard action. All living creatures within 30 feet of the warloghe must succeed on a Will save or become panicked for 1d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan are shaken for 2 round and cannot be affected by the same warloghe's moan for 24 hours. Using this taboo requires the warloghe to spend 3 points from his essence pool.

If the warloghe possesses the banshee twisted spirit pact, this taboo may be used in combination with any moans, shouts, or wails that the warloghe uses. When

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used in this way, effects that are different afflict the target(s). If the affects are similar, the one that causes the most harm is used. The combined wail, moan, or shout, uses the highest available DC as it's target goal, and if the save is successful, all effects are negated. Frightful moan can be combined in this way by the banshee warloghe at no extra cost to use frightful moan.

Ghost Step (Su): As a swift action, a warloghe with this taboo can pass through walls as though he were a ghost. Until the end of his turn, the warloghe can pass through walls and surfaces up to 5 feet thick per class level as though he were an incorporeal creature. He must exit the solid material by the end of his turn. This taboo expends 1 point from the warloghe's essence pool for each use.

Major Hex: As the hex taboo, but a non-good aligned warloghe can select a major hex from the following list in place of a major taboo: agony, beast eye, infected wounds, nightmares, speak in dreams.

A good aligned warloghe may select from the above list, but adds the following: hidden home, major healing, retribution, and weather control.

Pestilent Spirits (Su): Whenever a warloghe uses the obscuring vortex taboo, the vortex also duplicates the effects of a *contagion* spell for the duration of the *fog cloud* effect, affecting each character inside the cloud.

Using this taboo requires the warloghe to expend 1 additional point from his essence pool.

If the warloghe has a *aitu* twisted spirit, this additional effect has a cost of 0.

See the Unseen (Sp): A warloghe with this taboo learns how to see that which cannot be seen by most mortal eyes. As a swift action, the he can use *true seeing* as a spell-like ability with a caster level equal to his class level. This ability maybe performed as long as the warloghe has at least 3 points of essence remaining.

Slippery Mind (Ex): The warloghe's ability to wriggle free from magical effects that would otherwise control or compel him has increased. If a warloghe with slippery mind is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. He only receives one extra chance to succeed on his saving throw per inflection.

Spirit of Madness (Su): Whenever a warloghe uses his spirit strike ability, he may spend 2 additional points from his essence pool to afflict the target with a spirit of madness. If the target fails its Will save against the spirit strike, it also takes 1d4 points of Wisdom damage. The warloghe must decide whether he is using this ability before the attack roll is made. Multiple uses of this taboo are cumulative, but that amount of Wisdom damage received is reduced by 1 point every time it fails its Will save from this ability (dealing a minimum of 1 point). A target cannot be reduced below a Wisdom score of 1.

Spirit Familiar (Su): The warloghe can channel his

spirit vortex ability through his familiar. If his familiar is within 30 feet, conscious, and visible to the warloghe, he can spend an additional point from his essence pool to allow his spirit vortex to originate from his familiar. A familiar uses its own attack bonus when making a spirit vortex attack. The warloghe must have the taboo twisted familiar to select this taboo.

Steal Essence (Su): A warloghe learns a number of twisted methods for recovering expended essence points. Any time a warloghe performs a coup de grace against a creature with at least as many Hit Dice as the warloghe's class level, he regains 1 essence point, even if the target doesn't die.

Additionally, a warloghe can spend 1 minute extracting and eating either the brain, liver, or heart of a dead or helpless humanoid creature with at least twice as many Hit Dice as the warloghe's class level. A warloghe can only gain this benefit once from a single creature, regardless of how many organs he consumes. This method replenishes 5 essence points, but the warloghe gains an aura of evil equivalent to that of an equal level cleric for one day per use of this ability. Multiple uses of this ability stack for determining the duration that this aura remains. Only warloghes of non-good alignment may select this taboo.

Storm of Souls (Su): The warloghe can summon the spirits of the restless dead to attack in a ghostly fury; their rage and anguish creates physical wounds on creatures within the area of his spirit vortex. Living creatures in the area take an additional 1d10 hit points of damage for every four class levels that the warloghe possesses. On a successful Fortitude save this extra damage is reduced to half. To use his spirit vortex in this way, a warloghe must spend 4 points from his essence pool (instead of 2). The warloghe must be of 12th level to select this taboo.

Unseelie Secrets (Su): The warloghe learns a number of secrets from dark fey spirits. He gains DR 5/cold iron, and treats his caster level as 2 higher when casting spells of the compulsion subschool. Additionally, he may spend 1 point from his essence pool to reroll any caster level check made to overcome spell resistance. The warloghe must decide to use this ability before the results of the roll are revealed by the GM, and must take the second result, even if it is worse.

A warloghe must have the unseelie lore taboo to take this taboo.

Ward Against Death (Su): A warloghe can use his spirit vortex to emit a 30-foot aura that wards against death, rather than to deal damage. Living creatures in this area are immune to all death effects, energy drain, and effects that would inflict negative levels. This ward does not remove negative levels that a creature has already gained, but existing negative levels have no effect while the creature remains inside the warded area. A warloghe using a spirit

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vortex in this way must spend 2 points from his essence pool as a standard action in order to activate the aura, and may maintain the aura as a swift action each round on his turn by spending 1 additional point per round.

Improved Binding (Sp): At 15th level, a warloghe using his spirit-binding class feature can spend 7 points from his essence pool to mimic the effects of a planar binding spell instead (including the appropriate magic circle spell). This version of the spirit-binding spell-like ability may target only elementals, fey, or incorporeal or mindless undead creatures.

Spirit Sight (Su): At 17th level, the warloghe's spirit senses pierce the veil of the worlds and grants him a limited form of *true* seeing to a range of 30 feet as long as he has at least 3 points in his essence pool.

Greater Binding (Sp): At 20th level, a warloghe using his spirit-binding class feature can spend 9 points from his essence pool to mimic the effects of a greater planar binding spell instead (including the appropriate magic circle spell). This version of the spirit-binding spell-like ability may target only elementals, fey, outsiders, or undead creatures of any type.

Twisted Spirits:

The nature of forcing a spirit to do his bidding is not without a price. In return for the deeds performed, these mischievous spirits follow the warloghe around causing unnatural (and sometimes unwanted) occurrences. The occurrences may manifest as spoiling milk, unexpected breezes, faint noises, whispering or babies crying, and small items moving of their own accord. The save DC to resist abilities granted by a twisted spirit is equal to 10 + ½ the warloghe's level + his Wisdom modifier.

Aitu

Tainted Soul: Spirits of sickness infest the warloghe causing his body to take on a sickly appearance of gray-ing skin with red blotches and sunken eyes (despite his origin of skin tone). Because of the influence of the *aitu* on his body many people are hesitant to touch him and the warloghe receives a -4 penalty on Charisma based skill checks, except for Intimidation skill checks.

In return, the *aitu* offer the warloghe immunity to the sickened condition, but not nauseated. In addition he receive a +4 competence bonus to all saves made to resist disease, natural or otherwise.

Pact Abilities:

Sickening Strike (Su): At 1st level, the spirit strike of an *aitu* warloghe causes the victim to make a Fortitude save in place of a Will save. A target that fails the Fortitude save becomes sickened instead of suffering from the shaken condition.

Fever Carrier (Su): At 3rd level, the *aitu* thrives within the warloghe allowing him to infect those he touches

with filth fever. As long as he has at least 4 essence points, when he touches an individual, or is successful on a touch attack, he may infect the individual as a swift action.

Pox Vortex (Su): At 7th level, whenever a creature is within the warloghe's spirit vortex, they have a chance to grow pustules along their body and suffer from a bad intense rash. A number of creatures in the radius of the vortex, up to the warloghe's Wisdom modifier, suffer from the effects of *pox pustules*, regardless if they were successful on a save for half damage.

Plague bearer (Su): Starting at 11th level, any creature that strikes a warloghe with a touch attack, unarmed strike, or natural weapon must succeed at a Fortitude save or contract a disease, as the *contagion* spell. If the creature makes its save, it is immune to this effect for 24 hours.

Plague breeder (Ex): At 15th level, a warloghe has built up a tolerance, and has learned to reinforce its blight. He gains immunity to all diseases, including supernatural and magical diseases, as well as the nauseated condition. Any disease that originates from the warloghe, by any means, has its DC changed to + ½ the warloghe's level + his Wisdom modifier. He may also control the disease onset of any disease he has delivered as though it was affected by the *delay disease* spell. Except he can change the normal duration and prolong the onset by spending 1 point of his essence per day for the delayed effect.

Rot Carrier (Su): At 19th level, a warloghe aligns his spirit of disease with the essence of the undead into the ability to curse and infect creatures. When a warloghe is successful on a touch attack or spirit strike, he may spend 3 essence points to infect the target with either mummy rot or zombie rot.

Banshee

Tainted Soul: Wailing spirits of death have attracted the attention of the warloghe. He hears the constant chill of their call as they serenade the death of each living creature that passes by. Only heard by the warloghe, this constant wailing causes him to suffer a -2 penalty on Perception skill checks that involve audio perception. The continued wailing of banshees also causes all concentration checks made by the warloghe to suffer a -4 penalty in attempts of staying focused.

In return, the banshee offers the warloghe the ability to understand their cries. The warloghe is permanently under the effect of the spell *deathwatch*. Except that in order to sift through the wailing caused by all creatures, the warloghe must spend a full round action to discern the specifics of an individual creature's status.

Pact Abilities:

Cries of the Banshee (Su): At 1st the warloghe can pull the auditory cries of the banshee into the use of his spirit

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strike ability. Instead of causing negative energy damage, his spirit strike can cause sonic damage instead. He may decide which effect at the time of performing the spirit strike.

In addition, if he selects to have his spirit strike ability cause sonic damage, a creature that is affected suffers from the deafened condition instead of being shaken.

At 6th level, this supernatural alteration may also be applied to when he uses his spirit vortex ability.

Banshee's Ears (Ex): At 3rd level, a banshee warloghe can spend a full-round to shift his peripherals to align with that of his banshee spirit. For one minute per point of essence spent, he gains the ability to sense beating hearts of living creatures within 60 feet, as if he had the blindsight ability.

Deafening Shout (Sp): At 7th level, a warloghe can create a wave of thunder and force, either in a 10 foot radius burst centered on himself or in 30 foot cone burst. Creatures in the area are pushed away as if bull rushed. He makes a combat maneuver check and applies the results to each creature in the area. The CMB for this bull rush is equal to the warloghe's level + his Wisdom modifier. This bull rush does not provoke an attack of opportunity, and those that are pushed away are also deafened for one minute. A deafening shout cannot penetrate a *silence* spell (or any similar magical silence effect). The warloghe must spend 3 essence points to use this ability.

Terror (Ex): At 11th level, a warloghe can let out a haunting moan as a standard action, spreading terror among his enemies. Enemies within 60 feet who can hear him must succeed at a Will save or be shaken for 1 round per level the warloghe possesses. Creatures with half or fewer Hit Dice than the warloghe become frightened instead. An opponent that succeeds at the saving throw is immune to the warloghe's terror ability for 24 hours. This ability is a mind-affecting fear effect and cost an essence point. The warloghe may spend 1 additional point of essence to double the range of ability.

Spirit Shift (Su): At 15th level, the warloghe becomes one step closer to his banshee brethren. He gains the incorporeal subtype for a number of rounds per day equal to his class level. These rounds do not need to be consecutive. He also gains the ability to float in the air, as per the *levitate* spell, for a number of hours equal to his Wisdom modifier. This duration need not be consistent, but must be used in hour increments. If the warloghe ends this duration early, the increment is expended.

Banshee's Wail (Su): At 19th level, a warloghe takes on all aspects of a banshee and may even mimic the wail of his twisted spirit as a full-round action. He must expend 8 points of essence, plus 1 point per additional creature beyond his Wisdom modifier. This wail lasts until the beginning of his next turn next turn. All creatures that are

affected must be within 40 feet of the warloghe when he begins his wail, as well as any creature that end its turn within the radius, must make a Fortitude save, this save is only required once per wail.

Creatures under the effects of a fear effect take a -4 penalty on this save. Creatures that make their save are deafened for 1d6 rounds. Those that fail take 190 points of damage (as if affected by a CL 19 *wail of the banshee*). If the warloghe is damaged during a wail, he must make a concentration check to maintain the wail; otherwise it ends. This is a sonic death effect. Using banshee's wail is a supernaturally powerful, and penetrates the effect of any spell of 3rd level or lower that creates silence.

Elementals

Tainted Soul: Nature spirits in servitude of the warloghe become troublesome when bored, and tend to cause slight annoyances. These spirits make their presence known with smells that emulate nature. From rotting meat, animal waste, to burnt wood, the smell makes it hard for the warloghe to go unnoticed. He receives a -4 penalty to Stealth skill checks. Creatures looking for or tracking the warloghe gain a +2 on all Survival and Perception (those that involve smell) skill checks to locate him.

In return, the warloghe is protected from extreme temperatures as though under constant effects of *endure elements*. The warloghe may call forth a small elemental as per the *summon monster II* spell a number of times per day equal to his Wisdom modifier.

Pact Abilities:

Manifested Elements (Sp): At 1st level the warloghe can spend a point of essence as a swift action and cause his weapons to manifest an elemental ability for one round. Doing so grants any weapon he wields during the round with the *flaming* or *thundering* magic weapon special ability. He must choose one of these weapon properties at a time and must decide when he spends his essence point. At 5th level, he may spend an extra point, giving the weapon a *burst* quality, as well.

Elemental Influence (Ex): At 3rd level, the warloghe uses the teachings of his spirits and gains bonuses to skills. He receives a +2 insight bonus to Climb, Fly, and Swim skill checks and these skills become class skills.

Elements Within (Su): At 7th level, the warloghe can channel the natural elements and allow them to possess his body. Doing so allows a chosen element to transmute the warloghe's body (as if affected by a CL 8 *elemental body I*) to become an elemental. Due to the supernatural nature of this change, it drains the warloghe of 2 essence points with each channeling.

Magical Elements (Ex): At 11th level, when a warloghe casts a spell or uses an ability that has a descriptor or sub-school of an element type (such as acid, air, earth, fire,

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sonic, electricity, or water), he may change it to another elemental type of his choice as a free action. He may do this as long as he has 3 points in his essence pool.

For example, the descriptor for a *fireball* can be changed from fire to acid, causing acid damage instead of fire.

Elemental Favor (Su): At 15th level, at the beginning of the day when he prepares his spells, a warloghe can curry the favor of a single type of elemental. By sacrificing 2 essence points for the day, the elemental grants him *planer adaptation* for the next 24 hour period, or until the next time the warloghe bonds with his twisted spirit.

Elemental Culmination (Sp): At 19th level, a warloghe that bonds with elementals as his twisted spirit gains the knowledge to open a gateway between the planes. He gains the knowledge to perform a ritual that acts as though he had casted *elemental swarm*. It acts as this spell for all purposes except that it does not receive an elemental type, and the warloghe does not need to make a connection to a specific plane of existence. His ritual makes a connection to all elemental planes allowing him to select any combination of elementals that appear. When he performs this ritual he must expend at 8 points of his essence pool. By spending an additional 4 points of essence, the ritual casting time is halved.

Onryo

Tainted Soul: Vengeful spirits that cling to the warloghe in grievance for deeds done to them in former lives. They urge the warloghe to be spiteful and blind his judgment. The warloghe does



not gain the insight bonus to Knowledge or Sense Motive skill checks granted by his essence pool. In addition to this clouded thought, he starts with one less point of essence.

In return, the warloghe may channel this vengeance in his ability to cast the *rage* spell as a spell-like ability a number of times per day equal to his Wisdom modifier. The warloghe shrugs off wounds while in this vengeful state, receiving DR 3/- for the duration. This DR increases by +1 for every 6 levels in this class that he possesses.

Pact Abilities:

Channeled Rage (Su): At 1st level, when a warloghe uses his *rage* spell-like ability on himself, he may spend a point of essence as a free action and gain use of a single rage power for the duration of the spell like ability. He has a barbarian level equal to his warloghe level for the purpose of qualifying for certain rage powers.

External Essence (Ex): At 3rd level, a warloghe understands that his anger can fuel his inner focus. While he is under the effects of his *rage* spell-like ability, he may forgo his ability to concentrate and spend a point of essence to continue the effects of this ability by one round. Each consecutive round he may continue to spend a point of his essence to fuel his *rage* for an additional round.

Mark of Retribution (Su): At 7th level, once per day, after a successful spirit strike, the warloghe can place a mark of vengeance on the target instead of causing a condition. This mark curses the target until the vengeance is completed. This mark causes terrible wounds to open across the body of the creature's flesh whenever it deals damage to another creature. Upon dealing damage to another creature, the onryo takes its vengeance on the marked creature by dealing half the damage (round down). This effect lasts for a number of rounds equal to the number of essence points spent. Until this damage is healed and the wounds remain open causing the targeted creature to take a -2 penalty on all saves to resist poisons or disease that are contracted through these wounds. To mark a creature, the warloghe must spend 2 additional points of essence and separately spend a number of points to determine the duration of rounds.

Hateful Possession (Sp): At 11th level, the warloghe can force his onryo into an unwilling target as a standard action. On a failed Will save, the creature is possessed by the onryo. The dark whisperings of the onryo influence the creature to seek out and destroy a single enemy that has inflicted some perceived or actual harm to the target.

It is the warloghe who designates the enemy at the time

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of possession, which must be known by the target (such as "your brother's murderer") or can easily identify by sight (such as "the hill giant king"). The target is under the effect of a *geas* to find and capture or kill this enemy, and the target takes the penalties of that spell as long as it is not actively trying to reach the enemy. When the target enters combat with the enemy, it gains a +6 morale bonus to Strength and Constitution, a +3 morale bonus on Will saves, and is immune to the shaken and frightened conditions.

If the warloghe designates one of the target's friends or loved ones as the enemy, the target gains another saving throw to overcome the spell as soon as it enters combat with the enemy.

The creature is possessed for one minute per level of the warloghe. He must spend 5 points of essence to use this ability. While the creature is possessed by the onryo, he loses any benefit gained from his twisted spirit.

Raging Spirits: At 15th level the warloghe becomes more in touch with his twisted onryo spirits. This bond allows him to use the spirits drive for vengeance to fuel his spirit strike and vortex. The cost of using his spirit strike or vortex ability is lessened by 1 essence point (minimum of 0) for the warloghe.

Vengeful Storm (Su): At 19th level, the onryo warloghe draws upon a vengeance only found in folklore. Onryo of old are channeled into the warloghe allowing him to cause natural disasters to exact revenge on whole towns. This functions as a *storm of vengeance* combined with an *earthquake* that occurs on the second round of the effect (while acid is raining from the sky). The warloghe must concentrate on his onryo for the duration of this effect. If disrupted, the effect immediately ends. He can only use this ability once per day.

Redcap

Tainted Soul: Mischievous fey that whisper dark murderous deeds into the warloghe's ear, tempting them to acts of bloodlust. Normally this bloodlust can only be sated by the blood of others, but those that are bonded require self sacrifice. A warloghe suffers vulnerability to bleed damage and any source that causes the bleed condition.

In return, the redcap offers the warloghe the ability to call upon the power of this whispered bloodlust. He may grant any weapon he wields with the wounding magic weapon special ability for a number of rounds per day equal to $\frac{1}{2}$ his warloghe level (minimum 1). He initiates and ends this ability as a free action, and the rounds need not be consecutive.

Pact Abilities:

Redcap Bond (Su): At 1st level, a warloghe comes across a gift from his twisted spirit, a tiny shapeless woolen hat. The warloghe forms an arcane bond with his

redcap, similar to that of a wizard's arcane bond when he bonds with an object (except that a redcap is a hat and occupies the wondrous item head slot when worn). The warloghe uses his warloghe level as his wizard level when determining the properties of this bond.

Warloghe levels stack with any wizard levels he later possess when determining the powers of the bonded redcap. He may also create a new cap to replace a lost or destroyed cap with a 10 minute ritual, although he must still take a full minute to soak the cap in the blood of a foe the redcap helped to kill, or the cap does not grant any advantages.

Blood Letting (Ex): At 3rd level when two or more bleed effects deal the same kind of damage and are a direct result of an action taken by the warloghe, the bleed effects stack with each other.

Redcap Stomp (Ex): Redcaps are known for wearing certain types of heavy boots that they use to stomp their victims. At 7th level, a redcap warloghe that is wearing boots that are worth at least 10 gold, gain a kick attack that it can be made as a secondary attack, either as part of a full-attack action or as part of its movement just as if he had the Spring Attack feat.

Bloody Hat (Ex): At 11th level, if the warloghe soaks his cap with the blood of his victims at least once a month, he may satisfy the blood craving of his twisted spirit. Doing this allows the warloghe to ignore his vulnerability to bleed damage. If these conditions are met, while wearing his redcap, a warloghe is granted a +4 bonus on all damage rolls.

Vital Bond (Su): At 15th level, while he is wearing his red cap, the warloghe gains a supernatural bonus to both his Strength and Constitution that is drawn from the blood of the cap. This nets a +2 bonus to both attributes while he is wearing his cap. This bonus to Constitution does not give the warloghe additional hit points. If his cap is involuntary removed from his head, he suffers mental anguish and receives 1d2 ability drain to both his Wisdom and Intelligence until he can recover or create, a new red cap.

Wringing of the Cap (Sp): At 19th level, a warloghe that has a redcap that has been soaked in the blood of victims can wring the blood out as a full-round action. Doing so causes the manifestations of the darkling fey of his twisted spirit. As the blood touches the ground it summons forth 1d4 redcaps to do the bidding of the warloghe as though they were called forth by the *greater planer binding* spell. Due to being fueled by the blood of the victim, they dry out, crack, flak, and disappear after 1 minute. Wringing of the cap, drains it of all blood that it was covered in. The cap is considered clean and brand new.

Warloghe's Spell List

Warloghes can access the following spells.

0-Level Warloghe Spells: bleed, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, guidance, know direction, light, mage hand, message, prestidigitation, putrefy food and drink^{APG}, resistance, spark^{APG}, speak with animals, stabilize, touch of fatigue

1st-Level Warloghe Spells: bane, beguiling gift^{APG}, bless, bungle^{UM}, cause fear, charm animal, chill touch, command, cure light wounds, decompose corpse^{UM}, diagnose disease^{UM}, endure elements, entangle, forbid action^{UM}, forced quiet^{UM}, frostbite^{UM}, fumbletongue^{UM}, goodberry, hex ward^{UM}, hypnotism, ill omen^{APG}, inflict light wounds, interrogation^{UM}, mask dweomer^{APG}, murderous command^{UM}, obscuring mist, ray of enfeeblement, ray of sickening^{UM}, restore corpse^{UM}, sanctify corpse^{UM}, sculpt corpse^{APG}, shadow weapon^{UM}, shield of faith, sleep, speak with animals, touch of gracelessness^{APG}, unprepared combatant^{UM}, unseen servant

2nd-Level Warloghe Spells: animal messenger, animate dead (lesser)^{UM}, augury, blindness/deafness, blood transcription^{UM}, castigate^{APG}, command undead, cure moderate wounds, daze monster, death knell, delay pain^{UM}, delay poison, detect thoughts, disfiguring touch^{UM}, dust of twilight^{APG}, enthrall, false life, feast of ashes^{APG}, fester^{APG}, fog cloud, follow aura^{APG}, gentle repose, ghostbane dirge^{APG}, ghostly disguise^{UM}, ghoul touch, haunting mists^{UM}, hidden speech^{APG}, hold animal, hold person, inflict moderate wounds, mad hallucination^{UM}, memory lapse^{APG}, misdirection, perceive cues^{APG}, pernicious poison^{UM}, pox pustules^{APG}, protective penumbra^{UM}, protective spirit^{APG}, scare, shield other, see invisibility, skinsend^{UM}, spectral hand, spider climb, status, steal voice^{UM}, summon swarm, tar ball^{UM}, touch of idiocy, toxic gift^{UM}, transmute potion to poison^{APG}, unadulterated loathing^{UM}, unshakable chill^{UM}, vomit swarm^{APG}, web, whispering wind

3rd-Level Warloghe Spells: agonize^{UM}, bestow curse, blood biography, bloodhound^{APG}, burst of nettles^{UM}, cast our^{APG}, clairaudience/clairvoyance, contagion, control summoned creature^{UM}, cup of dust^{APG}, cure serious wounds, deep slumber, diminish plants, dispel magic, dominate animal, eldritch fever^{UM}, eruptive pustules^{UM}, excruciating deformation^{UM}, fungal infestation^{UM}, gaseous form, guiding star^{APG}, halt undead, howling agony^{UM}, inflict serious wounds, loathsome veil^{UM}, locate object, marionette possession^{UM}, nature's exile^{APG}, neutralize poison, pain strike^{APG}, plant growth, rage, rain of frogs^{UM}, ray of exhaustion, remove blindness/deafness, remove curse, remove disease, sands of time^{UM}, screech^{APG}, seek thoughts^{APG}, share senses^{APG}, slow, speak with dead, spit

venom^{UM}, stinking cloud, suggestion, thorn body^{APG}, tongues, undead anatomy I^{UM}, vampiric touch, vision of hell^{UM}, web shelter^{UM}, witness^{UM}

4th-Level Warloghe Spells: animate dead, black tentacles, blight, calcific touch^{APG}, confusion, crushing despair, cure critical wounds, curse of magic negation^{UM}, daze (mass)^{UM}, death ward, detect scrying, dimensional anchor, discern lies, dispel magic, divination, enervation, false life (greater)^{UM}, fear, fleshworm infestation^{UM}, geas (lesser), ghostbane dirge (mass)^{APG}, giant vermin, inflict critical wounds, locate creature, malicious spite^{UM}, moonstruck^{APG}, neutralize poison, overwhelming grief^{UM}, phantasmal killer, phantasmal web^{APG}, planar binding (lesser), poison, repel vermin, scrying, sleepwalk^{APG}, solid fog, spite^{APG}, terrible remorse^{UM}, touch of slime^{UM}, utter contempt^{UM}, wandering star motes^{APG}

5th-Level Warloghe Spells: baleful polymorph, banish seeming^{APG}, blessing of the salamander^{APG}, break enchantment, castigate (mass), cloudkill, commune with nature, contagion (greater)^{UM}, contact other plane, cure light wounds (mass), curse (major)^{UM}, curse of disgust^{UM}, dismissal, dominate person, feeblemind, forbid action (greater)^{UM}, hallow, hold monster, inflict light wounds (mass), insect plague, magic jar, mind fog, nightmare, pain strike (mass)^{APG}, plague carrier^{UM}, planar binding, possess object^{UM}, primal scream^{UM}, rest eternal^{APG}, serenity^{UM}, shadow projection^{APG}, suffocation^{APG}, true form^{APG}, undead anatomy II^{UM}, unhallow, wall of thorns, waves of fatigue

6th-Level Warloghe Spells: acid fog, analyze dweomer, animate objects, astral projection (lesser)^{UM}, banishment, circle of death, cloak of dreams^{APG}, cure moderate wounds (mass), dispel magic (greater), disintegrate, epidemic^{UM}, eyebite, fester (mass)^{APG}, find the path, flesh to stone, geas/quest, guards and wards, heroism (greater), inflict moderate wounds (mass), legend lore, plague storm^{UM}, planar binding (greater), raise dead, repulsion, sending, slay living, stone to flesh, suggestion (mass), swarm skin^{APG}, symbol of fear, true seeing, undead anatomy III^{UM}, undeath to death, unwilling shield^{APG}, vengeful outrage^{UM}

Warsmith

WARSMITH

The owls could be heard in the vaulted ceilings of the shop. The smell of the coals burning in the furnace with the ringing of metal being hammered filled the blacksmith shop along the quiet stretch of road.

