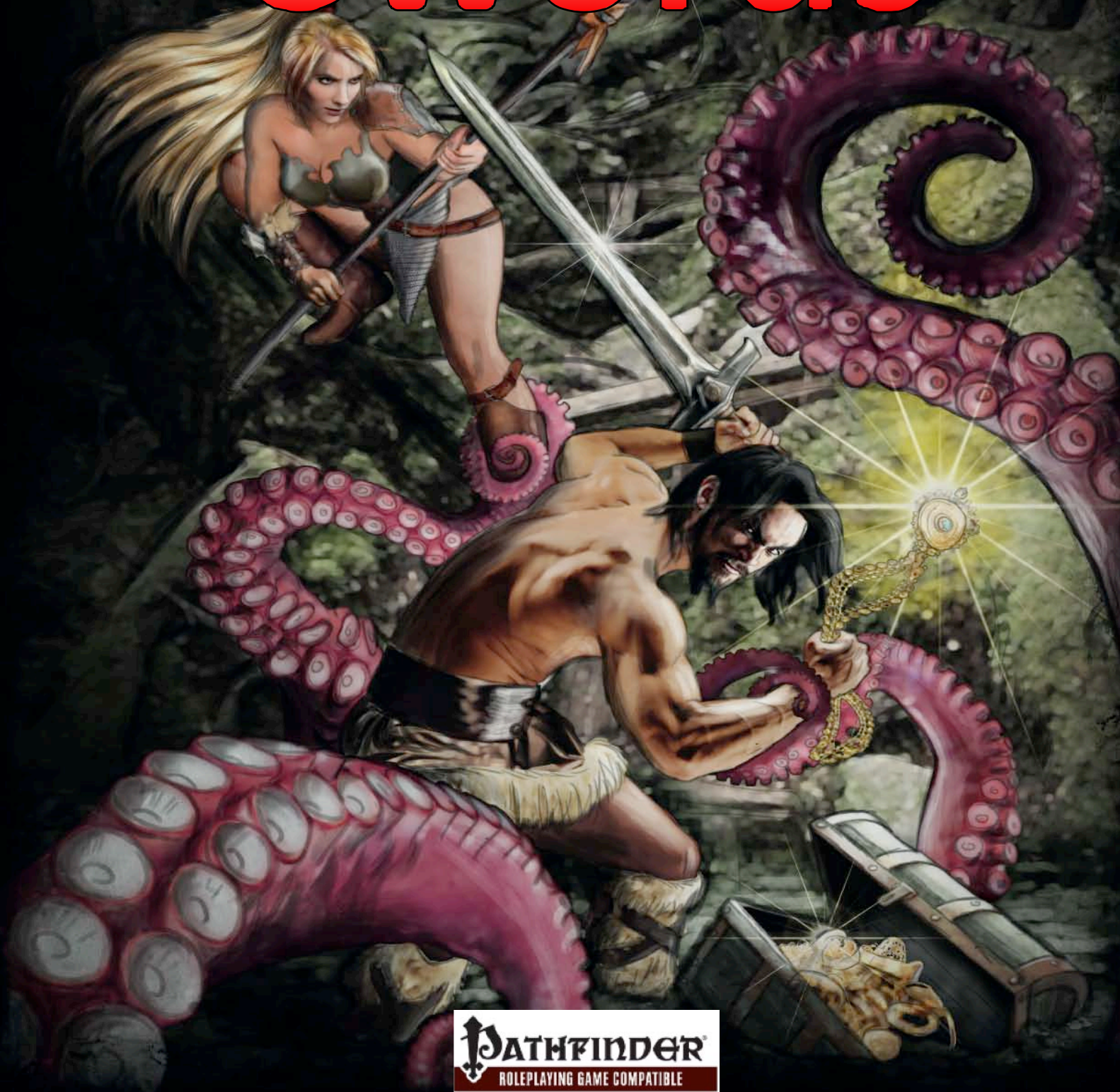


Savage Swords



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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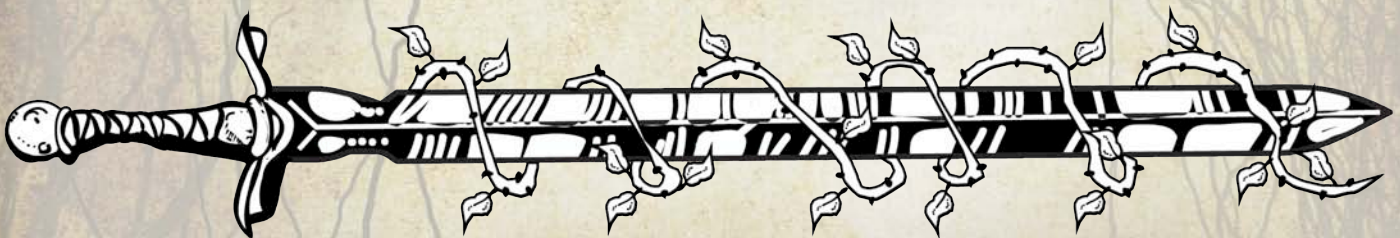
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Avalon Games