This was Ordric's first commission under the apprenticeship of his new mentor. Ordric looked to the stocky dwarf with admiration and pity. His mentor was a former adventurer who found more days spent with a bottle than of hammer and anvil. This new type of "adventure" had led to many missed orders and disrepair within the shop.

Ordric was tired of just sweeping stalls. He was tired of waiting for his turn with a hammer. He could not stand by and watch the furnaces grow cold. He would be the voice of the steel that waited to be formed. Tonight he would take up the duty that his mentor would not, and craft the greatest sword this shop had ever seen.

He forged long into the night as the sounds of the drunken dwarf's snoring provided the rhythm for each hammer swing.

No wall, nor door, nor weapon, nor armor or shield can withstand the destructive capacity of a warsmith. Leaving behind a trail of broken armor, sundering the battlefield with their intimate knowledge of demolitions. Along with this nature brings the design of creation, the crafting mundane and wondrous items that make life easier for all around him. They can be seen manipulating magic items to cause different effects. Armed with a trusty tool belt, the warsmith can take this knowledge and mimic magical weapon and armor properties.

While in the field he can be seen mending items,

tweaking magic devices, preparing his companions' equipment for the dangerous dungeon delve that lies ahead. There are those who use their skill to earn great riches by selling their wares as merchants, while others have traveled as journeyman apprentices in search of perfecting their trade.

Role: The warsmith is respected for his crafting skills, yet feared by heavily armed soldiers and engineers. He can use his skills to create the items needed for the daily travel or for the opportune time of kicking down the door of a dungeon. A warsmith is prone to travel and only staying in one place long enough to perfect his trade. After such a time he will pack up his tools, choose a direction on the open road, and begin his journey to the next apprenticeship.

Alignment: Any

Hit Die: d8

Class Skills:

The warsmith's class skills are Appraise (Int), Craft (Int), Disable Device (Dex), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier

Class Features:

Weapon and Armor Proficiency: The warsmith is proficient with all simple weapons, plus all hammers, picks, and pilums. A warsmith is proficient with any light armor and all shields except for tower shields.

Table 1-19: Warsmith

Level	Base Attack				Special
	Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+2	+0	+0	Emulate, Craftsman, Improved Sunder, Edifice Recognition +1d6
2nd	+1	+3	+0	+0	Design
3rd	+2	+3	+1	+1	Crafter's Touch +1, Edifice Recognition +2d6
4th	+3	+4	+1	+1	Design, Scavenge Field Repair
5th	+3	+4	+1	+1	Edifice Recognition +3d6
6th	+4	+5	+2	+2	Design, Crafter's Touch +2, Field Forge
7th	+5	+5	+2	+2	Edifice Recognition +4d6
8th	+6/+1	+6	+2	+2	Design
9th	+6/+1	+6	+3	+3	Crafter's Touch +3, Edifice Recognition +5d6
10th	+7/+2	+7	+3	+3	Design
11th	+8/+3	+7	+3	+3	Edifice Recognition +6d6
12th	+9/+4	+8	+4	+4	Design, Crafter's Touch +4
13th	+9/+4	+8	+4	+4	Edifice Recognition +7d6
14th	+10/+5	+9	+4	+4	Design
15th	+11/+6/+1	+9	+5	+5	Crafter's Touch +5, Edifice Recognition +8d6
16th	+12/+7/+2	+10	+5	+5	Design
17th	+12/+7/+2	+10	+5	+5	Edifice Recognition +9d6
18th	+13/+8/+3	+11	+6	+6	Design, Crafter's Touch +6
19th	+14/+9/+4	+11	+6	+6	Edifice Recognition +10d6
20th	+15/+10/+5	+12	+6	+6	Grand Designs

Craftsman (Ex): A warsmith is an expert at crafting and excels at the creation of magical items, even though he is not an arcane or divine caster. His knowledge and dedication to his craft is described in the below.

A warsmith who puts ranks into the proper Craft or Profession skill can count these ranks as his caster level for the purposes of qualifying for item creation feats. He can also create magic items using these feats, substituting his ranks in the chosen skill as his total caster level. The warsmith must use the proper skill for the check to create the item. The DC to create the item still increases for any necessary spell requirements.

Emulate (Su): A warsmith gains the ability to mimic special properties to enhance armor and weapons by coating them with alchemical components and uses them as he would a magic item. (The actual cost of these components is minimal and valueless as the components for most spells.) He can emulate a number of times per day equal to $\frac{1}{2}$ his warsmith level + his Charisma modifier. This ability is refreshed after an 8 hour rest.

At 1st level, as a standard action, a warsmith can use emulate to grant any armor, shield, or weapon a +1 enhancement bonus for 1 minute.

For every four levels beyond 1st, the selected item gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the item, stacking with existing enhancements to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 5th level, these bonuses can be used to add any of the following weapon properties to weapons: *dancing, flaming, flaming burst, frost, ghost touch, icy burst, keen, returning, shock, shocking burst, speed, or vorpal.*

These bonus can also be used to add any of the following properties to armor or shield: *animated, arrow catching, blinding, ghost touch, light fortification, or spell resistance* (13). Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the item already has, but duplicates do not stack.

If the weapon, shield, or armor is not magical, at least a +1 enhancement bonus must be added before any other properties can be applied. These bonuses and properties are decided when an emulation is used and cannot be changed until the next time the magus uses this ability.

A warsmith is not limited and can enhance any weapon or armor in this way. Even if wielded or worn by another person.

Improved Sunder: A warsmith gains the Improved Sunder feat as a bonus feat at 1st level.

Edifice Recognition (Ex): After some time of study a warsmith has learned the skills needed to demolish and destroy. When he makes a sunder attack, he may add

this additional bonus to the damage roll. A warsmith gains +1d6 at 1st level, and every two warsmith levels thereafter.

Design (Ex): Craftsmen learn abilities called designs. Designs help them progress in their ability to create and destroy the world around them. At 2nd level and every two levels thereafter (up to 18th level) a warsmith receives a new design. A design cannot be taken more than once, unless otherwise noted. Some designs can only be selected if the prerequisites are first met by knowing a prior design.

Arcane Aggressor: In battle he has learned to anticipate his enemy spell caster's next move. This design works as the Disruptive feat. A warsmith must be 4th level to select this design.

Assist Crafting: A warsmith's work great with others when it comes to crafting or repairing. He can assist another character in crafting or repairing, mundane or magical items as long as one of the crafters meets the requirements. The warsmith provides a +2 circumstance bonus on any Craft or Spellcraft checks related to making an item. This design stacks with the Cooperative Crafting feat.

Bombardier: A warsmith may select an alchemist bomb discovery that he qualifies for, using his warsmith level as his alchemist level when determining any level requirements. He must have the demolitionist design before selecting this design.

Chink in the armor: Warsmiths learn to hit the same spot once the armor is cracked. After a successful sunder attack against an opponent's armor, on his next standard melee attack the warsmith makes a called shot, and takes a -2 penalty on the attack roll. If the hit is successful the warsmith adds his edifice recognition bonus to the damage roll against the opponent. The warsmith must be of 6th level to select this design.

Demolish: A number of times per day equal to his Strength modifier, a warsmith may ignore a target's hardness when making a sunder attack.

Demolitionist (Su): A warsmith gains the alchemist bomb ability (see *Advanced Player's Guide*). The warsmith uses his warsmith levels as alchemist levels when figuring effects. This functions exactly as the alchemist ability, except for the following:

Bombs per day: Since the warsmith mimics this ability, he must spend an emulation to make a bomb. He may gain more bombs that do not draw from his emulations via the Extra Bomb feat.

Bomb Damage: The damage a bomb can do is figured by using the warsmith's level as his alchemist level. In addition, replace the damage caused by an Intelligence modifier, with the warsmith's Charisma modifier.

DC: As for the Reflex save, replace Intelligence modifier with Charisma modifier.

Dismantle: On any successful attack (not just sunder attacks) against constructs or siege engines, a warsmith adds his edifice recognition bonus to the damage roll.

Divine Emulation (Su): A blessing of the divine is given to the warsmith. This design allows the emulation of the weapon properties: *anarchic*, *axiomatic*, *holy*, and *unholy*. The warsmith must be of 8th level to select this feat.

Eruption: Rubble and debris fly everywhere when using a fissure attack. When attacking with the fissure design, the warsmith applies damage equal to his edifice recognition bonus as damage caused from the debris to the creatures in the cone of the effect. Those creatures that make the Reflex save of the fissure attack, save for half the damage. A warsmith must be at least 6th level before selecting this design.

Exploit: This design lets a warsmith add half his class level (minimum of 1) to his Use Magic Device skill as a competence bonus.

Fissure: Channeling his might, a warsmith can strike the ground in front of him, slowing his enemies' approach. The warsmith can make a sunder attack on the ground in front of him as a standard action. This is an automatic hit. If he does more damage to ground than the ground's hardness, it creates a 15 foot cone of effect in front of him. The area within the cone becomes difficult terrain. Creatures caught in this fissure must make a DC 15 Reflex save or be knocked prone. A warsmith must be at least 4th level before selecting this design.

Greater Fissure: When using the fissure attack design, a warsmith increases the cone of effect by 15 feet for a total of 30 feet. A warsmith must be 8th level before selecting this design and possess the fissure design.

Improved Fissure: When using the fissure attack, the warsmith hits the ground harder, making it tougher to stay standing. This design increases the Reflex DC of the his fissure attack by 2. This design may be selected up to three times and its effects stack. A warsmith must be 6th level and possess the fissure design.

Knowledge Earned: Expanding his training, a warsmith gains the Skill Focus feat.

Lasting Emulation (Su): The effect of lingering emulation last 5 minutes longer. A warsmith must have lingering emulation before selecting this design and be 10th level.

Lingering Emulation (Su): Whenever a warsmith emulates an armor, weapon, or a shield property, he may spend 1 additional emulation to increase the duration to 1 minute per warsmith level. The warsmith must be of at least 6th level to select this design.

Master Crafter: Warsmiths learn to make items more efficiency. Upon selecting this design, he may select one magic item type. The warsmith creates that type of magic item 25% faster than normal, and gains a +4 bonus on Spellcraft skill checks involving its creation. He may select this design only once per item type.

Obliterate: Whenever he deals damage from a sunder attack or causes damage from a bomb (this includes splash damage), a warsmith adds ½ his warsmith level (minimum +1) as bonus damage.

Quick Disable: A warsmith knows that sometimes one must have speed when dealing with a trap. This design allows traps to be disabled (with a Disable Device check) in half the amount of time it normally takes (minimum of 1 round).

Quick Fix: A warsmith has learned to repair items thru repetition with speed and accuracy. It takes half the allotted time to repair an item when using the Scavenge Field Repair ability.

Recharge Emulation (Su): If a magic item is depleted or down charges, a warsmith may spend an emulation to add a charge to the item. He can not add more charges than the item can hold. This requires a Use Magic Device check as if he was activating the item. If the check fails, the emulation is still spent. Recharging provokes an attack of opportunity if used in combat, and is a full round action. A warsmith must have the siphon charge design prior to selecting this design.

Repair Master: When using the Scavenge Field Repair ability to repair an item, a warsmith may add his edifice recognition bonus to the number of dice used to repair hit points of a destroyed item or an item with the broken condition without any additional cost or time spent. A warsmith must be 4th level.

Scoundrel: Not every warsmith works the day away in a shop, he sometimes finds himself playing the role of a scoundrel. A warsmith can select a rogue talent in place of his design. A warsmith cannot select the rogue talent of the same name. He uses his warsmith level as his rogue level for the purpose of qualifying for certain talents. Warsmith designs that have the same effect as a rogue talent do not stack. The warsmith can select this design multiple times.

Scroll Burst (Su): A warsmith can focus a scroll into a devastating burst effect. On a successful Use Magic Device check to activate a scroll, the warsmith may choose to sacrifice the scroll and cause a 10 foot radius blast effect. All creatures in this area of effect suffer scroll's spell level x d6 energy damage. On a Reflex save of a DC 10 + ½ warsmith's level + Charisma modifier, to save for half damage. The warsmith is the point of origin of the burst. The scroll is destroyed leaving a pile of ash, even if the activation is unsuccessful.

Scroll Mastery (Su): When a warsmith uses a scroll, he calculates the DC of any spell it contains using his Charisma modifier, instead of the minimum ability score needed to cast the spell of that level.

Scrap It: When hit by a melee or ranged attack and holding a shield, he can maneuver the shield in front of himself to absorb all the damage from that attack. The

shield gains the broken condition. If this shield is used to absorb a second attack, it has the same effect, but is then destroyed instead of broken. Any and all attempts to fix the shield is unsuccessful, even with a *make whole* spell.

Shake a stick at it: When activating a rod, staff, or wand with a Use Magic Device skill check, a warsmith may spend an emulation in place of spending a charge from the item.

Siphon Charge (Su): A warsmith can steal power from magic items with charges (or uses per day) to rebuild his emulations. This requires a Use Magic Device check as to activate the item. If the check fails, the charge from the item is still spent and no emulation is recovered. In combat this provokes an attack of opportunity, and is a full round action. He may only siphon one charge at a time.

Stall: When using the dismantle design, the target that is hit must make a Fortitude save of a DC $10 + \frac{1}{2}$ the warsmith's level + Strength modifier, or receive the stalled condition. The stalled condition acts as the stunned condition.

Thundering Chorus (Sp): A warsmith with this design harnesses the power of percussion. By sacrificing one of his daily emulations, a warsmith may slam his weapon into the ground in front of him as a standard action that automatically hits. In doing so, it creates a sonic effect similar to that of the *sound burst* spell. The warsmith is the point of origin. He uses his warsmith level as his caster level, and his Charisma modifier for the purpose of DCs and saving throws.

Trade Specialty: Warsmiths can focus on very specific paths of creation and make the transition from apprentice to journeyman. This design reflects that chosen craft specialty. This design lets the warsmith choose one craft skill that he has at least 4 ranks in, to be his specialty craft.

This specialty craft allows him to reduce the cost of creation by 5% on those items related to the chosen craft skill. Each time this design is taken it may be applied to the same craft skill or another craft skill. However, it can only be applied to the same craft skill three times, making the total cost reduction of 15%.

Trapfinding (Ex): A dungeon delving warsmith has experience in the construction of traps where they might least be expected. A warsmith adds half his level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A warsmith can use Disable Device to disarm magic traps.

Utilize: A warsmith has expanded his knowledge of using magic items. A warsmith can now add his class level to his Use Magic Device check as a competence bonus. This advanced design replaces the design exploit and the warsmith must be of 10th level before taking this design.

Wand Mastery (Su): When a warsmith uses a wand, he

calculates the DC of any spell it contains using his Charisma modifier, instead of the minimum ability score needed to cast the spell.

Crafter's Touch (Ex): Crafting just comes naturally to a warsmith. At 3rd level and every 3rd level after, a warsmith receives a +1 bonus to all craft skills checks (to a maximum of 6). This bonus stacks with other bonuses received from designs, feats, or other sources.

Scavenge Field Repair (Ex/Sp): At 4th level a warsmith receives the Field Repair feat. When a warsmith has made a successful Craft check to repair an item, he acts as though he had cast the *make whole spell* using his ranks in the specific Craft skill as his caster level.

In addition, this knowledge allows for him to use any item with the broken condition without penalties.

Field Forge (Ex): With a hot enough fire, minimum materials, and tools a warsmith can craft and repair items in any location. At 6th level, he is allowed to craft items without the use of a workshop or forge, and may setup a makeshift workspace in the most unconventional areas or environments. Due to these irregular surroundings a warsmith receives a DC increase of +2 to the craft checks being made.

Grand Designs (Ex): At 20th level, a warsmith becomes the master of creation and destruction. He gains the following abilities as listed below.

Break It in Half: A warsmith has sundered more than his fair share of the world around him. He has become so versed in where to hit things, that once per day he can make a devastating sunder attack against an object. This target must make a Fortitude save or be destroyed. The DC for this save is equal to $10 + \frac{1}{2}$ the warsmith's level + the warsmith's Strength modifier. If the save is successful the target is not destroyed, but is reduced to half its current hit points.

Master of the Craft: A warsmith becomes skilled in the crafts he has been trained in. He may elect to take 20 on a Craft skill check in the creation of a magical item.



Looking up into the intersection of the planes, Zankrum found himself in a state of bewilderment. As a demiurge, he knew of the base realms at the root of the Perfect World, and had even walked along the burning branches of knowledge. This realm, however, demonstrated the point of controlled chaos, that was both awe inspiring, and unnerving.

"Pretty incredible, isn't it?" his umbra companion commented.

Alma, was no stranger to this intersection. As it held the access points to her very own heritage.

"Aye, the very essence of organized chaos. Every elemental plane held at bay, waiting to crash into each other. There is law here, but very little."

"Zankrum, not everything can fit into the an order and phylum."

"Still, it is enough to bother me. Let us find this ancient mystic and be gone from this place."

Alma nodded and started down the path. Zankrum took one final look above him, drew a final breath, and hurried after the umbra.

Chapter Two: FEATS

Feats

Feats

Feats represent special tricks or abilities a character has acquired through training, luck, or as a quirk of his birth. They grant characters abilities that others lack, giving them an edge in the right situation. While some feats specifically interact with a PC's race or class, most are available to anyone who meets the prerequisites.

Types of Feats:

While most of the feats presented here are general and have no special rules governing them, some feats belong to a type or types of feats that feature special shared rules. The type or types a feat belongs to appear in parentheses after the feat name. This chapter features the following types of feats.

Combat Feats:

Any feat designated as a combat feat can be selected as a fighter's bonus feat. This designation does not restrict characters of other classes from selecting these feats, assuming that they meet the prerequisites.

Style Feats:

Great warriors have looked to nature and the multiverse to find inspiration in battle. Numerous monastic and contemplative orders have crafted intricate unarmed fighting styles based on the deadliness and grace of natural and supernatural creatures. Although many such fighting techniques were created by secretive orders, they have since spread to practitioners the world over.

As a swift action, you can enter the stance employed by the fighting style a style feat embodies. Although you cannot use a style feat before combat begins, the style you are in persists until you spend a swift action to switch to a different combat style. You can use a feat that has a style feat as a prerequisite only while in the stance of the associated style. For example, if you have feats associated with Mantis Style and Tiger Style, you can use a swift action to adopt Tiger Style at the start of one turn, and then can use other feats that have Tiger Style as a prerequisite. By using another swift action at the start of your next turn, you could adopt Mantis Style and use other feats that have Mantis Style as a prerequisite.

Teamwork Feats:

Teamwork feats grant large bonuses, but they usually only function under specific circumstances. In most cases, these feats require an ally who also possesses the feat to be positioned carefully on the battlefield. Teamwork feats provide no bonus if the listed conditions are not met. Note that allies who are unconscious, paralyzed, stunned, or otherwise unable to act do not count for the purposes of these feats.

Advanced Metamorphosis

You are capable of manifesting additional evolutions.

Prerequisites: Evolution class feature

Benefit: Your evolution pool is increased by 1 point.

This feat may be taken once, plus one additional time at 5th, 10th, 15th and 20th levels.

At Them Men (Combat, Teamwork)

You and an ally push each other further on a charge.

Prerequisites: Base attack bonus +1

Benefit: You and your ally must be within 30 feet of each other. Both of you simultaneously act and charge on the same initiative this round. This action takes place on the lowest initiative holder's turn. Each of you also gain 10 feet to your total charge range. You do not have to be charging the same target.

Normal: You may only move twice your base move on a charge.

Band of Brothers (Combat, Teamwork)

You trust your fellow soldiers to guard your back, while you attack their foes.

Prerequisites: Shield Proficiency

Benefit: You gain a +1 morale bonus to shields and attack rolls for every adjacent ally surrounding you up to a +3 total bonus.

Special: This feat stacks with the shield bonus given from the Shield Wall feat.

Bare Knuckle Boxer (Combat)

Your fist are considered deadly weapons.

Prerequisites: Improved Unarmed Strike, non-monk class

Benefit: The base damage of your unarmed strikes is 1d6. Off-hand attacks with your unarmed strikes apply your full strength bonus to damage, rather than half your strength bonus.

Normal: The base damage of unarmed strikes for a size Medium character is 1d3.

Special: If you are size Small, your damage is 1d4. If you are size Large, your damage is 1d8.

Bear Hug (Combat)

Your slam attack makes your opponents easier to grab.

Prerequisites: Str 14, Improved Unarmed Strike, Bear Style, base attack +6; or monk level 5th

Benefit: While using Bear Style feat and after making a successful slam attack, you may choose to make a grapple check. Both of your hands must be free in order for the grapple to take hold. Both you and your opponent gain the grappled condition.

On a critical hit from the slam attack, you automatically grapple your opponent. Only your opponent gains the

Table 2-1: Feats

Feat	Prerequisites	Benefit
Advanced Metamorphosis	Evolution class feature	Increase your evolution pool by a point
Cautious Motivation	Base attack +1, Motivation class feature	gain motivation for fighting defensively
Diabolical Sabotage	Disable Device 3 ranks, Int 13, Improved Sunder	Deal double damage to unattended objects and ignore hardness
Dirty Rager	Improved Dirty Trick, rage class feature	Extended rage for one round after a dirty trick maneuver
Elusive Target	Dex 13, Combat Expertise, Stealth 3 ranks	Bonus to AC and Reflex while in soft cover
Erroneous Enchantments	Conduit level 13th, Item Transmogrifier	Switch the properties of two items by spending conduct points
Extra Elemental Technique	Elemental technique class feature	Gain an extra elemental technique
Extra Essence	Essence pool class feature	Increase your essence pool by 2
Extra Guidance	Spirit guidance class feature	Gain extra daily uses for your spirit guidance
Extra Mystic Talent	Mystic talent class feature	Gain an additional mystic talent
Extra Survival Tactic	Survival tactic class feature	Gain an extra survival tactic
Extra Taboo	Taboo class feature	Gain an extra taboo
Extra Thought Strike	Thought strike class feature	Gain 2 additional uses of thought strike
Extra Vitality Surge	Vitality surge class feature	Gain extra daily uses of vitality surge
Imposing Cavalry	Base attack +9, Cha 13, Intimidate 9 ranks, Mounted Combat, Ride 9 ranks	Cause minor fear while you are mounted
Item Conductor	Conduit level 5th	Siphon charges from items to fill your conduit pool
Item Disruptor	Conduit level 9th, Item Conductor	Siphon charges from an item within 30 feet
Item Transmogrifier	Conduit level 11th, Item Disruptor	Drain magical properties from magical weapons
Latent Motivation	Motivation class feature, 3rd level	Maintain a small pool of motivation outside of combat
Maximize Conduit Pool	Conduit level 1st	Increase your maximum conduit pool
Masochistic Mystic	Con 14, conduit level 3rd, desperate measures	You can an additional use of desperate measures
Motivational Defense	Motivation class feature, 4th level	Gain motivation for holding total defensive stance
Mutable Medium	Spirit companion	When you gain a new companion, you gain and reduce an ability score
Natural Attunement	Planer power class feature	Use a planer power before the hour cool down is up
Sunder from Afar*	Improved Sunder, bow or crossbow proficiency	Make a sunder attack with a ranged weapon
Talented Companion	Spirit Companion	Spirit Companion gains a bonus feat
Vampiric Healing	Undead, half-undead, negative energy affinity, or Spell Focus (necromancy)	Gain a bonus to healing equal to your victim's HD
Vital Reserve	Vitality surge class feature	Gain temporary hit points from vitality surge
Vital Restoration	Vitality surge class feature	Heal ability damage when using vitality surge

Feats

Style Feat	Prerequisites	Benefit
Bare Knuckle Boxer*	Improved Unarmed Strike, non-monk class	Your unarmed strikes deal damage based on your size.
Brass Knuckles*	Bare Knuckle Boxer, base attack +6	Your unarmed strike damage increases.
Bear Style*	Str 14, Improved Unarmed Strike, base attack bonus +3, or monk level 3rd	Gain +2 to CMD against grapple, and gain a slam attack
Bear Hug*	Bear Style, base attack +6 or monk level 5th	Make a grapple check after a slam attack
Bear Maul*	Bear Hug, base attack +9 or monk level 8th	Maul your opponent for additional 2d6
Bull Style*	Improved Unarmed Strike, Power Attack, base attack +3	Gain +2 to CMD against bull rush and overrun. Unarmed strike gains brace and blocking special quality.
Bull Charge*	Bull Style, Step Up, base attack +6	On a successful charge, you push your target back. Unarmed strikes deal piercing damage.
Horn Toss*	Str 14, Improved Trip, Bull Style, base attack +6	On a charge attack you throw your opponent into an adjacent square.
Bull Run*	Bull Charge, Improved Overrun, base attack +9	Add 10 ft to charge range. Charge across rough terrain without penalty. Charge through opponents squares.
Combat Style*	Str 14, Dex 14, Improved Unarmed Strike, Combat Expertise, Combat Reflexes, base attack +3	You may perform any combat maneuver without provoking an attack of opportunity
Improved Combat Style*	Combat Style, base attack +6	You gain a +2 on all combat maneuvers being performed.
Mongoose Style*	Improved Unarmed Strike, Combat Reflexes, Acrobatics 1 rank, Escape Artist 3 ranks	Gain +2 on Escape Artist check, and deal slashing damage with unarmed strike
Mongoose Trick*	Mongoose Style, Acrobatics 3 ranks, Escape Artist 6 ranks	Gain a +2 to CMD vs dirt tricks, cause your target to provoke an attack of opportunity
Mongoose Advantage*	Mongoose Trick, Mongoose Style, Acrobatics 6 ranks, Escape Artist 9 ranks	On attacks of opportunity, your unarmed strikes deal extra damage.
Rattlesnake Ruse*	Snake Style, Sense Motive 6 ranks, Bluff 3 ranks	On a successful unarmed strike, make a feint check using Sense Motive skill
Scorpion Stinger*	Scorpion Style, Gorgon's Fist, base attack +9	Cause poison damage to your opponent
Soft-Paw Monkey*	Monkey Style, Acrobatics 8 ranks	When your movement provokes an attack of opportunity, you gain a deflection bonus
* This is a combat feat and can be selected as a fighter bonus feat		
Teamwork Feat	Prerequisites	Benefit
At Them Men*	Base attack +1	You and an ally charge different allies on the same initiative
Band of Brothers*	Shield Proficiency	Gain a morale bonus to shields for adjacent ally
Coordinated Volley*	Base attack +7, Opening Volley, one other teamwork feat	You and an ally ready a ranged attack to cause an opponent to have a penalty to their Armor Class
Combat Cascade*	Base attack +8, Dodge, Mobility, Outflank, Power Attack	You may charge through allies squares, and do not provoke from moving
Dog of War	-	Bonus to Con checks to avoid fatigue and bonus against fear effects
Frontline Shieldfighter*	Base attack +5, Improved Bull Rush, Improved Shield Bash, Shield Proficiency, Shield Slam	Gain a bonus to bull rush attacks while holding a shield
Hold the Line*	Band of Brothers or Shield Wall	Weapon gains the brace quality against a charge
Morale Boost	Cha 13, Diplomacy or Intimidate 3 ranks	Morale bonuses stack

grappled condition.

Special: While performing grapple check you do not provoke an attack of opportunity.

Bear Maul (Combat)

Once grappled, you may maul your opponent.

Prerequisites: Str 14, Improved Unarmed Strike, Bear Style, Bear Hug, base attack +9; or monk level 8th

Benefit: While your opponent has the grappled condition, you may maul them. If you succeed on one or more unarmed strikes, at the end of your action, you deal an additional 2d6 bleed damage from mauling them.

Special: Unarmed strikes that cause mauling damage are considered slashing damage.

Bear Style (Combat, Style)

Your unarmed fighting emulates the fierceness of a bear.

Prerequisites: Str 14, Improved Unarmed Strike, base attack +3; or monk level 3rd

Benefit: While using Bear Style feat you gain a +2 to your CMD against grapples and a +2 to break grapples.

You also gain the ability to make a primary natural slam attack. This attack uses your full attack bonus. A slam attack deals a 1d6 damage and has a x2 critical.

Normal: Making a natural attack with other attacks counts as a secondary natural attacks.

Brass Knuckles (Combat)

When you hit with your fist, you hit with more force.

Prerequisites: Improved Unarmed Strike, non-monk class, Bare Knuckle Boxer, base attack +6

Benefit: The base damage for your unarmed strikes are improved from 1d6 to 1d8.

Special: If you are size Small, your damage is 1d6. If you are size Large, your damage is 1d10.

Bull Charge (Combat)

Like a bull, you charge with full force to push your enemies back.

Prerequisites: Improved Unarmed Strike, Power Attack, Bull Style, Step Up, base attack +6

Benefit: When using Bull Style, you only need to take a 5 foot movement to perform a charge attack and your unarmed strikes deal piercing damage.

On a successful charge, you make a single combined unarmed attack with both hands using your highest base attack bonus. Roll unarmed strike damage for each hand separately, multiplying damage on a critical as normal. The opponent must make a reflex save DC of the damage dealt or be pushed back 5 feet.

On a critical hit, your opponent is pushed back 10 feet and does not receive a reflex save. They are also knocked prone. Your movement does not provoke an attack of

opportunity, but your target's movement does.

Normal: On a charge attack, you must move at least 10 feet. Unarmed strikes deal bludgeoning damage.

Bull Run (Combat)

While charging you pick up great strength and speed.

Prerequisites: Improved Unarmed Strike, Power Attack, Bull Style, Step Up, Bull Charge, Improved Overrun, base attack +9

Benefit: When using Bull Style, and performing a charge attack, you may add 10 feet to the distance of your maximum movement and may charge across difficult terrain without movement penalties.

When making a charge attack you may move through ally and opponent squares to get to your target without provoking an attack of opportunity. If you do move through an opponents square, you may make an overrun attempt against them. Even if your overrun attempt fails, you may continue on to finish your charge.

Normal: You can not move through an opponents square. You can move double move on a charge.

Bull Style (Combat, Style)

Your fighting style is strong, fierce, and direct like that of a charging bull.

Prerequisites: Improved Unarmed Strike, Power Attack, base attack +3

Benefit: When using Bull Style you gain a +2 on CMD against bull rush and overrun attempts against you.

While in this stance, your unarmed strike gains the weapon special quality of brace and blocking.

Special: You can brace with unarmed strike and gain blocking while fighting defensively.

Cautious Motivation

Fighting cautiously builds momentum to survival.

Prerequisite: Base Attack +1

Benefit: Whenever you choice to fight defensively either as a full round or standard action, you gain 1 point of motivation at the end of your turn.

Coordinated Volley (Combat, Teamwork)

The arrows of you and your allies are perfectly timed.

Prerequisites: Base attack bonus +7, Opening Volley, one other Teamwork feat.

Benefit: Whenever you and an ally with this feat ready an action to make a ranged attack against a foe, you both receive a +4 bonus on your attack roll. Your target gets a Reflex save for half damage (DC equals the attack roll) from each such attack made using this feat, but he takes a -2 penalty to AC and must move at half speed until the beginning of his next turn. For each additional ally with this feat who readies an action to

Feats

make a ranged attack against the same foe, the AC penalty increases by one (to a maximum of -5).

Combat Cascade (Combat, Teamwork)

You and your comrades excel at surging forth and surrounding your enemies.

Prerequisites: Base attack bonus +8, Dodge, Mobility, Outflank, Power Attack.

Benefit: When you charge, you do not provoke attacks of opportunity from your target due to movement. Furthermore, you can charge through the spaces of allies who also have this feat. If you charge into a flanking position with an ally who also has this feat, your flanking bonus on attack rolls increases to +6.

Combat Style (Combat, Style)

Versed in many maneuvers, you are an expert at none.

Prerequisites: Str 14, Dex 14, Improved Unarmed Strike, Combat Expertise, Combat Reflexes, base attack +3

Benefit: You may perform any combat maneuver without provoking an attack of opportunity. At the end of your attack action, if successful with two or more unarmed strikes, you may perform a combat maneuver at your highest attack bonus as an attack of opportunity given from Combat Reflexes.

Normal: Any combat maneuver performed without a specialized "improved" feat version, provokes an attack of opportunity.

Diabolical Sabotage (Combat)

You have a keen understanding of how things are built, and how to better destroy them.

Prerequisites: Disable Device 3 ranks, Intelligence 13, Improved Sunder.

Benefit: You can always elect to deal double damage to unattended objects, and you ignore half the hardness of weapons and armor that you attempt to sunder.

Special: You may choose to ignore 1 point of the DR of any constructs you deal damage to for every 2 ranks you have in Knowledge (engineering).

Dirty Rager (Combat)

Your rage is fueled by your ability to hinder and humiliate your foes in battle.

Prerequisites: Improved Dirty Trick, rage class feature.

Benefit: Whenever you successfully perform a dirty trick combat maneuver while raging, your rage is extended for 1 round without expending a rage point.

Dog of War (Teamwork)

You are a soldier, just another link in the chain, doing the thankless work that has to be done.

Benefit: You gain a couple of benefits from your years of drudgery in the military. First, you gain a +4 bonus on Constitution checks to avoid damage from a forced march equal to the number of allies traveling with you that have this feat. Second, whenever you are adjacent to an ally with this feat, you gain a +2 morale bonus on



Will saves against fear effects and enchantment effects.

Elusive Target (Combat)

You always manage to use the cover of melee to your advantage in combat.

Prerequisites: Dexterity 13, Combat Expertise, Stealth 3 ranks.

Benefit: When you benefit from soft cover, your armor class bonus is increased to +6 and you gain a +2 bonus to Reflex saves. Furthermore, if you make a diversion to hide while you have soft cover, you gain a +2 bonus on your Stealth check.

Normal: Soft cover provides a +4 bonus to armor class, and no bonus to Reflex saves or Stealth checks.

Erroneous Enchantments

You have exhaustingly learned how to manipulate magic to temporarily swap the enchantments on any two items.

Prerequisites: Conduit level 13th, Item Transmogrifier

Benefit: Twice per day, with a successful ranged touch attack against a magic item within 200 feet, you can switch the properties of that item with any other item within range. You must have line of sight to both the items to be affected. To use this ability, you must expend a number of conduct points equal to half your conduit class level. If successful, the properties of each item are exchanged for a number of rounds equal to your conduit class level.

Extra Elemental Technique

You have unlocked the secrets of a new *ki* technique.

Prerequisites: Elemental technique class feature.

Benefit: You gain one additional elemental technique from the list of those available to your elemental path.

Special: You can select this feat multiple times.

Extra Essence

Your life force holds more essence than others.

Prerequisites: Essence Pool class feature

Benefit: Your essence pool increases by 2.

Special: You can gain Extra Essence multiple times. Its effects stack.

Extra Guidance

Spirits are eager to offer you advice.

Prerequisites: Spirit Guidance class feature

Benefit: You can use your spirit guidance ability two additional times per day.

Extra Mystic Talent

Your training in your elemental path has gifted you with additional powers.

Prerequisites: Mystic talent class feature.

Benefit: You gain one additional mystic talent. You must meet this talent's prerequisites, if any.

Special: You can select this feat multiple times.

Extra Survival Tactic

You are diverse and your ability to survive is a natural talent.

Prerequisites: Survival Tactic class feature

Benefit: You gain one additional survival tactic. You must meet all prerequisites for this survival tactic.

Special: You can gain Extra Survival Tactic multiple times.

Extra Taboo

You learn more of the fobbing arts of taboos.

Prerequisites: Taboo class feature

Benefit: You gain one additional taboo. You must meet all prerequisites for this taboo.

Special: You can gain Extra Taboo multiple times.

Extra Thought Strike

You can use your thought strike ability more often than normal.

Prerequisites: Thought Strike class feature

Benefit: You gain two additional uses per day of the thought strike special ability.

Special: You can gain Extra Thought Strikes as many as three times. Its effects stack.

Extra Vitality Surge

You are more adapt at healing energies.

Prerequisites: Vitality Surge class feature

Benefit: You gain two additional uses per day of vital surge class feature.

Special: You can gain Extra Vitality Surge multiple times. Its effects stack.

Frontline Shieldfighter (Combat, Teamwork)

Your experience holding the front lines during the push of shield walls has taught you how to better hold your ground, and create openings for your allies.

Prerequisites: Base attack bonus +5, Improved Bull Rush, Improved Shield Bash, Shield Proficiency, Shield Slam.

Benefit: When wielding a shield (but not a buckler) you gain an additional +2 bonus on bull rush checks and a +2 bonus on your CMD to resist being bull rushed.

Furthermore, whenever you are adjacent to an ally with this feat, any time you successfully bull rush or shield bash a foe who you both threaten it provokes an attack of opportunity from your ally.

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Hold the line (Combat, Teamwork)

You are experienced at receiving charges and know how to make the enemy pay for the ground covered.

Prerequisites: Band of Brothers or Shield Wall feat

Benefit: When an enemy charges you or your adjacent ally, the melee weapon you wield gain the brace quality. In addition the foe that charges takes a -4 penalty to their AC.

Normal: When an enemy charges you, they take a -2 penalty to AC.

Special: Your melee weapon gains the brace quality even if it normally does not have it.

Horn Toss (Combat)

On a charge, you toss your opponent aside as if you had horns.

Prerequisites: Str 14, Improved Unarmed Strike, Power Attack, Bull Style, Improved Trip, base attack +6

Benefit: When using Bull Style and charging against a target your size or smaller, you make a trip maneuver. If successful you throw them into any open adjacent square around you. For every 5 you scored over the opponents CMD, you may choose to throw them an additional 5 feet. They receive the prone condition. Your maneuver does not provoke an attack of opportunity.

Imposing Cavalry (Combat)

You and your mount are a fearsome sight to behold in battle.

Prerequisites: Base attack bonus +9, Charisma 13, Intimidate 9 ranks, Mounted Combat, Ride 9 ranks.

Benefit: While you are mounted, all enemies within 30 feet of you must make a Will save (DC + ½ your level + your Charisma modifier) or take a -2 morale penalty on attack rolls against you, saving throws against fear effects, and Perception checks against anyone other than you and your mount. If they succeed, they are immune to this effect for 24 hours. Additionally, whenever you charge an enemy, they must make a Will save (as above) or be shaken for 1 round.

Improved Combat Style (Combat)

You are better at out maneuvering others in combat.

Prerequisites: Str 14, Dex 14, Improved Unarmed Strike, Combat Style, Combat Expertise, Combat Reflexes, base attack +6

Benefit: When attempting a combat maneuver, you receive a +2 to your CMB, and you receive a +2 CMD bonus. These bonuses apply even when you are flat footed or otherwise denied your Dexterity bonus.

Special: This ability stacks with the +2 granted from "improved" version feats of combat maneuvers.

Item Conductor

Your ability to absorb magic allows you to siphon charges of mystical energy out of enchanted items.

Prerequisites: Conduit level 5th

Benefit: Three times per day, you may siphon a charge from any magical item that has at least one use spell effect. You recover a number of conduct points equal to the spell level of the effect the of item. Using this ability is a standard action that provokes attacks of opportunity.

Special: This feat may be selected multiple times. Each time after the first, you gain two additional daily uses of this ability.

Item Disruptor

With a mere gesture, you can temporarily disable the use of magic items wielded or worn by your opponents.

Prerequisites: Conduit level 9th, Item Conductor

Benefit: With a successful ranged touch attack against a magic item within 30 feet, you may apply the benefits of your Item Conductor feat against the item, draining it of charges. Attended objects have an effective Armor Class equal to the wielder's AC + the item's size modifier.

Additionally, you may apply the benefits of that feat against magic arms and armor, transferring a number of conduct points into your conduct pool equal to the item's enhancement bonus. The drained item becomes an ordinary, masterwork weapon of the same type for a number of rounds equal to your conduit class level. This ability is a standard action that provokes an attack of opportunity.

Item Transmogrifier

You are able to transfer magical properties of opponents' weapons to your own, or into the blade of an ally.

Prerequisites: Conduit level 11th, Item Disruptor

Benefit: When you use the Item Disruptor feat to drain the magical properties of an opponent's weapon, you may instead transfer the magical properties of that weapon to any other weapon with 30 feet. If you do, you do not recover conduct pool points as usual. Using this ability is a standard action that provokes attacks of opportunity.

Latent Motivation

You can motivate yourself and allies while out of combat.

Prerequisite: motivation class feature, 3rd level

Benefit: After combat, if you have a pool of motivation left, you can maintain a number of points equal to your Charisma modifier. At the start of the next combat, or after a period of rest, these lingering motivation points disappear.

Special: You may select this feat up to a total of three times. Each time after the first, increases this latent motivation pool by 2.

Maximize Conduct Pool

Your ability to store magical energies increases.

Prerequisites: Conduit level 1st

Benefit: Your maximum conduct pool increases by 2 points.

Special: This feat may be selected a second time at 7th level, increasing your maximum conduct pool by 3 points. It may then be selected one additional time for every 4 levels in the conduit class after 7th.

Masochistic Mystic

Your self sacrifice fuels your conduct pool.

Prerequisites: Constitution 14, conduit level 3rd, desperate measures

Benefit: You gain a number of additional daily uses of your desperate measures class feature equal to your Constitution modifier.

Motivational Defense

You take your time to find the perfect muse

Prerequisite: Motivation class feature, 4th level

Benefit: You use a standard action to take a total defense stance. In addition to benefiting from total defense, you receive 2 motivation points for one round. If you continue to maintain total defense on a consecutive round, you receive 1 additional motivation.

Mongoose Advantage (Combat)

Your enemies mistake is your greatest asset.

Prerequisites: Improved Unarmed Strike, Combat Reflexes, Mongoose Trick, Mongoose Style, Acrobatics 6 ranks, Escape Artist 9 ranks

Benefit: When using Mongoose Style, on all attacks of opportunity you successfully hit with an unarmed strike, you double your strength modifier on damage rolls. This is considered your base damage on a critical hit and is multiplied as normal.

Also, whenever you score a critical threat with your unarmed strike, you can make an Escape Artist check in place of the attack roll to confirm the critical hit.

Mongoose Style (Combat, Style)

You avoid direct conflict until the right moment.

Prerequisites: Improved Unarmed Strike, Combat Reflexes, Acrobatics 1 rank, Escape Artist 3 ranks

Benefit: You gain a +2 bonus on Escape Artist checks, and you can deal slashing with your unarmed strikes. While using the Mongoose Style feat, when an opponent targets you with a melee or ranged attack, you can spend an attack of opportunity given to you from Combat Reflexes, to make an Escape Artist check. You can use the result as your AC or touch AC against that attack. You must be aware of the attack and not be flat-footed.

Normal: An unarmed strike deals bludgeoning damage.



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Mongoose Trick (Combat)

You fight dirty and trick your opponents to being caught off guard, allowing to take advantage of them.

Prerequisites: Improved Unarmed Strike, Combat Reflexes, Mongoose Style, Acrobatics 3 ranks, Escape Artist 6 ranks

Benefit: You gain a +2 bonus on CMD checks against dirty trick maneuvers. While in Mongoose Style at the end of your turn once per round, you may perform a dirty trick maneuver.

This causes you to provoke an attack of opportunity. If your opponent's attack fails, they provoke and you may then make an attack of opportunity against them.

Morale Boost (Teamwork)

Your words encourage your allies to do better, and their lift your ability to inspire.

Prerequisites: Charisma 13, Diplomacy or Intimidate 3 ranks.

Benefit: Whenever you and an ally with this feat are adjacent to each other, your morale bonuses stack with each other to all those that are within 60 feet. You must both spend a move action each round to maintain this stacking effect. If you move away from each other, or do not spend a move action to maintain this stacking effect, you may regain this feat's benefits by moving adjacent to each other once again and spending a move action. No more than two morale bonuses can stack on a given target, and they must come from different sources. For example, a cavalier's banner ability would stack with his bard companion's inspire courage ability.

Normal: Morale bonuses do not stack.

Mutable Medium

Your abilities change as you gain new spirit companions.

Prerequisite: Spirit companion

Benefit: Each time you gain a new spirit companion, you may choose two of your ability scores. Each ability score must be at least 8 or higher before counting any ability drain or enhancement bonuses which apply to that score. The highest of the these two ability scores is permanently reduced by 4. The lowest of the chosen ability scores is permanently increased by 4. In the case of a tie, you choose which ability score counts as the highest.

Normal: Your ability scores do not change when you gain a new spirit companion.

Natural Attunement

You are able focus more of your essence into a power.

Prerequisites: Planer power class feature

Benefit: You must select one planer power that you know that has an hour cool down time upon selecting

this feat. This selected power may be used additional times per hour equal to the number of points invested into it before it needs an hour cool down. This feat may be taken only once per power.

Special: This feat can be taken once at 1st level, and again at 6th, 12th, and 18th level.

Rattlesnake Ruse (Combat)

Your movements make your opponent uneasy with fear catching them off guard.

Prerequisites: Improved Unarmed Strike, Acrobatics 1 rank, Snake Style, Sense Motive 6 ranks, Bluff 3 ranks

Benefit: While using Snake Style feat, after you successfully make an unarmed strike, as a swift action you may make a feint check using your Sense Motive skill once per round. If successful your opponent is considered flat footed on your next attack.

Normal: Feinting in combat is a standard action.

Scorpion Stinger (Combat)

Striking your opponent causes them to feel poisoned.

Prerequisites: Improved Unarmed Strike, Scorpion Style, Gorgon's Fist, base attack +9

Benefit: While using Scorpion Style, on a successful unarmed strike if the target has the staggered condition, you deal damage normally and the target takes 1d2 points of Constitution damage, unless it makes a Fortitude saving throw (DC 10 + ½ your character level + your Wis modifier).

Sniper's Stealth (Combat)

You are a great marksman that recognizes the benefits of staying out of the fray.

Prerequisites: Base attack bonus +5, Point-Blank Shot, Far Shot, Stealth 5 ranks.

Benefit: Reduce the penalties to your Stealth check for sniping by 1 for every 30 feet you are away from your target (to a maximum of reduction of 10). This feat does not stack with reductions to your Stealth penalty from other sources.

Soft-Paw Monkey (Combat)

Your acrobatic skills makes you difficult to catch in maneuvers.

Prerequisites: Wis 13, Improved Unarmed Strike, Monkey Style, Climb 5 ranks, Acrobatics 8 ranks

Benefit: While using Monkey Style feat, when you make a movement that provokes an attack of opportunity, you gain a +4 deflection bonus to AC for one round. In addition, you use your ranks in acrobatics in place of your base attack bonus for calculating your CMD.

Normal: You use your base attack bonus to calculate CMD.

Sunder from Afar (Combat)

You can sunder from a great distance.

Prerequisite: Bow or Crossbow proficiency, Improved Sunder

Benefit: You can attempt a sunder attack with a ranged weapon.

Normal: Sunder attacks are considered melee combat maneuvers.

Special: You can make a sunder attack with a ranged weapon using your CMB.

Talented Companion

Your spirit companion chooses any one feat.

Prerequisite: Spirit companion.

Benefit: Your spirit companion gains the chosen feat as a bonus feat. If you later choose to replace your current spirit companion with a new one, the benefits of this feat are retroactively applied to your new spirit companion. Your new spirit companion need not select the same feat as your previous spirit companion.

Normal: Your spirit companion only gains bonus feats from its race and class. It does not gain any other feats, including those which a character would normally gain at 1st level and every two character levels thereafter.

Special: You can select this feat a number of times equal to $1 + \frac{1}{2}$ your medium class level. Its effects stack, allowing your spirit companion to gain an additional bonus feat each time you take the Talented Companion feat.

With your Shield or on It (Combat, Teamwork)

You and your fellow soldiers hold your ground against the most fearsome of threats.

Prerequisites: Shield Proficiency

Benefit: While holding a shield and adjacent to an ally who is also holding a shield, you gain a +2 moral bonus to all saving throws to resist fear affects and on saving throws against spells.

Vampiric Healing

You are empowered by the act of slaying the living.

Prerequisites: Undead, half-undead, negative energy affinity, or Spell Focus (Necromancy)

Benefits: After killing a living creature, you gain a bonus equal to the victim's HD to all healing that you receive until the end of your next turn.

Vital Reserve

Your adaptive defenses are more proactive than reactive.

Prerequisites: Vitality Surge class feature

Benefit: You can spend a vitality surge as a swift action to gain 2d6 temporary hit points instead gaining the benefits of healing yourself. Temporary hit points

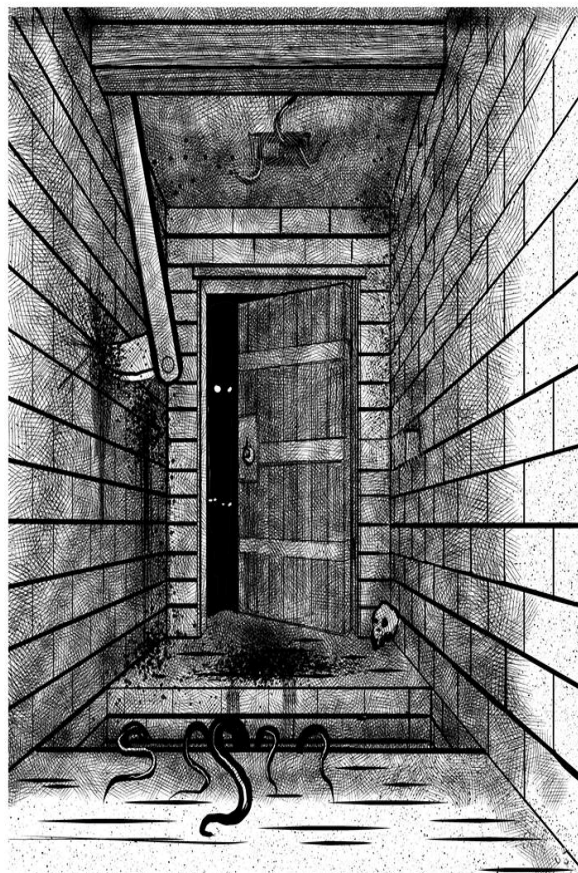
granted by this ability last for one hour or until depleted. Multiple applications of this ability do not stack; each new pool of temporary hit points replaces any remaining points.