Where Fun Happens

Savage Swords

A Savage World

Many fantasy settings take their cues from J.R.R. Tolkien and other authors that have sought to imitate him. While there is nothing wrong with that, one does crave the chance to play games in a setting inspired by such writers as Robert E. Howard, Clark Ashton Smith, and Fritz Leiber. These luminaries of sword and sorcery created characters who were not bastions of selflessness and heroism, but flesh and blood people who struggled to survive in an imperfect world. These unforgettable characters fought, thieved, lived, and loved in fantastic lands where the dangers of magic and mystery intertwined with very realistic problems of greed, poverty, violence, and corruption. Savage Sword recreates the feeling of these gritty worlds and characters in a game soaked in pulp action and rough and tumble romance.

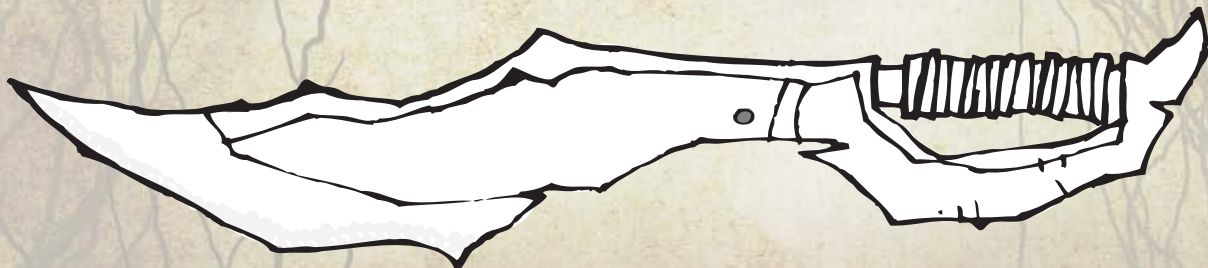
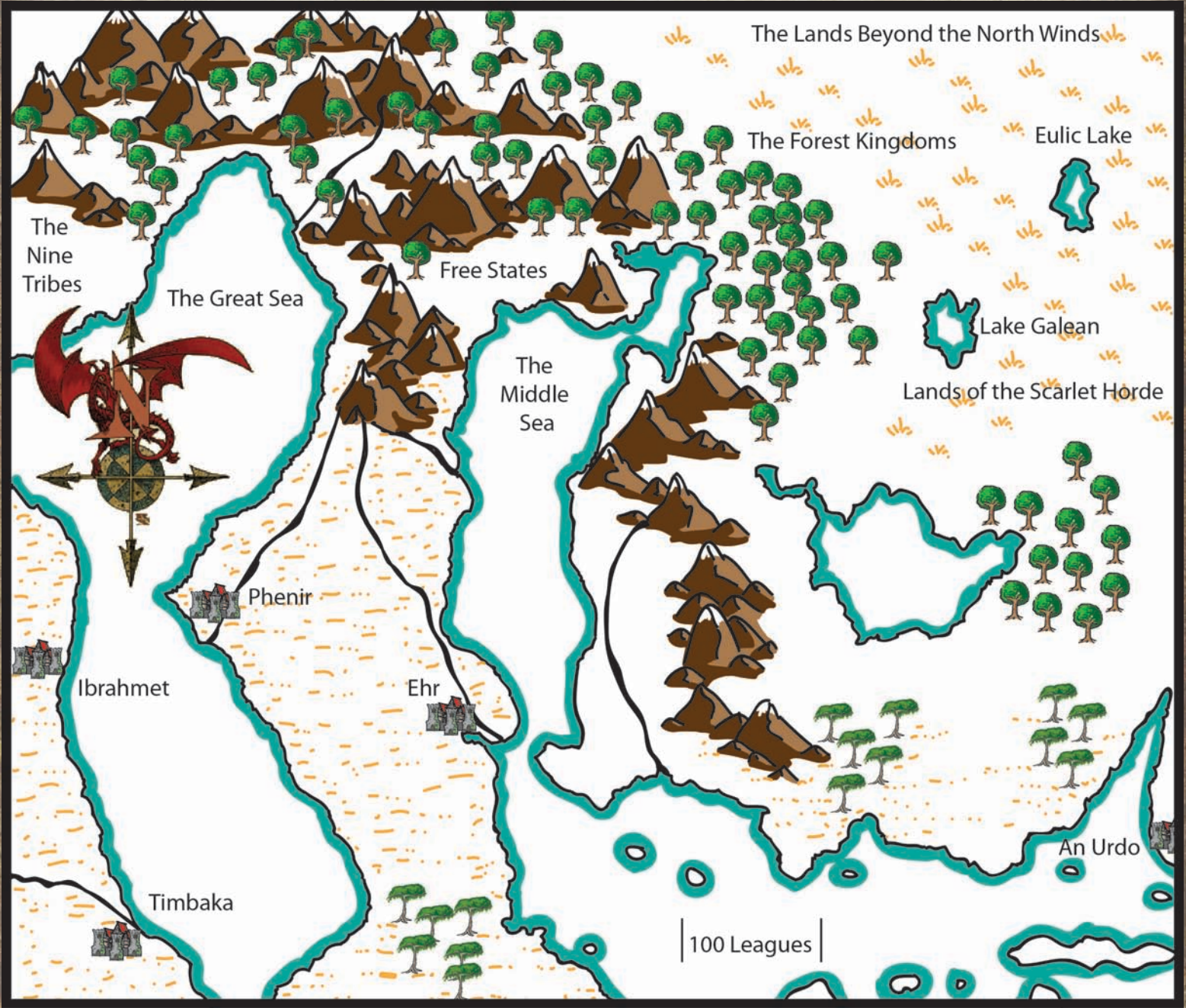
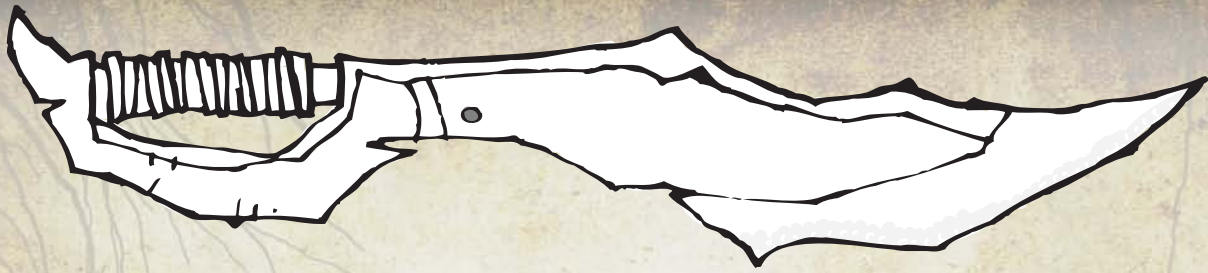
Savage Sword is a game of sword and sorcery adventure set in a brutal, untamed, and exotic world. This is not a game of noble heroes on a quest to save the kingdom, but rather a game of flawed men and women who fight and adventure for the sake of wealth, revenge, love, or other personal goals. Traveling through strange and unfamiliar lands, these rugged wanderers seek out danger and thrills without hesitation or regret. Along the way, they encounter merciless kings, greedy pirates, barbaric raiders, and priests tainted by dark magic. If you wish to explore treacherous wildernesses, stalk the dark alleys of corrupt cities, or plunder priceless treasures from heavily guarded vaults, then this is the setting for you.