Vital Restoration

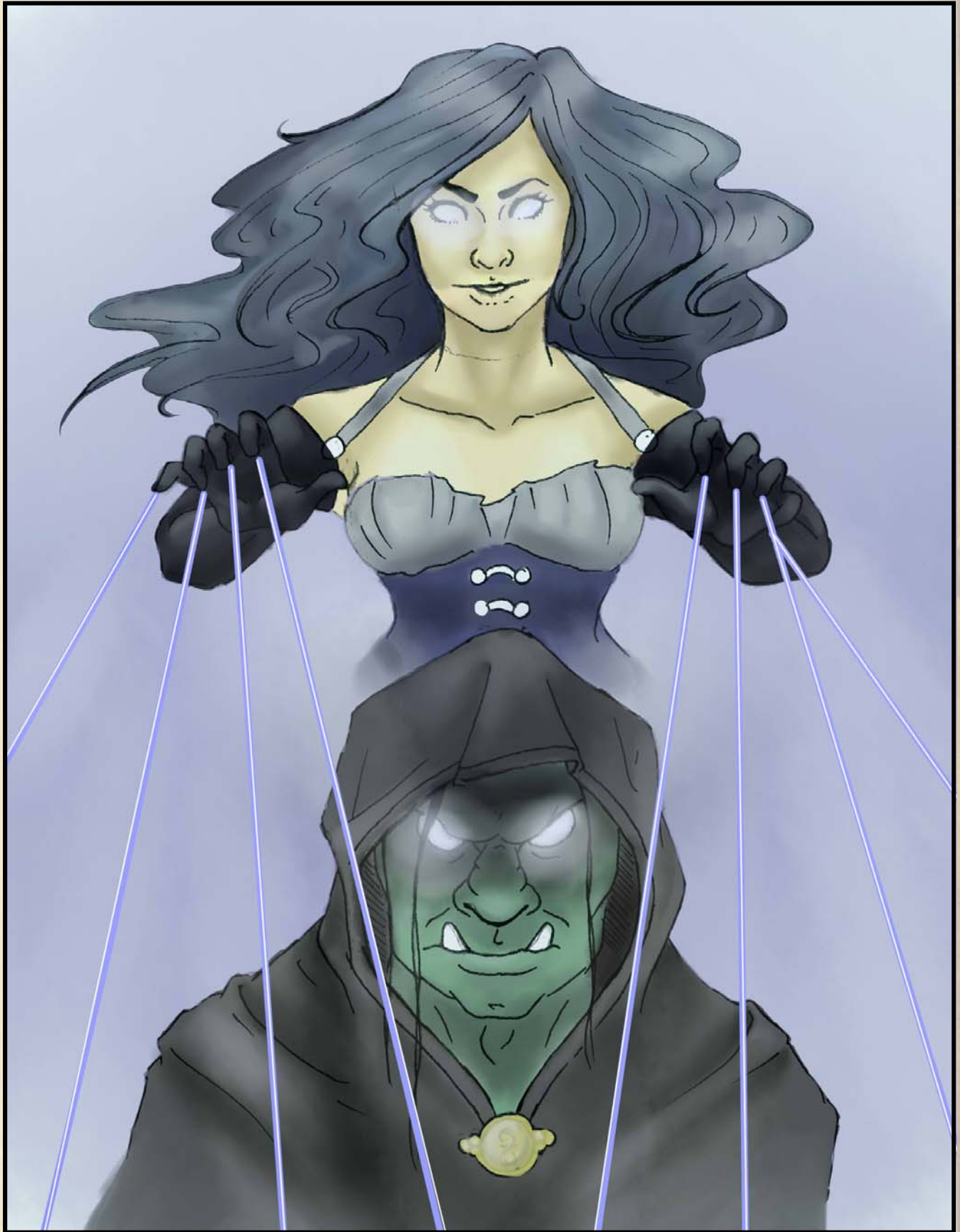
Your ability to recover from harm is not limited to simple injuries.

Prerequisites: Vitality Surge class feature

Benefit: When using a vitality surge, you may reduce the healing received by two or more dice, healing one point of ability damage per two dice of healing sacrificed.



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**Chapter Three:
Archetypes & Options**

Archetypes & Class Options

Battle Lord

Marine

Marines are masters of aquatic combat. Trained in the ways of ships and sea, they are more at home in the water than out. Their unique skill-set makes them natural reconnaissance experts, able to infiltrate enemy territory undetected and slip away into the waves before anyone becomes aware of their presence.

A marine has the following class features.

Weapon and Armor Proficiency: Marines are proficient with all simple and martial weapons, with the net and harpoon, and with light armor. This replaces the battle lord's normal proficiencies

Aquatic Training (Ex): Starting at 2nd level, the marine gains a +1 competence bonus to all Stealth, Swim, and Survival checks made in aquatic environments (such as a swamp, ocean, lake, etc.). This bonus increases by +1 for every 4 levels beyond 2nd.

This replaces the bravery class feature.

Aquatic Reconnaissance: At 2nd level, the marine must choose the Scout specialty.

One with the Sea: Starting at 6th level, the marine and any ally currently benefiting from one of her drills or auras, treat water conditions as one step calmer than it actually is when determining the DC for Swim checks (stormy water is treated as rough, rough water is treated as calm). If the water conditions are currently calm, the marine and affected allies are treated as having a swim speed equal to their base land speed.

This replaces the normal benefits of corporal training.

Lord of the Waves: At 14th level the marine becomes an inescapable aquatic predator. Whenever a marine uses a harpoon, he treats its thrown range increment as 10 feet greater and adds her Intelligence modifier to all grapple checks made with it. In addition, the marine may initiate a grapple attempt as part of any successful attack action made with a harpoon.

This replaces the lieutenant training ability of the scout specialty.

Cavalryman

The cavalryman is a master of the horse, most often found leading courageous charges against enemy forces. They train with blades, hooves, and firearms to weaken an enemy before they get close enough to harm their precious steed. While the crash of hooves, the clang of steel, and the thunderous discharge of a pistol may mute their voices, the stunning spectacle of a cavalryman in action can do more to rally flagging troops than even the most elegant speech.

The cavalryman has the following class features.

Weapon and Armor Proficiency: The cavalryman gains an additional proficiency with pistols.

Trusted Steed: Starting at 1st level the cavalryman gains a Mount as the cavalier class feature, treating her class level as her cavalier level when determining her mount's abilities.

This ability replaces one of the drills gained at 1st level, as well as her increased aura radius gained at 3rd, 7th, 11th, and 15th level.

Ambidextrous (Ex): At 2nd level the cavalryman gains Two-Weapon Fighting as a bonus feat.

This ability replaces the bravery class feature.

Marksmanship Training: At 2nd level, a cavalryman must choose the Artillerist specialty, but does not gain culverin proficiency from her enlisted training.

Sword and Pistol: At 6th level, the cavalryman gains the Sword and Pistol feat, even if he does not meet the prerequisites.

This replaces the normal benefits of corporal training.

Ride the Sky: At 10th level the cavalryman gains the Trick Riding feat. though he cannot use the additional option to negate an attack on her mount unless he also has the Mounted Combat feat.

This replaces the Siege Gunner feat normally granted by her Sergeant training.

Thunder and Steel: Starting at 14th level, whenever the cavalryman successfully attacks an adjacent enemy with a firearm she gains a +2 circumstance bonus on her next melee attack roll. Whenever she successfully attacks an adjacent enemy with a melee weapon, she gains a +2 circumstance bonus on her next ranged damage roll.

This replaces her normal lieutenant training.

Eldritch Chevalier

While all battle lords have a fair degree of education, some take their studies much farther to incorporate a small selection of spells into their battlefield techniques. These eldritch chevaliers learn to incorporate arcane gestures into their drills to serve as the somatic components of their spells and often pick unusual code words that double as verbal components, allowing them to cast and lead almost simultaneously. As such, their magic is far different than that practiced by most wizards, though still drawn from the same source and studies.

Weapon and Armor Proficiency: Eldritch chevaliers does not gain proficiency with medium armor.

Skills: An eldritch chevalier adds Knowledge (arcane) and Spellcraft to his list of class skills.

Arcane Training: Starting at 1st level, the eldritch chevalier gains a spellbook containing three 1st level spells drawn from the wizard spell list and a single spell slot of that level that he can cast per day. Much like a wizard, his Intelligence is his spell casting attribute in his ability to cast, learn, determine bonus spells per day, DCs, etc. An eldritch chevalier must have a drill active to cast spells and has a caster level equal to his eldritch level.

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At 5th level, he gains a single 2nd level spell slot. At 10th level, he receives a 3rd level spell slot, as well as at 15th level gaining a 4th level spell slot. Finally at 20th level, he receives a 5th level spell slot.

At every level she may add one additional spell of any level she can cast to her spellbook. An eldritch chevalier may add spells to his book following those of a wizard.

An eldritch chevalier may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, he decides which spells to prepare.

All spells casted by an eldritch chevalier are made up of somatic hand gestures and verbal cues, regardless of their component. If a spell requires a spell component costing over 50 gold pieces, he still must provide it.

This ability removes and replaces the specialty training class feature. In addition, do to this intensive study, an eldritch chevalier receives one less drill at first level.

Armored Casting: At 2nd level the eldritch chevalier ignores the arcane spell failure chance for casting in light armor. This replaces the bravery class feature.

Combat Spell: At 4th level and level in which the eldritch chevalier would receive a combat drill, he may instead add an additional spell slot of any level spell that he can cast to increase his maximum number of spells per day of the level chosen.

Eldritch Bonds: Starting at 11th level, whenever the eldritch chevalier casts any spell gained through their arcane training ability with a range of touch or personal, and a duration longer than instantaneous, may share the effects with a number of allies currently benefiting from the effects of one of his drills. The spell's duration may be divided at his discretion between each benefiting target (for example, an 11th level eldritch chevalier who chose to share her *shield* spell with 3 allies could choose to give herself 5 minutes of the spell and give each affected ally 2 minutes).

This replaces the noble aura normally gained at 11th level.

Aura of the Arch Wizard (Su): At 20th level, the studies of the eldritch chevalier have beckoned arcane energies and fused this with those of his commands. Whenever he casts a spell, the eldritch chevalier and all allies affected by a drill or aura become arcane infused to a limited degree. They gain damage reduction equal to the spell level /magic and gain spell resistance equal to 10 + the spell level + the eldritch chevalier's Intelligence modifier. These additional defenses last for a number of rounds equal to the spells level. If a new spell is casted before this duration ends, the new infusion takes effect.

Demiurge

Facsimiles

The demiurge is a different and unusual class. One of the most important abilities that it possesses, and what the class builds upon, is that of the facsimile. The demiurge uses his quintessence to bring his fragile, yet form based ideas into the world. They always appear made of many flat planes that combine together into sharp angles. The common comparison of these creatures is that they look to be made up of crystal or glass shards. Others have described facsimiles as origami golems. Over a period of time, these sharp angles are known to take on softer edges and begin to look more like "fleshed out" ideas. There are legends that persist of the very first demiurges were the original fabricators of the humanoid races.

This section features examples of different facsimiles that can be used as prebuilt constructs to be used by a player for quick reference. They will indicate the base stats and the ideals used to create them. This are made to help inspire, not be hard fast rules. As it is an idea, that spurs the imagination.

Facsimile Models

Cube Guardian - 1st level Brute

The appearance of this facsimile takes the form of a six-sided polyhedron. It rolls along the ground and serves as the demiurge's guardian.

Size: Small; **Str:** 15; **Dex:** 15; **Cha:** 10; **Int:** 3;

Saves - Fort: 3; **Ref:** 0; **Will:** 0

Skills: Perception 1, Stealth 1;

BAB: 1; **Attack:** Slam +3 (1d6+2+1d6(fire))

Base AC: X (X = 10 + Dex (+2) + demiurge's Int modifier)

Dissipation Check: +1 (1/3 demiurge level + Cha mod)

Dissipation Chance: 2 (1 base + 1 brute)

Locomotion Ideal: *tumbling movement* (2)

Manipulatory Ideal: *telekinetic force* (2)

Sensorial Ideal: *normal vision* (1)

Special Ideal 1: *aegis* (1)

Special Ideal 2: *energetic volatility (fire)* (3)

Creation/Maintenance Cost: 9

Squire Stone - 1st level Jack

Upon first glance this construct looks like an ioun stone. However, this crystal shaped object is a facsimile that flutters around the head of its demiurge.

Size: Dim; **Str:** 10; **Dex:** 15; **Cha:** 15; **Int:** 3;

Saves - Fort: 3; **Ref:** 3; **Will:** 3

Skills: Appraise 1, Bluff 1, Diplomacy 1, Knowledge (planes) 1, Sense Motive 1

BAB: 0; **Attack:** Slam +0 (1d6); ray +2 (1d4+2)

Base AC: X (X = 10 + Dex (+2) + demiurge's Int modifier)

Dissipation Check: +3

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Dissipation Chance: 1

Locomotion Ideal: *iounic movement* (3)

Manipulatory Ideal: *telekinetic force* (2)

Sensorial Ideal: *superior identification* (4)

Special Ideal 1: *ray* (2)

Special Ideal 2: *vocalized argument* (3)

Creation/Maintenance Cost: 14

Rover - 3rd level Brute

This facsimile takes the shape of a tailless four legged animal made out of sharp angles. On one end, it forms what appears to be a snout.

Size: Small; **Str:** 15; **Dex:** 15; **Cha:** 11; **Int:** 3;

Saves - Fort: 1; **Ref:** 3; **Will:** 1

Skills: Perception 3, Stealth 2, Survival 1;

BAB: 3; **Attack:** Slam +5 (1d6+2+1d6 (acid)),

2 Rays +5 (1d4+1d6 (acid))

Base AC: X (X = 10 + Dex (+2) + demiurge's Int modifier)

Dissipation Check: +1; **Dissipation Chance:** 2

Locomotion Ideal: *quadrupedal movement* 30 ft. (3)

Manipulatory Ideal: *gust* (7)

Sensorial Ideal: *dark vision* (2)

Special Ideal 1: *2 rays* (6)

Special Ideal 2: *energetic volatility (acid)* (7)

Creation/Maintenance Cost: 25

Scout - 6th level Jack

This small facsimile takes the form of a small humanoid appearance made of hundreds of small pieces of glass.

Size: Small (2); **Str:** 12; **Dex:** 18; **Cha:** 18; **Int:** 3;

Saves - Fort: 5; **Ref:** 5; **Will:** 5

Skills: Acrobatics 6, Escape Artist 6, Perception 6, Stealth 6, Survival 6;

BAB: 3; **Attack:** 2 Slams +1 (1d6+1)

Base AC: X (X = 10 + Dex (+4) + demiurge's Int modifier)

Dissipation Check: +8; **Dissipation Chance:** 2

Locomotion Ideal: *bipedal movement* 50 ft. (5)

Manipulatory Ideal: *arms, heavy* (2)

Sensorial Ideal: *super-vision* 90 ft (6)

Special Ideal 1: *transposition* (2)

Special Ideal 2: *reinforced logic* (3)

Creation/Maintenance Cost: 20

Twin - 8th level Brute

Made from the ideals of this creator, this creation takes on the crystal like form. A bigger and bulkier form of its ideal self.

Size: Medium (4); **Str:** 22; **Dex:** 18; **Cha:** 13; **Int:** 3;

Saves - Fort: 6; **Ref:** 2; **Will:** 2

Skills: Acrobatics 4, Perception 8, Stealth 3, Survival 1;

BAB: 8; **Attack:** 2 Slam +14 (1d6+6),

Base AC: X (X = 10 + Dex (+4) + demiurge's Int modifier)

Dissipation Check: +3; **Dissipation Chance:** 2

Locomotion Ideal: *bipedal movement* (1)

Manipulatory Ideal: *arms, heavy* (2)

Sensorial Ideal: *blindsight* (4)

Special Ideal 1: *reach* (2)

Special Ideal 2: *reformative sacrifice* (3)

Creation/Maintenance Cost: 16

Smith - 10th level Jack

Used to help construct items and build the weapons for armies. The smith needs to be overseen when forging given its low intelligence.

Size: Medium (3); **Str:** 24; **Dex:** 13; **Cha:** 22; **Int:** 3;

Saves - Fort: 5; **Ref:** 5; **Will:** 5

Skills: Craft (weapons) 10, Craft (armor) 10, Knowledge (arcane) 10, Knowledge (engineering) 10, Spellcraft 10;

BAB: 5; **Attack:** Slams +12 (1d6+7)

Base AC: X (X = 10 + Dex (+1) + demiurge's Int modifier)

Dissipation Check: +9; **Dissipation Chance:** 2

Locomotion Ideal: *tripedal movement* 40 ft. (3)

Manipulatory Ideal: *arms, basic* (1)

Sensorial Ideal: *detect magic* (3)

Special Ideal 1: *Feat Master Craftsman*, Skill Focus: Craft (weapons), Skill Focus: Craft (armor) (8)

Special Ideal 2: *vocalized argument* (3)

Creation/Maintenance Cost: 21

Kong - 12th level Brute

This facsimile maintains ape like qualities to its shape.

Size: Large (8); **Str:** 28; **Dex:** 20; **Cha:** 15; **Int:** 3;

Saves - Fort: 4; **Ref:** 8; **Will:** 4

Skills: Acrobatics 12, Stealth 12;

BAB: 12; **Attack:** 2 Slams +12 (1d6+7)

Base AC: X (X = 10 + Dex (+5) + demiurge's Int modifier)

Dissipation Check: +11; **Dissipation Chance:** 7

Locomotion Ideal: *bipedal movement* 30 ft. (3)

Manipulatory Ideal: *arms, heavy* (2)

Sensorial Ideal: *darkvision* 90 ft. (4)

Special Ideal 1: *reinforced logic, lesser* (5)

Special Ideal 2: *reinforced logic* (3)

Creation/Maintenance Cost: 25

Imp - 14th level Jack

Designed to be quick and agile, imps are mischievous as they designed to be. Multiple imps swarming an area can become an annoyance.

Size: Small (2); **Str:** 17; **Dex:** 24; **Cha:** 24; **Int:** 3;

Saves - Fort: 9; **Ref:** 9; **Will:** 9

Skills: Acrobatics 14, Disable Device 14, Escape Artist 14, Fly 14, Stealth 14;

BAB: 7; **Attack:** 1 Slams +10 (1d6+3+1d6 (fire)),

ray +14 (5d4+1d6 (fire)), stinger +10 (1d6+3+1d6 (fire))

Base AC: X (X = 10 + Dex (+7) + demiurge's Int modifier)

Dissipation Check: +11; **Dissipation Chance:** 3

Locomotion Ideal: *fight (clumsy)* 30 ft. (5)

Manipulatory Ideal: *stinger* (2)

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Sensorial Ideal: *darkvision* 60 ft. (2)
Special Ideal 1: *ray* (5d4) (6)
Special Ideal 2: *energetic volatility (fire)* (7)
Creation/Maintenance Cost: 19

Sentinel - 16th level Brute

Composing of several polyhedral blocks, this facsimile looks to protect the demiurge and his companions.
Size: Medium (4); **Str:** 27; **Dex:** 27; **Cha:** 18; **Int:** 3;
Saves - Fort: 10; **Ref:** 5; **Will:** 5
Skills: Acrobatics 12, Stealth 12;
BAB: 16; **Attack:** Slams +24 (1d6+8)
Base AC: X (X = 10 + Dex (+8) + demiurge's Int modifier)
Dissipation Check: +9; **Dissipation Chance:** 4
Locomotion Ideal: *quadrupedal movement* 30 ft. (2)
Manipulatory Ideal: *arms, basic* (1)
Sensorial Ideal: *super-vision* 60 ft. (4)
Special Ideal 1: *aegis* (3)
Special Ideal 2: *Feat* Combat Reflexes, Bodyguard (5)
Creation/Maintenance Cost: 19

Titian - 18th level Brute

This large multifaceted stands guard over camp. Its grey shading keeps it blended into the night sky.
Size: Large (8); **Str:** 31; **Dex:** 23; **Cha:** 21; **Int:** 3;
Saves - Fort: 11; **Ref:** 6; **Will:** 6
Skills: Perception 18, Stealth 18;
BAB: 18; **Attack:** 2 Slams +28 (1d6+10)
Base AC: X (X = 10 + Dex (+5) + demiurge's Int modifier)
Dissipation Check: +11; **Dissipation Chance:** 5
Locomotion Ideal: *quadrupedal movement* 30 ft. (2)
Manipulatory Ideal: *arms, heavy* (2)
Sensorial Ideal: *super-vision* 60 ft. (4)
Special Ideal 1: *vocalized argument* (3)
Special Ideal 2: *skilled* Perception (2)
Creation/Maintenance Cost: 21

Haggle - 20th level Jack

This golem is dressed in robes and speaks softly.
Size: Small (2); **Str:** 22; **Dex:** 29; **Cha:** 29; **Int:** 3;
Saves - Fort: 12; **Ref:** 12; **Will:** 12
Skills: Appraise 20, Bluff 20, Diplomacy 20, Sense Motive 20, Slight of Hand 20;
BAB: 10; **Attack:** 1 Slams +16 (1d6+6)
Base AC: X (X = 10 + Dex (+9) + demiurge's Int modifier)
Dissipation Check: +15; **Dissipation Chance:** 4
Locomotion Ideal: *bipedal movement* 30 ft. (2)
Manipulatory Ideal: *arms, basic* (1)
Sensorial Ideal: *normal vision* (1)
Special Ideal 1: *vocalized argument* (3)
Special Ideal 2: *skilled* Diplomacy, Sense Motive (4)
Creation/Maintenance Cost: 14

Conduit

Arrhythmic Conduit

Uniquely attuned to the chaotic rhythms of magic, an arrhythmic conduit hears the pulse of magic as it pounds through his body and his blood. Slaves to an other-worldly song that only they can hear, these rare and eccentric conduits pulse and pound through combat like a discordant symphony given form and flesh, able to more efficiently conserve the mystical energies that a conduit channels by activating each according to special patterns and rhythms.

An arrhythmic conduit has the following class features.

Class Skills: The arrhythmic conduit adds Perform (Cha) to his list of class skills.

Arrhythmic Conduction (Su): Due to the discordant nature of the arrhythmic conduit's channeling, these rare conduits have a more difficult time finding the mystical rhythm necessary to fill an empty conduit pool.

While the arrhythmic conduit's conduct pool is empty, any 1st level or higher spell absorbed into the pool is converted into only 1 conduit point, regardless of the spell level of the spell or spell-like ability absorbed.

Additionally, an arrhythmic conduit's conduct pool slowly "bleeds" over time. Every 24 hours, the number of conduct points in the conduit's conduct pool is reduced by 1. Due to this mystical dissonance, an arrhythmic that gains the Extra Conduct Pool feat also gains 1 fewer maximum conduct points than he otherwise would.

This ability alters the mystical conduction class feature.

Arrhythmic Chords (Su): Any damage dealt by an arrhythmic conduit's mystical bolts is sonic damage. Any conduit power that would alter the shape or delivery method for the conduit's mystical bolts (such as conduit strike, explode, or funnel powers) deals sonic damage, as well.

This ability alters the mystical bolt class feature.

Arrhythmic Dissonance (Su): At 5th level, arrhythmic conduit can dismiss his mystical protections as a free action. Whenever he does so, he may immediately make one mystical bolt attack (2d6) as a part of that same free action, and he may do so without expending a point from his conduct pool.

Arrhythmic Allegro (Su): At 6th level, an arrhythmic conduit may immediately make one mystical bolt attack as a part of the same free action required to use the mystical movement class feature to improve or gain a movement mode, and he may do so without expending a point from his conduct pool.

This ability replaces the conduit power gained at 6th level.

Arrhythmic Crescendo (Su): At 11th level, the arrhythmic conduit may activate his desperate measures and mystic boost class features as a part of the same full

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round action. If he does, the duration of his mystic boost is increased by 1 hour for each point of damage that the conduit receives.

Arrhythmic Decrescendo (Su): At 12th level, the arrhythmic conduit may dismiss the ability score bonus granted by his mystic boost, ending the duration of that effect in order to gain a doubled enhancement bonus to the same ability score for 1 round instead.

This ability replaces the conduit power gained at 12th level.

Arrhythmic Refrain (Su): The arrhythmic conduit may activate his mystical protections and mystic boost special abilities as a part of the same full round action. If he does, the conduct point cost required to perform the action is equal only to the more expensive of the two actions (the conduit does not combine the conduct point cost of both actions).

This ability replaces the reweave fate ability at 17th level.

Arrhythmic Reprise (Su): At 18th level, whenever the arrhythmic conduit spends 2 or more points from his conduct pool to fire a mystical bolt, half of the points expended in this way are set aside into a secondary conduct pool. During the next round, the conduit may spend points from this pool, but only in order to activate his mystical bolt class feature. These temporary points are expended normally, not set aside. After 1 round, all conduct points in the arrhythmic conduit's secondary conduct pool are discarded to no effect.

This ability replaces the conduit power gained at 18th level.

Arrhythmic Finale (Su): At 20th level, an arrhythmic conduit does not gain a golem's spell immunity. Instead, whenever the conduit expends the very last point from his conduct pool, he may immediately gain the benefits of both his mystic boost and mystical protections class features, as though he had spent 10 conduct points to activate each.

This ability alters the mystical apotheosis class feature.

Cyclic Channeler

The cyclic configurations of the conduit's unique magical abilities enable a few specially-trained conduits to better channel raw magic into specific arrays and shapes and in accordance with strangely-predictable patterns. Endowed with a purer, less refined channel for processing and manipulating the forces of magic, the cyclic channeler acts as a living nexus, allowing the pulse and flow of pure magic to emanate from his very being.

A cyclic channeler has the following class features.

Ebb and Flow (Su): Whenever the cyclic channeler activates the desperate measures, disruption, redirection, mystical bolt, mystical boost, or mystical movement class features, that special ability gains a "cooldown period" of

1 round. During this period, the conduit may not activate that ability in any capacity. Similarly, whenever the cyclic channeler uses or activates any mystic power or raises or lowers his spell resistance, he may not activate or use that ability again for 1 round.

This ability alters the desperate measures, disruption, mystical bolt, mystical boost, mystical movement, spell resistance, and the conduit power class features.

Advanced Array (Su): The damage dealt by the cyclic channeler's mystical bolts is one die step higher than it would otherwise be. This benefit does not require the cyclic channeler to expend any additional conduct points. Additional conduct points expended to add +1d6 of damage remain unaltered.

This ability alters the mystical bolts class feature.

Channeled Enhancements (Su): At 13th level, a cyclic channeler can spend 1 point from his conduct pool to change all damage dealt by a mystical weapon that he wields (including extra damage such as that imparted by the *flaming weapon* property) into un-typed, magical damage for 1 round. Damage reduction and energy resistance offer no protection against this damage. Using this ability is a free action.

This ability replaces the desperate means class feature.

New Item: Conduit Dust

Cost: 50 gp

Weight: 1 lbs.

When the duration of a mystical weapon ends, the magic used to create it breaks down into a fine dust that holds raw magic.

This dust has become to be known as conduit dust by those that use material spell components. When a pound of conduit dust is added to a spell (or extract) that uses material components, it adds a +1 to the spell's DC.

When a mystical weapon expires it leaves behind 1/8th it's weight in conduit dust.

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Medium

Legion Medium

A legion medium is a true magnet for multiple spirits. With experience, a legion medium can retain two spirit companions at the same time.

A legion medium has the following class features.

Spirit Companion (Ex): A legion medium's spirit companion possesses a character level equal to three-fourths of her medium level, rounded down (minimum 1).

This ability modifies spirit companion.

Second Companion (Ex): At 2nd level, a legion medium gains a second spirit companion. This spirit companion is independent of the first spirit's capabilities, and need not share any of the first spirit's capabilities. Each time that the medium uses the channel spirit ability, she may choose which of these two spirit companions takes possession of her body; only one can occupy the medium's body at any given time.

Each time that a legion medium selects the Talented Companion feat, she chooses which of these two spirit companions gains a bonus feat. Each time the medium gains a new spirit companion upon gaining a level, you may choose which of the medium's two existing spirits that new spirit companion replaces.

Oracular Medium

Like a legion medium, the oracular medium is a magnet for spirits. Not all spirits, however, take the shapes of dead men. The oracular medium, as the name implies, shares as much in common with the oracle as with other types of mediums. Able to invoke and commune with more abstract spiritual forces, these occult channelers use a special "oracular token" like a spiritual focus, in order to extend their metaphysical reach.

An oracular medium has the following class features.

Oracular Token (Ex): An oracular medium begins play with a special object called an oracular token, at no cost. The token can take the form of any object within the following categories: amulet, crown, ring, stone, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the token is an amulet, crown, or ring, it must be worn to have effect, while stones and weapons must be held in one hand. If the object is a ring or amulet, it occupies the ring or neck slot accordingly.

If an oracular medium attempts to use the channel spirit, spirit guidance, or séance, class features, or any revelation requiring at least a swift or immediate action to perform, she must wear or hold the token in order to do so normally. Without her oracular token worn or in hand, she must make a DC 20 Charisma check or lose the action.

A medium can add additional magic abilities to her oracular token as if she has the required Item Creation Feats and if she meets the level prerequisites of the feat. For example, a medium with a dagger token must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat). A stone token may be crafted into an *ioun* stone or into any magical gemstone. An *ioun* stone token is considered "held or worn" as long as it is in orbit around the medium's head. The magic properties of an oracular token, including any magic abilities added to the object, only function for the medium who owns it. If the object's owner dies, or if the item is replaced, the token reverts to being an ordinary masterwork item of the appropriate type.

If an oracular token is damaged, it is restored to full hit points the next time the medium completes a séance while wearing or holding the item. If the object is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per class level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous item.

An oracular medium can designate an existing magic item as her oracular token. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming an oracular token.

This ability alters the channel spirit, spirit guidance, séance, and revelation class features.

Oracle's Revelations (Ex): An oracular medium chooses an oracle mystery from the following list at 1st level: ancestor, battle, bones, dark tapestry, nature, or lore. In place of any of the medium's revelations, the oracular medium may instead choose to gain a revelation from her associated oracle mystery. Her effective oracle level for the purposes of determining the effects of these revelations is equal to her medium class level. Levels in the oracle class stack with levels in the medium class for this same purpose.

Physical Medium

Physical mediums specialize in revelations which involve the physical manifestations of spirits. Physical mediums usually refer to other mediums as trance mediums.

A physical medium has the following class features.

Revelation: The physical medium must choose only revelations from the following list. These options replace the normal list of revelations for the medium class.

Apparition (Sp): You can use *dancing lights* at will. In addition, you can spend a use of your spirit guidance ability to cast *silent image*. At 7th level, you can instead spend a use of your spirit guidance ability to cast *major image*. The maximum duration of any spell cast in this manner is 1 minute.

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Appotation (Su): Whenever you use your séance ability, you may choose to duplicate a *minor creation* spell instead of an *augury* spell. At 7th level, you may instead choose to duplicate a *major creation* spell. Any object created in this manner sheds light as if it were a candle. Starting at 7th level, any weapon created in this manner is a +1 *ghost touch* weapon.

Bilocation (Sp): You can spend one use of your spirit guidance ability to use the *copycat* granted power of the Trickery cleric domain, using your medium level as your effective cleric level. At 11th level, you can spend three uses of your spirit guidance ability to cast *project image*. Also at 11th level, whenever you use your séance ability, you may choose to duplicate a *teleport* spell instead of an *augury* spell.

Directed Voice (Sp): You can use *message* at will. In addition, you can spend one use of your spirit guidance ability to cast *ventriloquism*, and can spend two uses of your spirit guidance ability to cast *whispering wind*. At 11th level, whenever you use your séance ability, you can choose to duplicate the effects of a *sending* spell instead of an *augury* spell.

Ectoplasm (Sp): You can spend one use of your spirit guidance ability to cast *grease* or *obscuring mist*. You choose of which of these spells to cast each time that you activate this ability. Alternately, you can spend two uses of your spirit guidance ability to cast *glitterdust*. The maximum duration of any spell cast in this manner is 1 minute.

Elan Vital (Sp): You can spend one use of your spirit guidance ability to cast *lesser evolution surge*. At 7th level, you can spend two uses of your spirit guidance ability to cast *evolution surge*. At 11th level, you can spend three uses of your spirit guidance ability to cast *greater evolution surge*.

To select this revelation, you must possess the summon eidolon class feature or the *tulpa* revelation.

Energetic Aura (Sp): You can spend one or more uses of your spirit guidance ability to cast *mage armor* with yourself as a target. The maximum duration of a *mage armor* spell cast in this manner is two hours per use of spirit guidance spent to cast it. At 5th level, and every two levels thereafter, the armor bonus you gain from any *mage armor* spell affecting you is increased by a cumulative +1.

Past Life (Su): Whenever you use your séance ability, you may choose to duplicate a *reincarnate* spell instead of an *augury* spell. At 11th level, you may instead choose to restore a reincarnated creature to its original form, as if using a *miracle* spell. You must be at least 7th level to select this revelation.

Poltergeist (Sp): You can use *mage hand* at will. In addition, you can spend two uses of your spirit guidance ability to cast *levitate*. At 11th level, you can spend three

uses of your spirit guidance ability to cast *telekinesis*.

Spirit Warrior (Ex): You are proficient in all types of armor, shields, and weapons in which your spirit companion is proficient. For each level your spirit companion has in a class with a d10 or d12 Hit Die, you gain one additional hit point. Recalculate the benefits granted by this revelation, including the number of additional hit points granted, each time that you gain a new medium level.

Subtle Body (Su): Whenever you use your séance ability, you may choose to duplicate an *invisibility* spell with yourself as a target instead of an *augury* spell. If you are at least 11th level, you may choose to have this *invisibility* effect also turn you gaseous, as per *gaseous form*, for the duration of the *invisibility* effect. At 19th level, you may choose to instead duplicate an *etherealness* spell.

Third Eye (Su): Whenever you use your séance ability, you may choose to duplicate an *arcane eye* spell instead of an *augury* spell. Starting at 11th level, the eye created by this spell effect gains the benefits of a *true seeing* spell for as long as it exists. You must be at least 7th level to select this revelation.

Thought Forms (Ex): Choose any one item creation feat. Whenever you have a spirit companion which meets the prerequisites of the chosen feat, that spirit companion gains the chosen feat as a bonus feat. Time your spirit companion spends crafting any type of magic item does not count against the duration of your channel spirit ability.

Tulpa (Su): Whenever you use your séance ability, you may choose to summon a spirit creature instead of duplicating an *augury* spell. This functions as the summon eidolon summoner class feature, using one-half your medium class level in place of your summoner class level. An eidolon summoned in this manner persists for a maximum of one hour per medium level, but is immediately dismissed if you activate your channel spirit ability or your séance ability. Choose your eidolon's evolutions when you first gain this revelation. You may change these evolutions each time you gain a new medium level.

Psychic Medium

A psychic medium's class features are psionic in nature, rather than magical. This archetype is only available in games which use the optional rules for psionics.

A psychic medium has the following class features.

Psionic Talent: A psychic medium gains Psionic Talent as a bonus feat, even if she does not meet the normal prerequisites for that feat. The medium counts as a psionic creature, but gains no ability to manifest psionic powers for possessing this bonus feat.

Psychic Talent (Ex): Each revelation that the medium possesses which would normally count as a spell-like ability counts as a psi-like ability instead. In addition, add the psychometry revelation described below to the

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normal list of revelations for the medium class.

Psychometry (Psi): You can spend two uses of your spirit guidance ability to manifest *object reading* or *sensitivity to psychic impressions*. You choose which of these powers to manifest each time you activate this ability. When manifesting *object reading* in this manner, *object reading* cannot be augmented.

Metamorph

Eldritch Hulk

In a world where magic runs in the veins of sorcerous men and women, a metamorphic blood transfusion has the power to open arcane doors perhaps better left shut.

Able to adopt and accommodate sorcerous blood into his genesis, the eldritch hulk mixes evolutionary metamorphosis with forbidden arcane might. Whatever their genesis or phenotype, these dire metamorphs seem almost to reverberate with arcane energies.

An eldritch hulk has the following class features.

Eldritch Metamorphosis (Ex): In addition to enhancing his form with magical augmentations, the eldritch hulk invests himself with arcane powers exclusive to sorcerous bloodlines. The metamorph gains the Eldritch Heritage feat as a bonus feat, even if he does not meet the usual prerequisites for that feat. In addition, the metamorph may gain the Eldritch Heritage feat multiple times, and adds that feat to the list of bonus feats that he may select at 6th level, and at every 4 levels thereafter. Each time that the metamorph gains the Eldritch Heritage feat, he may apply its effects to a new sorcerer bloodline.

This ability replaces the bonus feat gained at 2nd level.

Eldritch Mutations (Ex): An eldritch hulk now adds Improved Eldritch Heritage to the list of bonus feats available to him at 10th level. Each time that the metamorph gains the Eldritch Heritage feat, he may choose to apply its effects to a new sorcerer bloodline (instead of choosing to gain a new bloodline power from a bloodline that he already has access to).

Metamorphic Abomination

Dire elven mutants with griplli's tongues and tiefling's horns... shambling orcish hulks endowed with vanara's tails and a dhampir's fangs... transformed hobgoblins sporting a ratfolk's claws, buck teeth, and filthy fur... the terrible realities of these abominable creatures are made possible by the dreadful dabbling of the metamorphic abomination. As offensive and foul as they are frighteningly brilliant, these madmen mix racial properties with evolutionary augmentations.

A metamorphic abomination has the following class features.

Terrible Genesis (Ex): A metamorphic abomination

must select either the aberrant, reconstructed, or undying phenotypes. If the metamorph selects the scholarly genesis, he gains Knowledge (engineering) and Knowledge (dungeoneering) as class skills (in addition to the Heal skill), but removes Acrobatics from that list.

Abominable Becoming (Ex): In addition to perverting his form with abominable augmentations, the metamorphic abomination adopts properties exclusive to other races. The metamorph gains the Racial Heritage feat as a bonus feat, even if he does not meet the usual prerequisites for that feat. In addition, the metamorph may gain the Racial Heritage feat multiple times, and adds that feat to the list of bonus feats that he may select at 6th level, and every 4 levels thereafter. Each time that the metamorph gains the Racial Heritage feat, he may apply its benefits to a new race.

This ability replaces the bonus feat gained at 2nd level.

Inhuman Apotheosis (Ex): A metamorphic abomination removes Pass for Human from the list of bonus feats available to him at 10th level.

Transmogrifist

Combining the most unethical and aberrant advances that modern alchemy has to offer with the academic transmutory science of the scholarly metamorph's signature field of study, the transmogrifist transforms his body into a sickening hybrid of pseudo-scientific experimentations and chemical augmentations. These students of metamorphosis push the boundaries of alchemy, attaining special defenses and qualities no other metamorph can aspire to evolve.

A transmogrifist has the following class feature.

Chemical Genesis (Ex): A transmogrifist must select the scholarly genesis, and may not select the fey phenotype.

Alchemical Transmogrification (Ex or Su): The transmogrifist removes Great Fortitude, Iron Will, Lightning Reflexes, and Weapon Focus from the list of bonus feats available to him at 2nd level.

At 6th level, a transmogrifist may choose any of the following alchemical discoveries in place of a bonus feat: chameleon, mummification, nauseating flesh, parasitic twin, preserve organs, tentacle, tumor familiar, vestigial arm, and wings. His effective alchemist level is equal to his metamorph class level.

Archetypes & Class Options

Broggum - CR 12

19,200 XP

Male gripli metamorph (plant phenotype) 13

N Small humanoid (gripli)

Init + 9; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 31, Touch 22, Flat-footed 20 (+1 armor, +7 Dex, +1 Size, +8 natural)

hp 101

Fort +11, **Ref** +15, **Will** +10; +2 vs poison

Spell Resistance 24

Special: *cloak of displacement (minor)*; 20% miss chance as per *blur* spell

OFFENSE

Speed 30 ft., swim 30 ft., climb 20 ft

Melee slam +20 (1d8+2+1d6 acid), plus push; bite +19 (1d4+2+poison)

Ranged *mosquito bite* +19/+14 (1d8+3/19-20)

TACTICS

During Combat: Broggum prefers hit and run tactics. Using his natural camouflage and talents for hiding to surprise enemies, he would rather dwindle his opponents numbers with ranged tactics. He favors human targets, knowing his crossbow is especially effective against them. After making the initial attack, he uses *Go Unnoticed* to get another attack before deciding to flee or fight. If surprised, he will use his natural slam to push smaller enemies away before making a getaway.

Morale: Broggum is dedicated to his tribe and defending the swamp lands. He is a tactical hunter, but he isn't stupid. He knows the longer he stays alive, the longer he will be able to help them.

STATISTICS

Str 8, **Dex** 24, **Con** 16, **Int** 10, **Wis** 18, **Cha** 10

Base Atk +9; **CMB** +15; **CMD** 24;

Feats: Weapon Finesse, Aspect of the Best (wild instincts), Agile Maneuvers, Rapid Reload, Iron Will, Rapid Shot, Crossbow Master, Weapon Focus (slam), Stealthy, Unnoticed

Skills: Acrobatics +20, Climb +18, Escape Artist +9, Knowledge (nature) +13, Perception +17, Stealth +26, Survival +13, Swim +7

Languages: Common, Gripli

SQ Vitality Surge (10/day); **Evolutions:** Bite, Energy Strike (acid, slam), Gills, Push (slam), Reach (slam), Slam, Swim, Poison (1d4 Con, Bite), Improved Damage (slam), Improved Natural Armor, Spell Resistance (24); weapon familiarity (net); swamp stride, camouflage (+4 to Stealth in marshes/forested areas)

Combat Gear Mosquito Bite (+3 *human bane heavy crossbow of endless ammunition*)

Other Gear *belt of might constitution, headband of inspired wisdom, snapleaf, ring of climbing, cloak of displacement (minor), feather token (bird), feather token (tree), clear spindle ion stone, gloves of reconnaissance, amulet of natural armor (+3), snakeskin tunic*

Stands a just over 3 feet, with skin of dark browns and greens blends Broggum into his native swamplands. With his black eyes resting atop a mouth full of sharp teeth, he preys on those that defile the lands of his tribe.

Physical Traits: Broggum is seldom seen without wearing his snakeskin shirt. His arms are unnaturally long and spindly and are covered with a caustic mucus he developed over time. He has a deep scar connecting the gills on his neck.

Broggum was young when he felt the instinctual pull toward the swamp. His tribe had made a comfortable living in the swamp, yet Broggum sensed that they were not connected to the swamp as he was. He would spend time appreciating the plant life surrounding him, feeling a sense of wonder and kinship. Broggum eventually manifested gills, something not unheard of, if not for the fact he was near gripli adulthood. This would mark the beginning of an unusual path.

His connection to the swamp allowed him to become a hunter for his tribe. During a hunt, he was attacked by a group of humans. Left for dead, Broggum survived due to his knowledge of the swamp and its flora. He came to depend on the plant life, and began to emulate it. After years, he knows he is not the same as he was. Looking in his reflection, he can't help but realize this.

Broggum serves as a hunter and guide for his tribe. He keeps himself at a small distance from other gripli, as he realizes he isn't the same as them. He spends much of his time communing with the swamp, feeling more comfortable in the wilds than the village. Occasionally, he will befriend other dwellers in the swamp, but is extremely wary of humans, becoming violent if they come too close. Broggum seeks to maintain the swamp, preventing over-harvesting of resources.



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Archetypes & Class Options

Mnemonic

Amnesiac

Inscrutable even to their own kind, mnemonic amnesiacs adhere to a unique discipline emphasizing the emptying of the mind and the unfettering of memory. Able to enter a state of amnesia in order to cleanse their minds of hostile effects and forces, an amnesiac is an unsettling opponent in the extreme. Moving and fighting as if hypnotized, these vacant, unreadable warriors exhibit increased thresholds for pain and uncanny mental resilience.

An amnesiac has the following class features.

Amnesic Trance (Su): An amnesiac can enter a state of amnesia as a full-round action. In this state, the amnesiac suffers the full effects of amnesia (see *Pathfinder Roleplaying Game: GameMaster's Guide*) for up to one round per class level. These rounds do not need to be consecutive, and the amnesiac may voluntarily leave this state as a free action.

In this state, the amnesiac retains his weapon and armor proficiencies, gains a +2 insight bonus on attack and damage rolls with weapons with which he is proficient, and gains an equal bonus on saving throws against any emotion, fear, morale, or pain effect, or any effect which would impose the confused, nauseated or sickened condition. In addition, the mnemonic gains the benefits of the slippery mind rogue talent for as long as he remains in this amnesic state, and for a number of rounds thereafter equal to the number of rounds that the amnesiac endured the state of amnesia.

At 3rd level, the amnesiac no longer suffers from the penalty on Will saving throws associated with amnesia, and retains the use of his assess technique, thought strike, and memory theft class features while affected by amnesia. In addition, the amnesiac also retains the use of bonus feats granted by the mnemonic class, in this state.

At 5th level, the amnesiac retains the use of his mnemonic weapon class feature while affected by amnesia.

At 7th level, the amnesiac retains the use of his spell eraser class feature while affected by amnesia.

At 9th level, the amnesiac retains the use of his improved thought strike and mnemonic ranged weapon class features while affected by amnesia.

At 11th level, the amnesiac gains a +2 resistance bonus on saving throws against mind-affecting spells and effects while affected by amnesia. As a resistance bonus, this bonus does not stack with the *mind blank* spell.

At 13th level, the amnesiac retains the use of his greater thought strike class feature while affected by amnesia.

At 15th level, the amnesiac gains a +2 insight bonus

to Armor Class while affected by amnesia.

At 17th level, the amnesiac retains the use of his supreme thought strike class feature while affected by amnesia.

At 19th level, the amnesiac retains the use of all of his amnesiac class features while affected by amnesia.

This ability replaces the thoughtful guard class feature at 2nd level and the shared memory class feature at 9th level.

Vacant Vibrations (Ex): At 4th level, an amnesiac gains a +2 dodge bonus to Armor Class thanks to the unreadable, unknowable way in which the mnemonic fights and moves. In addition, the DC of any Sense Motive skill check opposed by or made in regards to the amnesiac is increased by +5. At 14th level, the bonus to Armor Class granted by this ability is increased to +4.

This ability replaces the perfect recall and *modify memory* class features.

Amnesic Self-Hypnosis (Ex): At 12th level, an amnesiac may choose to retain any stolen feat or skill bonus that the mnemonic possesses thanks to his memory theft class feature by spending a move action during the same round in which he voluntarily leaves an amnesiac trance. The mnemonic must expend one daily use of his thought strike ability for each feat or skill that he chooses to retain in this way, and the feat or skill stolen must have been one that the mnemonic stole within the past hour.

This ability replaces the imprint consciousness class feature.

Mind Blank (Sp): At 18th level, the amnesiac gains the ability to use *mind blank* as a spell-like ability once per day, targeting himself only. The amnesiac must be in a state of amnesia to use this ability. The caster level for this spell-like ability is equal to the mnemonic's class level. This replaces the moment of prescience at 18th level.

The Hungry Mind

A hungry mind is to a mnemonic as a kleptomaniac is to a thief. Virtually addicted to stealing the thoughts and memories of sentient creatures, this insatiably ravenous breed of mnemonic may thus appear less disciplined than his more traditional kin. Considered by many to be a creature akin to a psychic vampire, a mnemonic afflicted with a hungry mind may find itself pitied much as feared.

A hungry mind has the following class features.

Alignment: Any non-good.

Skill Ranks per Level: 4 + Intelligence modifier

Devour Thoughts (Su): The hungry mind gains no ability to inflict the dazed, blinded, confused, or staggered conditions with his thought strike special ability. Instead, the hungry mind is nourished by stealing the memories of creatures affected. When the hungry mind successfully steals one or more feats, spells, or skill

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bonuses from a creature's mind with a thought strike, he may choose to recover 1d6 points of damage.

At 5th level, the mnemonic recovers 2d6 points of damage, instead.

At 9th level, the mnemonic recovers 2d8 points of damage, instead.

At 14th level, the mnemonic recovers 2d10 points of damage, instead.

This ability alters the thought strike class feature.

Psychic Consummation (Su): At 8th level, the hungry mind gains the ability to perform a coup de grace as a standard action by expending one daily use of his thought strike class feature. Mindless creatures are unaffected by this coup de grace attack. A creature slain by this special ability is simply rendered brain-dead as the hungry mind devours the victim's final thoughts.

The hungry mind must touch the target in order to perform the attack, which provokes attacks of opportunity as usual. The damage dealt by this attack is equal to the hungry mind's base unarmed strike damage plus his Intelligence modifier. If the target is slain by this ability, the hungry mind may recover damage as though he had used his devour thoughts ability.

This ability replaces the mnemonic ranged weapon class feature.

Thoughtripper

In the opinions of some, a mnemonic is nothing more than a thief. While most can agree on the sanctity of one's own thoughts, nearly every thinking creature regards a thoughtripper as something much worse than that. Able not only to infiltrate the minds of his foes, but to wholly and tragically desecrate them, thoughtrippers are a thankfully-rare breed of mnemonic with the ability to haunt the dreams of their enemies, shred the minds of their opponents, and steal knowledge from friend and foe alike.

A thoughtripper has the following class features.

Alignment: Any non-good.

Malign Thought Strike (Su): The thoughtripper gains no ability to inflict the dazed, blinded, confused, or staggered conditions with his thought strike special ability. Instead, a creature struck by the mnemonic's thought strike must succeed on a Will saving throw (DC 10 + $\frac{1}{2}$ the mnemonic's class level + the mnemonic's Intelligence modifier) or receive 1d12 points of nonlethal damage in addition to the damage dealt by the attack. This nonlethal damage manifests in the form of excruciating headaches and an intense and malicious sensation of psychic shock. A creature that receives 10 points of nonlethal damage or more from this attack gains the sickened condition for 1 round (no save). This is a mind-affecting, pain effect.

At 5th level, the mnemonic inflicts 2d12 points of

nonlethal damage on a failed saving throw, instead.

At 9th level, the mnemonic inflicts 3d12 points of nonlethal damage on a failed saving throw, instead.

At 14th level, the mnemonic inflicts 4d12 points of nonlethal damage on a failed saving throw, instead.

This ability alters the thought strike class feature.

Mindshredder (Su): At 8th level, the thoughtripper's mind becomes something akin to a psychic deathtrap – a hostile place for the uninvited to trespass. Any creature targeting the mnemonic with a mind-affecting, telepathic, or thought-detecting spell or effect receives nonlethal damage as though it were affected by the thoughtripper's malign thought strike (no save). A creature that receives 10 points of nonlethal damage or more from this attack gains the sickened condition for 1 round (no save). This is a mind-affecting, pain effect.

This ability replaces the mnemonic ranged weapon class feature.

Implant Thoughtseed (Su or Sp): At 9th level, a thoughtripper gains the ability to plant a "thoughtseed" in the mind of any non-mindless creature whose thoughts he has visited with a thought strike. Implanting the seed is a swift action, but the mnemonic may use this ability only immediately after delivering a successful thought strike attack. The thoughtseed is completely undetectable, and persists only for 1 day per class level.

This special ability allows the thoughtripper to use *dream* as a spell-like ability once per day (Will DC 10 + $\frac{1}{2}$ the mnemonic's class level + the mnemonic's Intelligence modifier negates), but the mnemonic may only appear in the dreams of creatures implanted with a thoughtseed. The caster level for this spell-like ability is equal to the mnemonic's class level.

At 14th level, the thoughtripper may use his *dream* spell-like ability three times per day. In addition, he may use *nightmare* as a spell-like ability once per day (Will DC 10 + $\frac{1}{2}$ the mnemonic's class level + the mnemonic's Intelligence modifier negates), but the mnemonic may only appear in the dreams of creatures implanted with a thoughtseed.

This ability replaces the memory lapse, shared memory, and modify memory class features.

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Momenta

Tough

When the need for an extra set of hands arises, the tough is there to set the record straight. He does so buy uncouth means of intimidation, and as a last ditch effort a show of muscle. Despite their reputation of being rough around the edges, a tough only looks use physical effort as a last resort.

A tough has the following class features.

Skills: The tough removes Bluff and adds Climb, Intimidate, and Swim.

Simple Tools: The tough makes use of simple, hands-on tools. He is proficient with simple and improvised weapons, as well as unarmed strikes.

This ability modifiers the tough's weapon and armor proficiency.

Stimulus: At 1st level, a tough must select the martial prowess as his first level stimulus. The tough may select the following stimulus when he gains a new stimulus.

Hands On (Ex): As a free action that is a part of a grapple check, a tough may spend a point of motivation and use his tough level as his base attack bonus when attempting a grapple combat maneuver.

One at a Time (Ex): Spending a point of motivation and making a standard attack action, the tough performs this attack as though he had the Great Cleave feat. The effects of this feat last for one round. The tough must be of 4th level to select this stimulus.

Quick to Anger (Sp): By spending a point of motivation as a move action, the tough uses his internal anger to fuel his adrenaline. He psyches himself up into a rage as per the *rage* spell.

Strong Mitigation: She receives a +2 competence bonus to Intimidation and Sense Motive skill checks. This skill bonus increases to a +4 at 10th level. This ability modifies the mitigation skills class feature.

Knockout (Ex): At 4th level, once per day a tough can unleash a devastating attack that can instantly knock a target unconscious. He must announce this intent before making his attack roll. If the tough hits and the target takes damage from the blow, the target must succeed at a Fortitude saving throw (DC = 10 + ½ the tough's level + his Strength modifier) or fall unconscious for 1d6 rounds. Each round on its turn, the unconscious target may attempt a new saving throw to end the effect as a full-round action that does not provoke attacks of opportunity. Creatures immune to critical hits or nonlethal damage are immune to this ability. At 10th level, the tough may use this ability twice per day; at 16th

level, he may use it three times per day.

This ability replaces the augment healer class features.

Reduced Casting: The tough is a man of action, with little time to focus on arcane spells. The number of he spells that he can cast, progresses at a slower rate. He uses the chart Tough Spells Per Day to determine his spell progression per level.

This ability modifies the utility caster ability.

Tough Spells Per Day

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

Minstrel

The quintessential companion that sings praises of his fellow heroes, even in their most unforgiving time. From coconuts to lutes, from singing to harps, the minstrel is the perfect accompaniment to any assembly of characters that are in need of a storyteller to compose an epic ballad.

The minstrel has the following class features.

Skills: The minstrel adds the following skill as a class skills: Performance (any).

Bardic Performance: A minstrel gains a limited amount of bardic performance. He receives access to certain performances and maintains shorter durations. Otherwise he follows the rules as the bard class feature, except for the following:

He can uses this ability for a number of rounds equal to 3+ his Charisma modifier. At every level after he can use this ability one additional round per day.

He gains the performances: countersong, distraction, and fascinate at 1st level.

He gains inspire courage and inspire competence at 3rd level. This bonus from these songs start a +1, and improve by +1 at 7th, 11th, 15th, and 19th level.

He gains the suggestion performance at 6th level.

He gains inspire greatness at 9th level.

He gains the soothing performance at 12th level.

He gains inspire heroics at 17th level.

This ability replaces the stimulus gained at 1st level, the improved aid and moving forward class features in its entirety, and the teamwork feat at 9th and 17th level.

Bardic Motivation: At 1st level, the minstrel may substitute a use of his bardic ability in exchange for a point of motivation, and vice versa. He may swap any number of uses as he sees fit as a free action.

Artistic Dedication: When a minstrel reaches a level where he would receive a teamwork feat, he may instead select a bardic masterpiece. He can use the teamwork feat as a qualifying feat substitute.

This ability alters the teamwork feat class feature.

Archetypes & Class Options

Mystic

Ancient

Rising and falling, ebbing and flowing, looping and cycling endlessly through the circle that is life, an ancient simultaneously embodies both the fleeting nature of mortal life and the enduring permanence of the spirit. Among the oldest of mystics, and yet often among the youngest of their race or kind, an ancient may live a great many lifetimes, wandering far and wide in the quest for spiritual enlightenment.

An ancient has the following class features.

Elemental Technique: An ancient learns her first elemental technique at 1st level.

Elemental Strike (Su): An ancient must expend 2 points from her *ki* pool to perform an elemental strike. An ancient that possesses the effortless strikes mystic talent may perform an elemental without expending *ki* points, but must have 2 points in her *ki* pool in order to do so.

Ancient Technique: An ancient may choose the following elemental technique in place of any another elemental technique:

Mystic's Grace (Ex): By spending 2 additional points from her *ki* pool, you may perform an elemental strike as a touch attack.

Resist Death's Touch (Ex): At 3rd level, an ancient gains a +4 bonus on saving throws against death effects, energy drain, and necromancy effects, and on stabilization checks when dying.

This ability replaces the elemental technique gained at 3rd level.

Many Lives (Su): At 5th level, when an ancient is killed, she may automatically *reincarnate* (as the spell) one day later. The reincarnated mystic appears in a safe location within 1 mile of her previous body. At will for the next 7 days, she can sense the presence of her remains as if using *locate object* as a spell-like ability. If she is killed during these 7 days, she remains dead and does not *reincarnate*. The many lives ability does not function if the ancient is slain by a death effect. A reincarnated mystic cannot be raised from the dead or *resurrected*, though she can be *reincarnated*.

This ability replaces the elemental technique gained at 5th level.

Cheat Death (Ex): At 9th level, once per day, an ancient may reroll a save against a death effect, energy drain, or necromancy effect before the result of the roll is revealed, or reroll a failed stabilization check while dying. She must take the result of the second roll, even if it is worse than the original roll.

This ability replaces the elemental technique gained at 9th level.

Crossroads Mystic

The crossroads mystic stands at the spiritual convergence of the elements; a metaphysical position equivalent to the delicate axis upon which the materiel world itself spins. Espousing elemental and spiritual harmony, the crossroads mystic achieves this balance by embracing conflicting extremes. As volatile and unpredictable as the elements themselves, these primal guardians wield tremendous mystical powers.

A crossroads mystic has the following class features.

Alignment: Any neutral.

Class Skills: The crossroads mystic adds Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Survival (Wis), and Swim (Str) to her list of class skills (see the Crossroads Path, below).

Weapon and Armor Proficiency: A crossroads mystic is proficient with all simple weapons and with light armor (but not with shields). When wearing medium or heavy armor, using shield, or carrying a medium or heavy load, a crossroads mystic is unable to spend points from her *ki* pool, make an elemental strike, or benefit from her elemental techniques.

Elemental Strike (Su): The damage dealt by the crossroads mystic's elemental strike ability is one die step lower than it would otherwise be. For example, a 6th level mystic's elemental strike would deal 1d6 points of damage, not 1d8, while a 1st level mystic would deal 1d4 points of damage.

Extra Ki (Ex): The crossroads mystic gains Extra Ki as a bonus feat. In addition, the crossroads mystic gains 1 additional point of *ki* for each time beyond the first that he gains the Extra Ki feat.

The Crossroads Path: The crossroads mystic walks a special elemental path; the Crossroads Path. Rather than choose a single elemental path, the crossroads mystic may select elemental techniques from all four of the Air, Earth, Fire, and Water paths.

In addition, the crossroads mystic gains access to the weapon groups associated with all four of those paths (though she does not necessarily gain proficiency with those weapons).

The class skills associated with this path are: Acrobatics, Climb, Escape Artist, Fly, Intimidate, Survival, and Swim.

This empowered versatility comes at a steep price - the number of *ki* points that the crossroads mystic must expend to use an *ki* technique from the Air, Earth, Fire, or Water paths is increased by 1. Abilities which require the mystic to simply have (not to spend) 1 or more points in her *ki* pool are unaffected.

Furthermore, the mystic must maintain a delicate balance of power between the four primal elements; the mystic may not select a technique from any of the above paths if she knows more techniques associated with that path than she does techniques from any other path. For

Archetypes & Class Options

example, a mystic who knows two techniques each from both the Air and Fire paths, but knows only one technique each from the Earth and Water paths must choose an Earth or Water technique before she may select a new Air or Fire technique.

This ability replaces the elemental path class feature.

Path Basics (Sp and Su): As long as a crossroads mystic possesses at least 1 *ki* point, she may use *create water*, *open/close*, *sift*, and *spark* as spell-like abilities. When making an elemental strike, the mystic can deal half or all of the damage dealt by her elemental strike as bludgeoning damage (manifesting as a sheen of buffeting wind, crushing rock, or crashing water) regardless of the weapon's type. Furthermore, the crossroads mystic can spend 1 additional *ki* point when making an elemental strike in order to increase her reach by 5 feet until the end of the turn. This ability replaces the path basics class feature.

Advanced Techniques (Ex): The crossroads mystic gains access to advanced techniques at 12th level, not at 10th. This ability alters the path advanced techniques class feature.

True Mystic (Su): At 20th level, the crossroads mystic gains the benefits of the Air, Earth, Fire, and Water True Mystic class features. This ability alters the true mystic class feature.

Kenjin

A mystery, a myth, a mystic, the kenjin keeps - or guards - secrets older than the world itself. Blending theatrics, misdirection, and extraordinary cleverness, the kenjin is an enigmatic breed of mystic more ready than most to take advantage of the mythic reputation that a mystic wields. Spinning lies as easily as she manifests the supernatural gifts that each mystic learns, the kenjin is a mysterious spiritual force to be reckoned with.

A kenjin has the following class features.

Class Skills: A kenjin adds Bluff and Stealth to her list of class skills. In addition, a kenjin may add her Wisdom modifier to Bluff and Stealth skill checks, as long as there is at least 1 point in her *ki* pool.

Elemental Strike (Su): A kenjin must expend 2 points from her *ki* pool to perform an elemental strike. A kenjin that possesses the effortless strikes mystic talent may perform an elemental without expending *ki* points, but must have 2 points in her *ki* pool in order to do so.

Ninja Tricks (Ex or Su): At 2nd level, and again at every even-numbered level thereafter, the kenjin may select any ninja trick (but not a rogue talent) in place of a mystic talent. A kenjin may never select the elemental technique mystic talent (though she may gain elemental techniques normally at 3rd level, and at odd-numbered levels after 3rd level). This ability alters the mystic talent class feature.

Pauper

Vessel

Blessed from a celestial source, or that of a herald on behalf of a deity, the vessel becomes the living embodiment of divine energy. As a vessel of this force, she travels the land spreading hope and healing those in need, never seeing the need for despair. For it is her purpose to rid the world of this view and lead her flock down the proper path.

A vessel has the following class features.

Weapon Proficiency: The vessel gains proficiency with the favored weapon of her deity or philosophical path that she follows.

Hope Max Pool: The vessel only knows of hope, and to lack in it, is the bane of her existence. Because of this belief, she lacks a despair pool and all abilities that would normally be fueled by a despair pool, are instead fueled by points of hope. The vessel also receives a new hope maximum score per level as indicated by the Table: Hope.

This ability modifies the despair and hope max pool class feature.

Hope: A vessel's hope pool starts out at its maximum value. If this hope pool reaches zero, the vessel must make a Will save of a DC 10 + her max hope value, or she suffers a -2 morale penalty to all her roles. This penalty increases to a -4 at 6th level, a -6 at 12th level and finally a -8 at 18th level.

The vessel gains hope in the same manner as a regular pauper might gain points. Once a vessel has hope again, her penalty is negated.

This ability replaces the despair and altruism class feature, as well as modifies the hope class feature.

Divine Barrier (Su): At 1st level, the blessing of the vessel's divine influence blankets her, and protects her from harms way. When a vessel is asleep or falls unconscious, for any reason, she is protected by the effects of *sanctuary*, until she is awoken or otherwise conscious of her surroundings.

Aura (Ex): A vessel of a chaotic, good, or lawful deity has a particularly powerful aura (as a cleric) corresponding to the deity's alignment (see the *detect evil* spell for details).

This ability replaces the defined goals ability.

Guided Hand (Sp): Being an instrument of her divine source, in times of need, when gentle hands must become uncivil, the vessel's attack is guided to hit its mark. At 2nd level, while wielding her divine source's favored weapon and spending a point of hope as a swift action, the weapon's next attack is treated as though it is benefiting from the *true strike* spell.

This ability replaces the subdued actions ability and is gained at 2nd level instead of 1st level.

Divine Alignment (Su): At 13th level, the pauper

Archetypes & Class Options

gains one step closer to the patron of her divine source. Her alignment immediately and permanently shifts to that of her deity. Her new alignment can not be willingly changed, except by a *miracle* (considered a very powerful request) or a *wish*. However, her alignment may be temporarily changed and may act out of alignment, if she is under an outside influence, such as being possessed or a charm spell. In these instances such as with spells, if applicable, the vessel may spend a point of hope to receive a new immediate Will saving throw to resist being forced to perform such acts. She may continue to spend points to reroll the failed save, as long as she has hope points to spend.

Table: Hope

Level	Hope	
1st	4	If chaotic, her favored weapon is treated as chaotic-aligned for the purposes of overcoming damage reduction.
2nd	5	
3rd	5	
4th	6	If lawful, her favored weapon is treated as lawful-aligned for the purposes of overcoming damage reduction.
5th	6	
6th	7	Any attack made against an enemy within 10 feet of her is treated as the specific alignment for the purposes of overcoming damage reduction.
7th	7	
8th	8	If the vessel is neutral in her alignment, she must decided if her favored weapon is of the alignment listed above, or if it gains the <i>holy</i> weapon special ability. If she chooses the <i>holy</i> weapons quality, it takes a move action to activate it while spending a point of hope. Its duration last for 1 minute per ½ the vessel's level (minimum 1). Once this decision is made, it can not be changed.
9th	8	
10th	9	
11th	9	
12th	10	
13th	10	
14th	11	
15th	11	
16th	12	
17th	12	
18th	13	
19th	13	
20th	14	

This ability replaces the aligned altruism class feature.

Beacon of the Divine (Su): At 16th level, the pauper becomes closer to being the living entity of her deity. Once per day, as a full round action, her body begins to radiate an aura as per the *holy aura* spell. She uses her pauper level as her caster level, and her hope DC for any saving throws. This ability last for a number of rounds equal to her Charisma modifier. At the end of this duration she may spend a point of hope as a free action to extend the duration for another round. The pauper may do this for consecutive rounds so long as she is able to pay the expend a hope point.

This ability replaces the altruism projection ability.

Herald Apotheosis (Su): At 20th level, the pauper becomes a minor herald of her divine source. She gains DR to 10/evil. and whenever she uses any version of her beacon ability, allies under the effects of a protective barrier, may perform full-round actions without loosing the effects. In addition, she may also perform her beacon of the divine ability 2 additional times per day.

This ability replaces the hopeful apotheosis ability.

Survivor

Feralist

Though many might describe a feralist as a primitive or a hermit, the truth is a bit more complicated. A feralist is wary of the so-called "civilized" way of life, but not alien to it. Choosing to live a simpler life far-removed from the trappings of civilization, a feralist elects to brave the dangers of the wild over the threat posed by the endlessly nefarious agendas of city-dwelling men. Preferring basic weapons and tools, a feralist chooses to boil the world around him down to its most understandable elements.

A feralist has the following class features.

Skill Ranks per Level: 4 + Intelligence modifier

Weapon and Armor Proficiency (Ex): A feralist is proficient only with simple weapons, and with light armor.

Bonus Feats (Ex): A feralist adds Alertness, Aspect of the Beast*, Betrayal, Combat Reflexes, Feral Combat Training, Improved Natural Armor, Improved Natural Attack, Improved Unarmed Strike, Learn Ranger Trap, Multiattack*, and Stealthy to the list of bonus feats that he may choose from at 2nd level, and at every four levels thereafter.

The feralist may select feats marked with an asterisk (*) even if he does not meet the usual prerequisites for that feat.

Simple Strike (Ex): At 5th level, the feralist gains Vital Strike as a bonus feat, even if he does not meet the usual prerequisites for that feat, but may only gain the benefits of Vital Strike as it applies to simple weapons.

At 10th level, the feralist gains the benefits of the Improved Vital Strike feat as it applies to simple weapons. At 15th level, the feralist gains the benefits of the Greater Vital Strike feat as it applies to simple weapons. If a feralist later gains any of the above feats, he may apply their benefits to any weapon with which he is proficient.

Feral Furore (Ex): At 4th level, the feralist must select the feral fighting survival tactic, and the survivor may gain the benefits of this talent as a swift action by expending one use of his safe passage class feature.

This ability replaces the survival tactic gained at 4th level.

Survival Tactics: At 8th level, a feralist may choose either the following survival tactics in place of another survival tactic:

Feral Forager (Ex): In order to gain the benefits of this talent, you must spend 1 hour to prepare a special repast, scrounging for seeds, minerals, and oils in the dirt.

If you do, you can produce 2d4 doses of a nourishing paste; if consumed, the effects of each dose are identical to that of a *goodberry*. In addition, a creature that consumes at least 4 doses of this paste within 1 hour is nourished as though it had consumed a full meal. Each dose

Archetypes & Class Options

of this paste retains its potency for 24 hours. You may use this special ability no more than once per day.

Natural Strike (Ex): The feralist may apply the benefits of his Vital Strike, Improved Vital Strike, and Greater Vital Strike feats to natural attacks or unarmed strikes.

Seething Survivor

A contradictory creature to be sure, the seething survivor subconsciously seeks his own death - but only a good death - one that takes him with his hands wrapped around the throats (figuratively or literally) of his oppressors. This aggressive and ultra-violent breed of survivor is spurred only by his lust for vengeance and by an intense desire to live *exactly* long enough to carry out that vengeance to the fullest.

A seething survivor has the following class features.

Barbaric (Ex): A seething survivor's survivor class level stacks with any levels he might possess in the barbarian class for the purposes of determining the effects of his stubborn survivalist class feature, and those of the feral furor class feature (see below).

Diehard Deathwish (Ex): At 2nd level, a seething survivor gains Diehard as a bonus feat, even if he does not meet the usual prerequisites for that feat.

This ability replaces the bonus feat gained at 2nd level.

Feral Furor (Ex): At 4th level, the seething survivor must select the feral fighting survival tactic, and the survivor may gain the benefits of this talent as a swift action by expending one use of his safe passage class feature.

This ability replaces the survival tactic gained at 4th level.

Seething Stability (Ex): At 10th level, while the seething survivor remains conscious and fighting at a negative hit point total thanks to his Diehard feat, he automatically succeeds at Constitution checks made to stabilize while dying. In addition, while fighting at a negative hit point total, the seething survivor may use his feral furor class feature without expending a daily use of his safe passage class feature.

This ability replaces the stable class feature.

Thrill Seeker

Contrary to the average survivalist, a thrill seeker travels a self-serving petty reason; the rush of adrenaline that can come from pushing his body to extreme limits. Be it from backpacking in dangerous jungles, jumping roof tops of the urban sprawl, or climbing arctic mountains, he lives to feel his heart pumping and blood coursing through his body to push it over the limit.

A thrill seeker has the following class features.

Hit Points: d10

Skill Ranks per Level: 4 + Intelligence modifier

Armor Proficiency: Agility is important to every thrill seeker. He only becomes proficient with light armor.

Parkour (Ex): At 2nd level, a thrill seeker looks to get from point A to point B in the shortest amount of time. Jumping fences, climbing walls, or tumbling between sword blows. This takes some skill and training. Thrill seeker gains a bonus to Acrobatic, Climb, and Swim skill checks equal to ½ his class level (minimum 1).

This ability replaces paranoia class feature.

Extreme Parkour (Ex): At 4th level, as part of a move action, the thrill seeker can redirect his movement off a solid object that can support his weight (a wall, a person a size category larger, a tree, etc) and continue the rest of his movement in a straight line (up, diagonal, etc). The thrill seeker must move at least 5 feet to build enough momentum before contacting the object in question. He must end his movement on a surface that can support him. Meaning he cannot end his movement while running half way up a wall without falling. But he may end his movement by grabbing on to an edge, standing right side up on a tree branch strong enough not to break under his weight, etc. In cases where he would fall, it is resolved immediately after his movement.

This ability replaces his survivor talent at 4th level.

Survivor Tactics: A thrill seeker adds the following list to the tactics that he may select.

Cross-Training: A thrill seeker may select a ranger's hunter's tricks from the following list: catfall, chameleon step, deft stand, quick climb, quick swim, stag's leap, surprise shift, and uncanny senses.

Hit and Run (Ex): When he takes a move action, he can take his standard action at any point during the move. This counts as Spring Attack for the purpose of meeting feat prerequisites.

Urban Survivor

On the mean streets of the urban sprawl, the urban survivor seeks out a life for himself as a beggar or street-rat. Contesting with gutter rats and wild dogs, criminal gangs and guilds, corrupt officials and law-keepers, and a scornful populace, the dangers and threats that shape an urban survivor are both varied and insidious. These survivors know better than most the value of a good disguise; in the underbelly of the metropolis, anonymity is the greatest defense.

An urban survivor has the following class features.

Class Skills: An urban survivor adds Disable Device, Disguise, and Knowledge (local) to his list of class skills, and removes Handle Animal and Knowledge (geography), and Knowledge (nature) from that list.

Trapfinding (Ex): An urban survivor adds ½ his level to Perception skill checks made to locate traps.

(Continued on page 167)

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Vaylan Kaldanis - CR 19

204,800 XP

Male half-elf synergist 10/Survivor 10

CN Medium humanoid

Init + 1; **Senses** low-light vision, keen senses;

Perception +30;

DEFENSE

AC 31, Touch 19, Flat-footed 27 (+8 armor, +4 Cha, +3 shield, +3 natural, +1 dodge, +3 deflection)

hp 210

Fort +22, **Ref** +13, **Will** +15;

Defensive Abilities improved evasion, improved uncanny dodge, thick skin (DR 3/-, natural armor +2), stable, freedom of movement, charismatic defiance, shield wall, elven immunities, wind stance

OFFENSE

Speed 30 ft.

Melee +2 *shocking burst adamantine rapier* +24/+19/+14/+9 (1d6+6+1d6 electricity/15-20), +1 *bashing mithral spiked heavy shield* +22/+17 (1d10+5/x2)

Ranged +1 *distance composite longbow* +19/+14/+9/+4 (1d8+5/x3) or dagger +18 (1d4 +4/19-20)

Special Attacks improved precision +2 attack +1d4 damage while synergy is active, supportive cast 1/day

TACTICS

During Combat: see notes

Morale: see notes

STATISTICS

Str 18, **Dex** 15, **Con** 18, **Int** 12, **Wis** 8, **Cha** 18

Base Atk +17; **CMB** +21; **CMD** 32;

Feats: Bleeding Critical, Critical Focus, Dodge, Improved Critical (Rapier), Improved Shield Bash, Iron Will, Lightning Reflexes, Outflank, Precise Strike, Shield Master, Shield Slam, Shield Wall, Skill Focus [stealth], Toughness, Two Weapon Fighting, Weapon Focus (Rapier), Wind Stance
Skills: Acrobatics +10, Bluff +16, Climb +14, Craft (traps) +9, Diplomacy +24, Handle Animal +10, Intimidate +8, Knowledge (dungeoneering) +7, Knowledge (geography) +7, Knowledge (local) +7, Knowledge (nature) +7, Linguistics +5, Perception +30, Ride +14, Sense Motive +18, Stealth +30, Survival +17, Swim +10, Use Magic Device +18

Languages: Common, Dwarven, Elven, Orc

SQ Stubborn Survivalist, Live off the Land, Safe Passage 9/day, Paranoia, Survival Tactic: Hard Man to Get a Hold Of, Survivor's Luck; Live off the Land, Coherence, Enable +5 10/day, Synergy (max counters 15, lasts 7 rounds, 9/day), Technique: Mettle, Increasing Precision, Improved Precision, Battle Steps; Complimentary Skillset: Perceptive +6, Cunning +4, Vigorous +2; Critical Catalyst, Close Cell, Lock 2/day, Alacrity 1/day, Reactive Echelon

Combat Gear +2 *shocking burst adamantine rapier*, +2 *mithral breastplate*, +1 *bashing mithral spiked heavy shield*, +1 *distance composite longbow*, 100 arrows, *amulet of natural armor* +1, *belt of physical might (Str/Con)* +2, *cloak of resistance* +4, dagger (10), *headband of alluring charisma* +2, *potion of blur*, *invisibility*, *feather falling* (2), *ring of chameleon power*, *ring of protection* +3, *wand of cure light wounds* (50 charges), *wand of haste* (CL 5, 50 charges), *magic missile* (CL 9, 50 charges), *wand of mount* (50 charges), *wand of prestidigitation* (50 charges), *wand of protection from evil* (50 charges), *wand of silent image* (50 charges), *wand of unseen servant* (50 charges)

Backup Weapons in Storage silver arrows (20), cold iron dagger (5), silver dagger (5), greatsword, halberd, heavy crossbow (5), bolts (200), javelin (20), lance (5), light mace (5), longspear (5), longsword (2), quarterstaff, ranseur, mwk cold iron rapier, sap (5), short sword (2), warhammer

Backup Backup Armor in Storage heavy steel shield (5), scale mail, studded leather (3)

Other Important Gear *bag of holding type II*, *efficient quiver*, *bird feather token*, *swan boat feather token*, silver-sheen, stone salve

Miscellaneous Gear acid (10), alchemist's fire (10), antitoxin (2), backpack, bandolier, barrel (2), bedroll (2), caltrops (20), chalk (10), collapsible bathtub, cologne, compass, cooking kit, cot, crowbar, everburning torch, fine wine (5), fishing kit, folding chair, folding table, grappling arrow, grappling hook, grooming kit, ink, ink-pen, journal, ladder, oil (10), masterwork snorkel, mess kit, paper (10), portable ram, trail rations (40 days), sacks (10), sealing wax, shield scone (holds everburning torch), shovel, silk rope (100ft), sledge, soap (5), smokestick, string 50 ft (5), sunrod (4), tent (large), waterskin (5), winter blanket

Sets of Clothing cold weather outfit, noble's outfit (with signet ring and 100gp of jewelry), peasant outfit, traveler's outfit (5)

Money 3146 gp

The half-elf Vaylan dresses in well-cut, simple clothes without lace or embroidery, except when he knows he's going to meet nobility, who he meets a mischievous smile.

Physical Traits: He stands 6'2", weighting in around 185 pounds with has wavy, shoulder-length dark brown hair, and piercing violet eyes. He typically dresses in a preference of grays, blacks and shades of blue and violets. He has a number of aged scars that crisscross his body, but none that are visible. He has a tattoo on his right forearm of a dragon playing a lute with fire coming out of it on top of a pile of gold.

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Despite his large amount of equipment, he doesn't appear to be a crazed pack rat. He has a bandolier with his potions, a few alchemical items and some daggers scattered around his body. As always he has his trusty sword and shield. His wands are in his quiver along with arrows and back up weapons. The majority of his gear is in his bag of holding. When asked about his tattoo, he mentions that his original group of friends whom he once adventured with got them on their forearms. While it was during a particularly heavy night of drinking after a successful adventure, none of them could remember why they asked for that particular tattoo. Afterwards, they jokingly referred to themselves as the "Dragon Luters".

Compared with the horde of tragic orphans who take up adventuring, Vaylan had a relatively nice childhood. His parents are still in love after 60 years of marriage. Although, his elven father is sensing that his human mother's time is drawing near at the age of 82. His father was a ranger who taught him how to fight and survive in the wild. It was these lessons that drove him to dream about what lay over the horizon. When he was a little older than twenty he took up his father's old rapier and struck out to find fortune and adventure.

Shortly thereafter, he met a group of like-minded individuals and began traveling with them. In a short amount of time they had become fast friends. Over the years that followed they won and lost countless fortunes and lived enough grand adventures to make a bard weep with envy. Vaylan became romantically involved with one of their number, a half-elf girl named Aliandra Estelle who was a talented wizard. However, their luck was not without its limits. On a tragic evening during one grand escapade into an ancient dragon's lair, Aliandra and Vaylan's best friend Ethan Briarthorn had their lives taken in front of him.

His two surviving friends are a halfling rogue named Robert and a human cleric of dreams named Janette. Even though these three narrowly escaped the dragon with their lives, they were never the same after the loss of their two companions. A short time later they went their separate ways, each of them looking for different ways to fill the void of those lost. Vaylan continues to check in on them periodically, but seeing them is still painful for him. Despite his hardened heart, a part of the man he once was still lives, and he would do anything for his friends.

In Combat: While Vaylan is a fairly effective front line fighter, he has cultivated a variety of skills in subterfuge, stealth, and diplomacy in order to avoid conflict. Not fighting is always safer than fighting.

Vaylan's priority in combat is survival. He knows that the best defense is a good offense, and the best offense is thought out and coordinated. In this regard, he builds

up synergy counters early in the day. If his cast is in a good position to make successful attacks, during the first round of combat he activates synergy. He is always a part of his cast, regardless of how many people hire him to do a job. When a fight becomes a challenge, he immediately spends those tokens to boost himself and his teammates. He uses his survivor's luck ability to negate particularly strong rolls by enemies and particularly bad rolls by allies in the hope that these advantages will tilt a conflict in his favor.

When faced with an enemy in melee, Vaylan tries to make full attacks while dual wielding his rapier and shield. Using a combination of free bull rushes from shield attacks along with his battle steps ability, he maneuvers his enemies and himself around the battlefield for maximum advantage. If possible he will flank opponents and attempt to fight adjacent to allies with shields in order to gain the benefit of his teamwork feats.

He is also quite content to bring up the rear of an engagement, supporting his allies' efforts with his synergist talents, archery and spells from his wands. If he is supporting his group from behind with wands, he will typically drop down to either his knees or flat on his stomach with his shield in front of him, offering the smallest target possible for snipers.

With the aid of a *bag of holding* and an *efficient quiver*, Vaylan is never without the right tool for a job. He always makes sure that everyone is perfectly equipped with whatever they need to succeed both on and off the battlefield. Whether that means swapping out weapons or armor, giving the wizard a replacement spell component pouch, or summoning the group a few mounts for a quick getaway or a powerful charge, Vaylan is happy to contribute. The more allies he can make effective, the less he needs to do when the fighting starts and the less likely he is to be hurt or killed. If a situation turns dire and Vaylan thinks he has a strong likelihood of dying, he will disengage and drink his potion of invisibility and try to run to safety.

Morale: Vaylan is a mercenary. He's a decent enough man, and when he takes a contract he can be trusted to follow it unless he feels that doing so will lead to his probable death, incarceration, or he senses betrayal at the hands of his employer. In which case, he will do his best to escape the situation and disappear to work in a less risky area. He's not overly vengeful, but he doesn't take attempts on his life lightly. His reputation is important, and he fights hard for his allies, but he's not going to die for them. He will also refuse or abandon jobs which are particularly evil, like slaughtering defenseless children. He's a mercenary, not a monster. There's only five things he cares about: women, money, immortality, his family and his two friends he used to adventure with.

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Secrets: Above all else, Vaylan wants to live forever. This hasn't always been his goal, but after Aliandra and Ethan died, he changed. He became distant and closed off to the world around him. After a year of drowning himself in alcohol, Vaylan realized that death itself was the problem. It destroys everything that a person is and everything they will ever be. He decided then and there that he would do everything in his power to cheat Death of his soul.

He poured over all sorts of legends about immortality and found a particularly kindred spirit in the vagabond swordsman who became a god. Vaylan figured that if that god could do it, then so could he. With the goal of immortality in mind, Vaylan hires himself to the highest bidder in an effort to obtain enough wealth and skill to reach this goal.

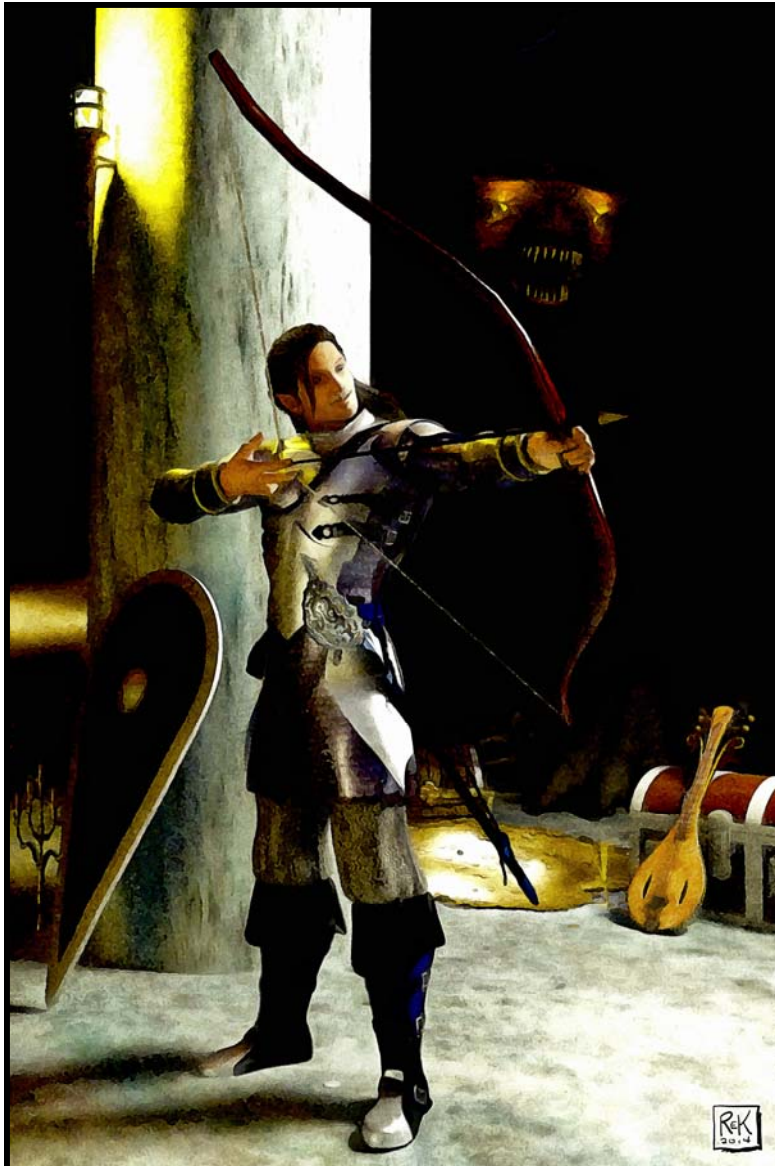
.... *Urban Survivor Con't*

Trap Wrecker (Ex): An urban survivor gains Trap Wrecker as a bonus feat, even if he does not meet the usual prerequisites for that feat.

This ability replaces live off the land.

Face in the Crowd (Ex): At 9th level, the urban survivor can always take 10 on Stealth checks made to hide within a crowd or throng of people, as long as his race is the most common among members of that crowd. If the survivor is successfully disguised as a member of the appropriate race, he may ignore this restriction (though any creature that sees through the disguise may ignore the result of his Stealth skill check).

At 17th level, the urban survivor can always take 20 on such checks, and may do so without increasing the time required to hide.



Synergist

Nithing

The nithing takes more of a focus on preventing the success of his enemies than he does allies. His ability to boost his allies doesn't change, but he gauges his successes in penalizing his enemies.

Skills: A nithing adds Performance to his list of class skills.

Technique: A nithing looks to cause as much back luck to his opponents as possible.

Malign Eye (Su): At 1st level, using a standard action, a nithing places a counter on one target within 30 feet it to take a -2 penalty on all saving throws. The effect lasts for 1 minute per counter placed onto the target or until the target hits the nithing with an attack.

Bladeborn Curse (Sp): At 6th level, the nithing can assign a counter to a single target that he has struck with a melee attack. Instead of dealing damage, the target becomes cursed as if afflicted by the *bestow curse* spell. The target may attempt a Will save of DC 14 + the nithing's Charisma modifier to resist. If it is successful, target cannot be affected by this technique for 24 hours.

Eyebite (Sp): At 12th level, the nithing gains the ability to cast *eyebite* as a spell-like ability three times per day. She uses her nithing levels as her caster levels to determine it's effects.

This ability replaces the technique learned at 1st, 6th, and 12th level.

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Warloghe

Besotted

A besotted warloghe is devoted to his twisted spirit. For sacrificing the learning of prohibited knowledge of other spirits, the bond with his twisted spirit grows stronger giving him access to grater favors.

A besotted has the following class features.

Strong Bond: No matter which primal twisted spirit a besotted selects, he receives both the binding pact ability as well as the spellcasting option. Doing so causes the learning of other taboos from the twisted spirit to be forbidden.

This ability modifies the twisted spirit class feature, and removes the taboo class feature from the class.

Extra Taboo: Through personal level advancement or from another means, the besotted may still select the Extra Taboo feat to gain a taboo. However, there is a 25% spell failure chance when trying to activate the taboo, due to the anger generated by his twisted spirit for possessing forbidden lore.

Occult Totemist

Many warloghes commune chiefly with natural spirits, and with the spirits of the dead, but the occult totemist hears the voices of elemental spirits more clearly than most – powerful spirits most closely associated with the animating of the inanimate, in occult and arcane circles. Adept in the forcible binding of such spirits into leering, totemic golems, the occult totemist uses the warloghe's power to animate towering, totem-faced servants of wood, stone, and stranger materials.

An occult totemist has the following class features.

Class Skills: An occult totemist adds Knowledge (engineering) to his list of class skills, and removes Bluff, Disguise, and Sleight of Hand from that list.

Spirit Empathy (Su): At 2nd level, an occult totemist must choose the dark empathy taboo. In addition to gaining the ability to speak with certain insects and undead creatures, the warloghe gains the ability to communicate with the bound elemental spirits that give a semblance of life to golems and most other types of constructs. The warloghe can use the dark empathy taboo to affect the attitudes of constructs, except that a hostile or unfriendly construct with the berserk special quality simply enters the berserk state if its attitude would shift to indifferent or better.

This ability alters the taboo gained at 2nd level.

Occult Animist (Ex): At 5th level, an occult totemist receives Craft Construct as a bonus feat, even if he does not meet the usual prerequisites for that feat. An occult totemist's constructs tend to reflect the totemic and often primeval traditions of this crude breed of warloghe, sporting leering, etched totem-pole faces, and bizarre,

multi-jointed limbs. A construct created by an occult animist gains a +2 enhancement bonus to its Dexterity score and a Charisma score of 11. The DC of Knowledge (dungeoneering) checks to identify the totemist's constructs is increased by 5.

This ability replaces the haunted class feature.

Totemic Spirit-Binding (Su): At 9th level, an occult totemist gains a pool of spiritual energies and metaphysical resources which he can use in the constructing of his signature totemic constructs. At 9th level, and at each additional class level after 9th, the occult totemist gains 2,500 gp worth of spiritual energies useful only in the creation of constructs. These resources stack, and accrue from level to level. While using these energies to create a construct, the warloghe must pay for at least ½ of the construct's cost with conventional materials.

In addition, the occult totemist gains access to the *animate objects* and *guards and wards* spells as a 5th-level warloghe spells, rather than as 6th-level spells.

This ability replaces the spirit-binding, improved spirit-binding, and greater spirit-binding class features.

Spirit Totems (Su): At 10th level, an occult totemist must choose the spirit familiar taboo, even if he does not possess a familiar. In addition to gaining the ability to initiate and orient a spirit strike or spirit vortex from a familiar's position, the warloghe may apply the same benefits to any construct that he has created, originating spirit strikes and spirit vortices from a construct, as long as that construct is within 30 ft. of the warloghe, and visible to him.

This ability alters the taboo gained at 10th level.

Taboos: The following taboos compliment the occult totemist archetype: lingering spirit, soul siphon, twisted familiar, and unstable bonds.

Major Taboos: The following major taboos compliment the occult totemist archetype: blood sacrifice and elemental secrets.

Spirit Striker

Not content to simply commune or command the spirits, a spirit striker seeks to wield their power more literally – forging spiritual entities into a malleable font of raw power. Less wary of melee combat than many of their kind, these brutal warloghes appear commonly among uncivilized clans and races, manifesting the power to crush their enemies with wrought spiritual force. Feared by many but understood by few, spirit strikers are among the boldest and most potent of warloghes.

A spirit striker has the following class features.

Class Skills: A spirit striker adds Climb and Swim to his list of class skills.

Weapon Proficiency: A spirit striker gains proficiency with greatclubs, handaxes, and scythes.

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Improved Unarmed Strike (Ex): A spirit striker gains Improved Unarmed Strike as a bonus feat.

This ability replaces the spirit ward class feature.

Spirit Strike (Su): At 2nd level, when a spirit striker gains the spirit strike class feature, he also gains the ability to channel that attack through a melee weapon or an unarmed strike. If successful, such an attack carries the full effects of a successful spirit strike in addition to dealing damage normally. Attempting a spirit strike in this way requires the warloghe to expend 1 point from his essence pool, as usual.

This ability alters the spirit strike class feature.

Recall Essence (Su): At 6nd level, a spirit striker gains the ability to recover his essence when the spirits fails him. Whenever the warloghe's spirit strike fails to hit its target, the warloghe may recover the point expended from his essence pool to attempt the attack. Points expended from the warloghe's essence pool to activate taboos and other abilities that alter or improve the spirit strike attack cannot be recovered in this way.

This ability replaces the spirit vortex class feature.

Taboos: The following taboos compliment the spirit striker archetype: baleful stigmata, elemental lore, soul siphon, and spirit shield.

Major Taboos: The following major taboos compliment the spirit striker archetype: spirit of madness, steal essence, and unseelie secrets.





Chapter Four:
Adapt, Overcome, Survive

Haunts

Rules for haunts can be found in the Pathfinder Roleplaying Game: GameMastery Guide. Below are haunts that can be inserted into most games or might be suitable as haunts created by a warloghe, arranged by CR level.

Leaking Cup - CR 1

A fine porcelain tea cup sits on a table (or is found on the ground). It is the color of ivory with crisscrossing red bands going around the middle. The handle has a small inlay of gold leaf, as does the mouth of the cup.

XP 400

CN haunt (5 ft.)

Caster Level: 1st

Notice Perception DC 15 (to notice a crack running down the cup)

hp 2; **Trigger** touch; **Reset** 1 hour

Effect When this haunt is triggered, the cup (while empty or full) begins to crack and seep with blood, eventually shattering sending porcelain shards flying everywhere. The creature holding the cup suffers 1d6 piercing and slashing damage as if targeted by a *sundering shards* spell (save for half DC 12).

Destruction The cup must be repaired with a *mending* spell and returned to a living sibling of the deceased's name that is inscribed on the bottom of the cup. Or being filled with holy water.

Fairy Skulls - CR 2

Floating above a ring of stones and mushrooms are the glowing remains of disembodied heads of fey creatures. Ranging in various sizes, they taut and threaten for revenge for trespassing into their sacred grove.

XP 600

CE haunt (10 ft. by 20 ft. area or hallway)

Caster Level: 2nd

Notice Perception DC 10 (pulsating, glowing orbs)

hp 4; **Weakness** *slow*; **Trigger** proximity; **Reset** 1 minute

Effect This swarm of green floating craniums typically consists of 6d6 glowing skulls ranging from the size of tiny pixie heads to that of large red caps. Witnesses of the manifestation are subject to the effects of a *scare* spell (save DC 13) as the curious phantasms ominously threaten invaders.

Destruction Fairy skulls are too minor to be afforded the purposeful rest sought by other haunts. Instead, the number of orbs found in a given area is reduced by one die each time the haunt is neutralized, until they stop appearing altogether.

Flames of Memory - CR 2

The wooden charred remains of an ancient rocking chair that was dismantled to be used as a source for warmth. It does not smolder, and has been extinguished long ago.

XP 600

LE haunt (5 ft. by 10 ft. area within an empty campsite, or near a fireplace)

Caster Level: 2nd

Notice Perception DC 13 (to hear unintelligible whispering)

hp 4; **Weakness** *slow*; **Trigger** proximity; **Reset** 1 minute

Effect Around the charred wood of a previous fire, an aging voice whispers, "Light the fire child and tell me a story." This haunt acts as the spell *suggestion* (DC 14 Will save negates) compelling its victim to spend time entertaining it with a story for 30 minutes. This haunt resets every minute and will continue to make the request of anyone near the place of the charred wood.

Destruction The haunt is destroyed only after someone has recited a story that shows appreciation for the elderly.

Ungraceful Solider - CR 3

Standing from the ground rises one solitary skeletal soldier with arrows protruding from its armor. It whispers a faint scream as it plucks an arrow from its eye. It begins to move towards you.

XP 800

NE haunt (5 ft. by 10 ft. along a fortification, or hallway), persistent

Caster Level: 3rd

Notice Perception DC 16 (to hear arrows repeatedly hitting a solid object)

hp 6; **Weakness** *hide from undead*; **Trigger** proximity; **Reset** 1 day

Effect When this haunt manifests, the soldier's spirit stands with a faint scream and appears as a skeleton with rusted armor resting on a decomposing skeletal frame. It wears a cracked helmet with an arrow sticking out of it, with the tip poking from an eye socket. It pulls the arrow from its eye and grips it as a weapon. Every round on the haunt's turn, the soldier lurches at the closest target with the arrow (+3 melee touch attack). If it hits, the target suffers 1d8+1 points of piercing damage (Will save DC 13 for half) and is blinded in one eye, as if the arrow has pierced the back of the target's head. Every round thereafter, the victim may make a DC 13 Will save at the start of his turn to recover from the staggered effect; otherwise that effect persists for an additional round.

Destruction Once the soldier haunt has been reduced to 0 hit points, the arrow must be removed, and its remains must be given a proper burial.

Adapt, Overcome, Survive

Poison Potion - CR 4

A sound of a bubbling brook or is it that of a boiling cauldron can be heard coming from somewhere close by. The sound is coming from a potion in your possession.

XP 1200

CE haunt (10 ft. by 10 ft., most commonly an alchemist laboratory)

Caster Level: 4th

Notice Perception DC 16 (to notice bubbling sounds)

hp 8; **Trigger** proximity; **Reset** 1 day

Effect The sound of water boiling comes from a potion that is found on the person that first enters the radius of this haunt. The potion or fluid of alchemist origin, foams and bubbles within its container, tempting the owner to open and drink it. Once opened this potion turns into a 2nd level poison as if transformed by the *transmute potion to poison* spell. The owner becomes pale and sickly must make a DC 13 Fortitude save or drink the poison, causing 1d4 Str damage that persist for 6 rounds.

Destruction This haunt is destroyed once the poison has been taken, dumped out, or when it is neutralized in some manner such as *neutralize poison*.

Mortician's Mirror- CR 5

An ornate silver frame holds the tarnishing reflective glass of an aging mirror. A curious image catches your eye as it displays its eerie manifestation.

XP 1600

CE haunt (one mirror)

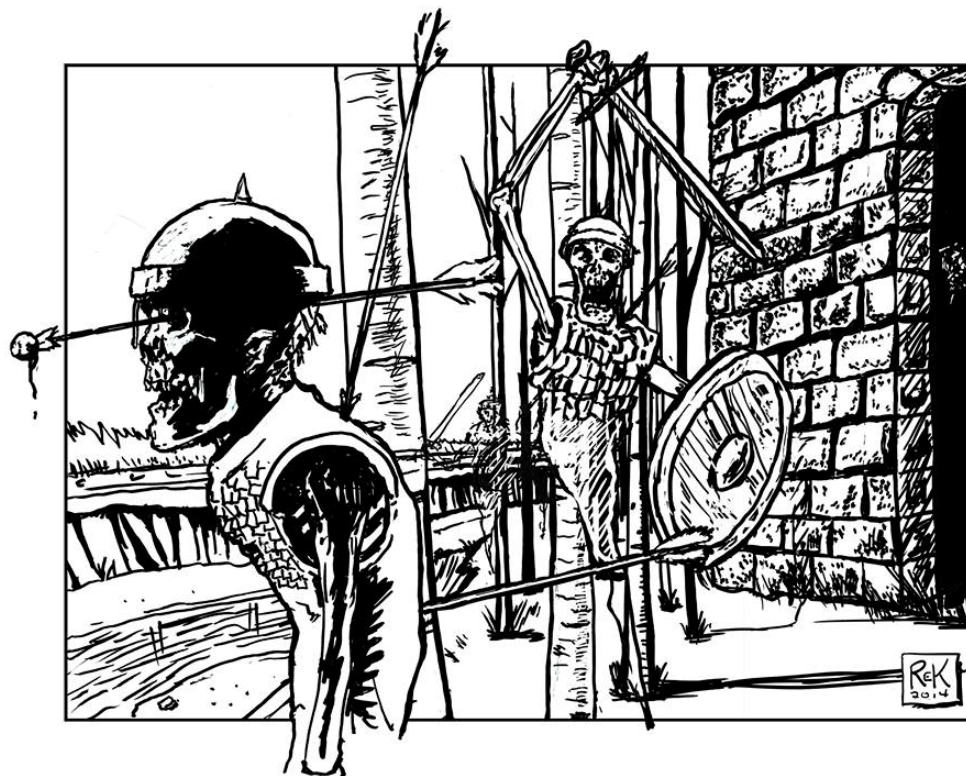
Caster Level: 5th

Notice Perception DC 21 (to notice your reflection in the mirror seems hollow and your eyes vacant)

hp 10; **Trigger** gaze; **Reset** 1 day

Effect This large ornate mirror hung for years on the wall of a mortuary. Reflections of living creatures in this mirror appear hollow with bloodless skin and vacant eyes. One reflected creature's eyes widen suddenly as it gasps for breath. Unable to get its breath it coughs a thick line of ashen smoke at its counterpart in the world outside the mirror. If the reflection succeeds on a +5 ranged touch attack, the line of negative energy suppresses the life force of the creature it strikes causing the creature to gain 1d4 temporary negative levels as the spell *enervation*. If a ghost or similar incorporeal undead creature is in contact with the mirror when it successfully strikes a target, the undead gains 1d4x5 hit points for 1 hour.

Destruction Hanging the mirror in a flowering garden for one week destroys the haunt.



Shadowmaker Haunt - CR 6

The corpse lies motionless and still as the air around it drops in temperature. From the glint of your eye, you catch the shadow of the corpse twitch. Then the shadow itself comes to life.

XP 2400

LE haunt (10 ft. by 15. ft. room or open field)

Caster Level: 6th

Notice Perception DC 20 (to notice the corpse)

hp 12; Weakness requires a newly dead corpse; **Trigger** proximity; **Reset** 1 day

Effect The concentration of negative energy in this room transforms the newly dead into undead shadows as the spell *create greater undead*. This haunt only activates if a living creature dies in the area or brought into a room shortly after death. The shadow rises one hour after the haunt activates.

Destruction Casting *undeath to death* in this room destroys the haunt.

Visions of Execution - CR 7

The area begins to darken and the echoes of a blade being sharpened grows louder. You trace the sound to the source and come upon a horrific image of yourself. You stand and watch yourself being executed.

XP 3200

NE haunt (15 ft. by 20. ft. room or open field)

Caster Level: 7th

Notice Perception DC 17 (to notice a cold temperature)

hp 14; Weakness tricked by Stealth; **Trigger** proximity; **Reset** 1 hour

Effect When this haunt is triggered, two realistic apparitions manifest before all creatures within the area. One is a faceless figure clad in an executioners outfit. The next apparition takes on the visage of the creature witnessing the event. The creature witnesses them self being cut down by the faceless figure and their own head rolls to a stop at their feet. All creatures must make a Will save DC 16 or become shaken and suffer a -2 penalty on all saves versus fear, as though they were affected by the *vision of hell* spell.

Destruction This haunt is destroyed when the area it corrupts is cleansed by a *consecrate* spell.

Nature's Displeasure - CR 8

Snarling can be heard from all around. You notice the eyes of numerous predators in the distance. Several packs of animals have gathered and seem displeased at your appears in their territory.

XP 4800

LE haunt (20 ft. by 20. ft. destroyed natural area), persistent

Caster Level: 8th

Notice Perception DC 14 (to hear various growls)

hp 36; Weakness tricked by animal type; **Trigger** proximity; **Reset** 1 hour

Effect When this haunt is triggered, several pairs of glowing eyes can be seen off in the distance. Snarling jaws filled with large jagged white teeth and the smell of blood from a recent fresh kill fills the area. Just as soon as they appear, the eyes start to blink and eventually vanish. The creature that triggered this haunt must make a Will save DC 16 or permanently suffer the effects of *nature's exile* spell. A creature that are cursed by this haunt may be cured with *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Destruction This haunt is destroyed when a tree is planted in the infected area, or when it is restored to its natural order. A cursed individual may remove the effects of this haunt.

Quivering Larva - CR 9

The husk of death stands large and hollow. It is covered with moss and is crawling with termite lava.

XP 6400

NE haunt (20 ft. cone, shadow of a dead tree or animal)

Caster Level: 9th

Notice Perception DC 22 (to notice the plant or animal corpse shiver)

hp 18; Weakness Susceptible to fire damage; **Trigger** proximity; **Reset** 1 day

Effect This haunt is triggered when a creature is within 5 feet of the animal or plant. The corpse begins to quiver and shake, animated by larva of multiple vermin living inside of it. The bloated larva and gases built up within the corpse burst forth spewing half digested innards. Similar to the *burst of needles* spell, all creatures that are in the cone of effect suffer 3d6 of damage from shards of the bones or wood, along with acidic digestive juices. As a continued effect of the corrosive larva deals an additional amount of 1d6 acid damage on the next round. Those that make a successful Reflex save take half damage from the initial burst and do not suffer the acid damage on the following round.

Destruction This haunt is destroyed when the dead tree is completely burned (including its roots), or the animal is given a proper burial.

Environmental Hazards Mnemonic Crystals, CR 3

Black Powder Rat, CR 3

There are many kinds of clarification of rats as pest. A rat swarm typically consists of a mass of hundreds rats driven to aggression by overwhelming hunger and dire rats are large disease carrying menaces of dungeons and city sewers. There are also rats that act as familiars or animal companions. Some of these long tailed mammals act as house hold pets or even just roam the empty streets causing mischief and small annoyances to the households they infest while looking for food.

On occasion, some of these vermin have been known to develop peculiar taste that can only be satisfied by the taste of black powder. When a rat develops this taste, they seek out alchemist labs and gunslingers alike, hunting for their exotic meal. They develop a keen scent for black powder and can smell a single dose, if they pass within 25 feet of a source. They will attempt to follow, find, steal and ingest the single dose (or more).

A black powder rat's digestive track absorbs the material components and causes the rat to become large and slightly bloated almost to the size of a dire rat. However, they also turn passive from the meal and are rarely aggressive, unless provoked. If a bloated rat is kicked, stabbed, crushed, or in any form treated violently after consuming a single does, it explodes with a thunderous bang causing 1d4 of fire damage to all creatures and objects within a 5 feet of the source. After ingesting several doses of the explosive material this damage increases to 1d6. For those that have eaten their own body weight to become the equivalent size of a dire rat, explode in a 10 foot radius causing 1d10 of fire damage.

A Knowledge (nature) skill check of a DC 14 can identify if a rat looks unusual for its size and can smell burnt flesh emanating (farts) from the rat. On a Craft (alchemy) skill DC 12 or a Perception skill check (DC 14, or DC 10 for those that handle black powder often), can identify the smell and recognize the rat as a black powder rat.

Mindphase Gas, CR 6

This purple odorless mist hangs to the forest floor and pools in low valleys. This mist is the result of the destruction of a warloghe blight. An area contaminated can be noticed with a DC 25 Survival check. Entering such an area requires a Fortitude save (DC 20 +1 per previous check) each round or immediate suffocation begins. Mindphase is a lighter mist form of the disease caused by warloghe blight and is still toxic. Those who breathe it must make a DC 18 Fortitude save once per minute or suffer 1 point of Wisdom damage as their ability to comprehend their own thoughts slowly fades.

Mnemonic crystals are large (2–4 feet tall) clusters of violet quartz crystals that radiate a strong abjuration aura. They can be identified with a DC 25 Knowledge (arcana) check. Attuned to the unique energies of spellcraft, mnemonic crystals harvest magical energy for growth and defense. The crystals drain prepared spells from spellcasters within 30 feet, who must make DC 22 Will saves each round while in the crystals' area. Failure results in the loss of one prepared spell, chosen randomly. Spontaneous spellcasters such as sorcerers are unaffected.

Damaging or breaking the crystals causes them to release their absorbed spells in a burst of mental energy that does 1d6 points of Wisdom damage to all creatures in a 10-foot radius. Mnemonic crystals are exceedingly fragile (hardness 0, 1 hit point). In areas thick with the crystals, creatures passing through must make DC 10 Acrobatics checks to avoid stepping on or brushing against the crystals and breaking them.

Thunderstone Rat, CR 2

Much like a black powder rat, these rats fancy the taste of thunder stones, with the same effect of bloating and passiveness. When one meets its end, a thunderstone rate does not cause fire damage, but emits a large deafening bang that has a 10 foot radius. Creatures that fail on a DC 14 Fortitude save become deafened for 1 hour.

Warloghe Blight, CR 7

This deadly material is the residue left as the result of a warloghe or conduit succumbing to a haunt, leaving behind a crystalline structure that grows into a structure called warloghe blight. It gives off a deep indigo glow that turns clear as it is exposed to sunlight. The rays given off by warloghe blight are extremely toxic to living creatures.

Warloghe blight is poisonous and emanates a pulsing magical (evocation) and psionic (psychokinesis) aura that provides a dim illumination equal to a candle. This emanation can be blocked by stone of at least 1-foot thickness or lead sheathing, as well as force effects. Contact with warloghe blight causes immediate twitching and festering of skin, and 2d6 points of fire damage per round.

In addition, the magical and psionic energy poisons anyone within 60 feet with mindphase, a deadly disease (Save Fort DC 22; Onset immediate; Frequency 1/day; Effect 1d6 Wis/1d6 Int; Cure 2 saves); victims of this sickness grow mentally fatigue, emotionally erratic, memory loss, and eventually leading to amnesia if uncured.

Magical Contamination

Magical contamination can take many forms and come from a variety of sources. One form of magical pollution is that of primal magic, or "wild magic", that leaks into the world without focus. Sometimes it is the result of a spell gone array in the form of a spellblight upon the caster. After being exposed to the same spell over and over again could have side effects in the form of spell-touched feats. Another form is that of the material waste coming from alchemist labs disposing of ruined potions or wizards that craft golems while ending up with a few extra parts. The following sections represent additions and rule variants to cover a few these situations.

Arcbrood Animal

Through the ages, alchemist and wizards have taken part in experimenting and altering (or exposed by accident) of animals to advance (or harm) their well being. Some of these practices have been known to take root and have fostered the continued breeding and experimentation over the centuries to create altered and mutated versions of the original species. Augmented breeds can be seen hauling large loads of material, used in tracking of prey, or guarding the borders. These arcbrood creatures are not much different looking from those of their naturally selected kin, but appear slightly larger, move slightly faster, and possess a sharp intellect of cognitive thought.



Creating an Arcbrood Creature

"Arcbrood" is an inherited template to creatures that are bred for specific purposes. It is an acquired template that can be applied if the creature has suffered from recent arcane experiments. However, each template can be added to any animal, vermin, or magical beast (referred to hereafter as the base creature). An arcbrood retains all the base creature's statistics and special abilities except as noted.

CR: As base creature +1

Type: The creature's type gains the augmented subtype.

Armor Class: The base creature's natural armor bonus increases by +2.

Attacks: An arcane-born creature retains all the natural weapons of the base creature. It also gains a slam attack that deals damage based on the base creature's original size.

Special Qualities: An arcbrood retains all the base creature's special qualities and gains those described here.

Cognitive Thought: An arcbrood creature can learn a maximum of eight tricks and the DC of all Handle Animal skill checks used to teach it a trick or for a general purpose is reduced by 4. The DC on skill checks made to "push" an arcbrood creature is reduced by 2. Rearing a wild arcbrood creature has the base DC of the creature changed to 10 + HD of the creature. However, if an arcbrood creature is unwilling, stubborn, or has an attitude of indifferent, unfriendly, or hostile towards the creature pushing or forcing it to perform a task, it may make a counter Sense Motive skill check with a +4 bonus to its roll to resist.

Arcbrood creatures that are bred for a specific purpose also gain one of the following special qualities.

Fleet: The creature has one of its base movements increased by 10 feet.

Guardian: The creature only suffers a -2 penalty when fighting defensively.

Hardy: The creature does not suffer from negative aspects while fatigued.

Strong Back: When determining the creature's carrying capacity, it's Strength score is considered doubled.

Thick-skinned: The creature has its natural armor improved by an additional +2.

Tracker: The creature gains a +4 alchemical bonus on Survival skill checks when it is tracking.

Abilities: One of the base creature's physical ability scores is increased by 4. The other two physical abilities scores are increased by 2. The creature has one of its mental attributes increased by a +2. An arcbrood creature has a minimum Intelligence score of 2.

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Arcane-Infused

The result of living in environments that suffer from magical hazards, act as a dumping ground for the failed arcane creations, or even after effects of primal events, infusing beings with the essence of magic. Several of these creatures have come to be called arcane-infused. Similar to the mutations caused by foreign technological radiation, magical pollution changes living creatures into unrecognizable beast. They are the arcane energies left behind and fused with living beings.

Creating Arcane-infused Creatures

"Arcane-infused" is an acquired template that can be added to any living, corporeal creature (referred to hereafter as the base creature). An arcane-infused retains all the base creature's statistics and special abilities except as noted here.

A single spell must be selected when creating a creature, as the spell level plays a vital role in determining a variety of abilities.

CR: As base creature + the $\frac{1}{2}$ the spell level (round down, minimum of 1).

Type: The creature's type changes to aberration. Do not recalculate HD, BAB, or saves.

Armor Class: An arcane-infused gains a deflection bonus equal to the spell level fused with it.

Attack: An arcane-infused gains a single slam attack that can be used once per round. Performing this slam attack is a standard action and deals damage from its special quality, spell residue.

Special Attack: An arcane-infused creature retains all the base creature's special attacks and gains those described here.

Spell Residue (Su): A creature hit by an arcane-infused slam attack is subjected to the normal effect(s) of the spell used to create it. The target suffers these effects as if it were the target or within the area of effect of the spell itself. The save(s) of the spell (if any) still apply and have a DC of 10 + the spell level + plus the arcane-infused Cha modifier. The caster level of the effect is equal to the minimum caster level needed to cast the spell.

Special Qualities: An arcane-infused retains all the base creature's special qualities and gains those listed below.

Arcane Infused: The base creature gains damage reduction equal to the spell level /magic and gains spell resistance equal to 10 + $\frac{1}{2}$ the base creatures racial HD.

Abilities: An arcane-infused retains the base creature's ability scores. If it's Intelligence score is 1 (or below), it is immediately raised to a score of 2.

Magical Pollution

The residue of ancient enchantments warding the secret libraries of renowned wizards to the barrel hidden in the corner of an alchemist laboratory filled with discarded ingredients, arcane pollution poses a threat to the environment of any fantasy game. It alters the local flora and fauna, and can strip away the integrity of a building. Using magic and spell-like abilities in an area afflicted by magical pollution can alter the effect or can have unwanted side effects.

Conditions

The cause of magical pollution comes from various sources. The most common perpetrator of this cause is that of alchemical or magic item creation. When a caster fails on a Spellcraft skill check when creating sources of power, they suffer the loss of the material used and the precious time spent in labor. The used material doesn't disappear or burn up (depending), but ends up being swept into the rubbish bin and thrown out with the rest of the garbage. In the case of failed alchemical items, they are commonly dumped into the lawn or worse yet, into the sewer and washed out to sea.

In areas of magic industry, a warsmith's workshop, an alchemist's lab, or a wizard academy, seems to be the largest producers of eccentric magical items, and conversely toxic magical waste. If the remnants of these failed creations are not disposed of properly, they begin to pile up and pool their unspent energies. This usually results in the occurrence of spontaneous wild (primal) magical effects, or creating areas of magical pollution.

Area of Effect: The most common magical pollution suffuses a spherical area of effect that can extend into solid objects. The closer one gets to the center of an area of pollution, the stronger the pollution effect becomes. All pollution entries list the maximum level of warped energy in an area, as well as the radius out to which this level applies. Each increment up to an equal length beyond that radius degrades the effective strength by one level. For example, a spherical area of high pollutants with a radius of 20 feet creates a zone of medium pollution 21 feet to 40 feet from the center in all directions, and a similar zone of low pollution from 41 to 60 feet.

Casting Spells: Casting spells or using spell-like abilities can be warped and have odd side effects. Its occurrences are random and unpredictable. Each spell or spell-like ability that is casted must also roll on the Spell Warping Effects table, while also suffering the effects associated with the contamination level.

Table: Spell Warping Effects

d20 Spell Warping Effects

1	The spell fails and you must roll once on Magical Pollution Effects on a Spell Failure.
2	The spell is affected by the Maximize Spell metamagic feat.
3	The caster gains the arcane-infused template for 1 day.
4	The caster's skin glows and sheds light as if it was under the effects of <i>daylight</i> for 1d4 minutes.
5	The caster turns purple. If they are already purple, they turn green.
6	The caster falls under the effect of the <i>hold person</i> spell for 1d4 rounds.
7	The spell is treated as 1 caster level higher.
8	A random spell of equal level is casted instead.
9	The target or those in the area of effect of the spell, suffer a random spellblight 1d4 days.
10	The spell is treated as though it had the Quicken Spell metamagic feat applied to it at the time of casting at no additional cost.
11	The caster must make a Fort save of DC 10 + the spell level or sneeze causing a <i>shout effect</i> .
12	The spell is treated as 2 caster levels higher, for the purpose of effects.
13	The caster regains a spell slot of any level that they can cast.
14	The spell is treated as though it had the Bouncing Spell metamagic feat applied to it at the time of casting at no additional cost.
15	The caster is affected by <i>draconic reservoir</i> for 1d6 days, or until discharged.
16	The creature adjacent or nearest to the caster falls under the spell <i>barkskin</i> for 1d10 minutes.
17	The caster becomes nauseated and must make a Fort save DC10 + the spell level or spend a full-round throwing up a <i>vomit swarm</i> spell, that last 1 round per the spell level casted.
18	The caster switches genders (or gains a gender) for 1d3 days (or can become permanent if they choose). This may be removed before the duration ends with a <i>dispel magic</i> or <i>remove curse spell</i> .
19	The caster may apply one metamagic feat of their choice at no additional cost.
20	The spell is immediately casted a second time as a free action by the caster, without spending a spell slot for the second casting.

Magical Pollution is organized into four categories: low, medium, high, and severe.

Low pollution: Those that cast spells or use spell-like abilities in low pollution areas must make a Will saving throw (DC 14) or be affected by a random minor spellblight (see the spellblight section of *Pathfinder Role-playing Game Ultimate Magic* for further details. Those that attempt to use the Use Magic Device skill, have the DC to activate items in this area reduced by 2. Spells that are unsuccessful being casted, suffer no additional ill effects.

Medium pollution: Similar to areas of low pollution, except that in addition to spellblights, those attempting to cast spells or use spell-like abilities suffer a 15% chance of arcane spell failure (this stacks from other sources, such as armor), as the polluted area draws magic from the surrounding area like a vortex. Those that are attempting to use the Use Magic Device skill, have the DC to activate magic items reduced by 4. The magic in these areas begin to warp and take on additional effects, spells that are unsuccessful create a wild magical pollution effect caused by the failure.

High Pollution: When a creature is in a high polluted area cast spells or use a spell-like ability, they must make a DC 22 Will saving throw or suffer from a major spellblight. While in a high polluted area, creatures are closer to the center of the building magical energies. Casters have their spell failure chance reduced by 15% (if they suffer from a chance of spell failure). As with medium pollution, those that are unsuccessful in casting of spells suffer from a magical pollution effect.

Severe Pollution: Severe areas of pollution act as high level pollution in terms of life threatening dangers and effects, but also suffer from a form of toxic magical radiation. A creature must make a Fortitude save DC 15 for every 5 minutes that it remains in a severe level area or become nauseated from the fumes of various spell components. For every 10 minutes a creature spends in this area, they start to suffer an irritating alchemical rash that burns and peels the skin. These effects are described below.

Initial Effect: This pollutions initially deals 4d6 Constitution drain unless the affected character succeeds at a Fortitude save (DC 30). A new saving throw must be attempted to resist this initial damage every 10 minutes a victim remains exposed to it.

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Secondary Effect: Secondary effects from this damage deals 2d6 Strength damage per day, as it peels away the flesh and exposes the muscle to the fumes infecting it with an alchemical toxin. This secondary effect ends only after a character succeeds at two consecutive Fortitude saving throws to resist secondary magical pollution damage. If a character has Strength damage equal to his current Strength score, further damage dealt by a secondary effect is instead Constitution damage.

Removing Spellblights

While the most severe symptoms of a spellblight may manifest only episodically, the condition is often tenacious and difficult to remove. Each spellblight lists conditions for its removal, and can also be removed as if it were a curse (with *remove curse*, *break enchantment*, and so on). The caster level check DC to remove a minor spellblights is 20; the DC to remove a major spellblight is 30. The DC to remove the spellblight is reduced by 1 with each day that passes (minimum DC 10). Using anything other than a curse-removing spell to remove a spellblight imposes a -5 penalty on the caster level check. Any spellblight can be removed automatically, without a caster level check, with *mage's disjunction*, *miracle*, or *wish*.

Removing and Cleaning Contamination

Each level of pollution requires a different degree of clean up to make the area free of contaminates. Certain spells can be used to clean individuals and objects, such as *dispel magic* or *break enchantment*, and *sanctuary*, without difficulty. In the case cleaning of magical pollution only in low contamination areas, *dispel magic* may be used to clean a 10 foot radius of effect as it would an object or individual. Likewise, in some cases, *consecrate* may be used to clean low level areas of pollution. Large areas of any pollution level can be neutralized by *anti-magic field* and *greater dispel magic* spells. Cleaning of these areas can also be performed with *limited wish*, *miracle*, and *wish* spells.

Table: Magical Pollution Effects on a Spell Failure

d10 Magical Pollution Effects on a Spell Failure

1	The spell fails with no ill effect.
2	The caster suffers exhaustion from having magic ripped from their body.
3	The caster becomes confused for 1d4 minutes.
4	The caster's skin glows and sheds light as if it was a candle for 1d4 days.
5	The caster suffers a curse with the effects of the <i>slow</i> spell. They are cursed until it is removed.
6	The caster falls under the effect of the <i>hold person</i> spell for 1d4 rounds, and is unable to save against it.
7	The spell is mutated into an effect of a random cantrip.
8	A random spell of equal level is casted instead.
9	The caster is teleported 1 mile away in a random direction.
10	The spell is casted successfully, but the caster is the target of the spell and it has the following metamagic feats applied: Extended Spell, Heightened Spell, and Maximize Spell.

Spelltouched

A character that has been the target of a spell sometimes carries permanent residual effects, leaving an echo of the original spell. Beneficial spells can linger on a character like a mystical force, bestowing an advantage somehow related to the original spell. In contrast, some PCs have a defensive reaction to hostile spells, in suffering the effects of a spell, they develop a countermeasure.

Such spelltouched characters prove to be a mystery to academic-minded spellcasters, who are unable to reliably duplicate the process by repeatedly casting the same spell on a subject.

Accordingly, the only way to become eligible to select a spelltouched feat is to have been exposed to (that is, targeted by or otherwise affected by) one of the spells associated with the feat. If the spell allows a save, you must have failed a saving throw against it at least once, whether intentionally or not. After meeting all of the prerequisite, you may select a spelltouched feat when your character would otherwise qualify for a feat.

Conductivity (Spelltouched)

You have crude control over electrical effects near you.

Prerequisites: Exposure to *call lightning*, *chain lightning*, *lightning bolt*, or *call lightning storm* spell.

Benefit: Whenever you take damage from electricity effects, you may send a line of electricity arcing from your body to a single target within 30 feet. This bolt deals half the amount of damage that you received. A Reflex saving throw (DC 15 + your Cha modifier) halves this damage.

Disease Prevention (Spelltouched)

You have been exposed to plagues and rashes

Prerequisites: Exposure to *contagion*, *eruptive pustules*, or *pox pustules* spell.

Benefit: You receive a +4 bonus on all saves to resist contraction of any disease. Once per week, you may re-roll one failed saving throw that was unsuccessful against diseases.

Adapt, Overcome, Survive

False Impressions (Spelltouched)

Those who try to take over your personality and charm you receive an unpleasant surprise.

Prerequisites: Exposure to *charm person* or *command* spell.

Benefit: When you succeed on a save against a charm or compulsion effect, the creature trying to charm or compel you believes that you are under their influence (as though you had failed your save). You can play along voluntarily if you wish to. If the charm or compulsion involves telepathic commands, you continue to receive them, although you aren't obligated to follow them.

Impact Skin (Spelltouched)

Your skin hardens against the blows of bludgeoning and slashing weapons.

Prerequisites: Exposure to *stoneskin* or *iron body* spell.

Benefit: You gain damage reduction 3/piercing. Your skin imposes an armor check penalty of -2 (which stacks with armor check penalty from armor and shields).

Ice Slip (Spelltouched)

You can call forth the cold of arctic winters and freeze the ground with a sheet of ice.

Prerequisites: Exposure to *cone of cold*, *chilling touch*, or *ice storm* spell.

Benefit: Once per day you can make the ground slippery and difficult to balance on. You can create a 20 foot radius effect around you. Each square in the area is considered difficult terrain and the DC of all Acrobatic skill checks are increased by 5. To run or move hastily in this area requires an Acrobatics skill check or a Reflex save of a DC 10 to remain standing. This ice remains for 1 minute or when exposed to fire. This feat cannot be used where the temperature is above 100 degrees.

Momentary Modification (Spelltouched)

You can briefly make a modification to your being, benefiting from the new form.

Prerequisites: Exposure to *alter self* spell.

Benefit: Choose one specific form that you have turned yourself into with the *alter self* spell. Once per day, you can change into this form as a spell-like ability for a duration of 1 minute.

Special: You can gain this feat multiple times and each time extends the duration by 1 minute.

Rebounding Resistance (Spelltouched)

Some spells casted at you are rebounded back at their caster.

Prerequisites: Exposure to *spell resistance* or *spell turning* spell.

Benefit: If you roll a natural 20 on a save against an effect of a spell that directly targets you, it turns back on to the caster as if it was affected by a *spell turning* spell. Unlike *spell turning*, this feat functions against touch spells as well.

Understanding Syllables (Spelltouched)

Your time studying foreign and ancient languages of the past has resulted in recognizing common patterns in all languages.

Prerequisites: Exposure to *comprehend languages*, *interrogation*, or *read magic* spell.

Benefit: Linguistics becomes a class skill. When deciphering writings of an unfamiliar language or messages in an incomplete or archaic form, the DC of the check is reduced by 4.

Well Rested (Spelltouched)

When you succumb to sleep (magical or otherwise) you wake up refreshed and energized for a new day in a shorter amount of time.

Prerequisites: Exposure to *sleep* or *deep slumber* spell.

Benefit: You can receive the benefits of a full night's rest in a shorter period of time. A full night's rest to you consists of sleeping for duration of 6 hours. You recover vigor points and 1 wound point in that period as though you had slept for 8 hours.

Wreathed in Flame (Spelltouched)

If you catch on fire, you remain unscathed as it swirls around you.

Prerequisites: Exposure to *burning hands* or *fireball* spell.

Benefit: If there is a situation where you would catch fire, you do not take damage from the flames. You can draw the fire around you for 1d4 rounds. Any creature striking you with a melee weapon or unarmed strike takes 1d6 points of damage and catches fire. This feat does not protect you from the source of the fire damage, but only protects you from the effect of catching on fire.



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