Setting Overview

The world of Savage Sword is one with a long history, but much of it has been forgotten or wiped out due to catastrophes that regularly sweep the planet. The Great Floods are mysterious events that occur on a regular cycle. Every few thousand years, this world is struck with a long series of devastating floods, fearsome storms, and other natural disasters. The force of these cataclysms is so great that they wipe civilization from the world, destroying farmlands, causing the collapse of great cities, and eventually forcing people to return to a more primitive life wandering in the wilds. Eventually, the human population recovers and thrives once more. At some point, agriculture is rediscovered and some of the people begin living in permanent settlements that slowly grow into great civilizations. At the present time, the world is witnessing the rise of several mighty cities and the decline of wild peoples and nomadic tribes.

The cycle of the Great Floods means that the world of Savage Sword is littered with abandoned ruins from many ages past. These ruins are often home to fabulous treasures and magical powers best left undisturbed. The remains of these lost cultures are unknown even to legend, but the learned men and women of the modern age have charted a few of them and recorded the stories of the poor wretches who sought to explore these remnants of the last world and never returned again.





Savage Swords



The Southwest

The southwestern corner of the world is dominated by vast deserts and scrub plains, though the lands to the far south are covered in thick jungles dotted with the ruins of many ancient civilizations. Three of the world's four great cities can be found here: Ehr on the shores of the Alessan Sea, and Ibramet and Timbaka to the far west. The lesser city of Phenir is also located in the southwest. While not the seat of a larger state, it is an important trading port. Much of the area is populated by bands of nomads and small tribal settlements.

Ehr: The largest and most powerful city in the world, Ehr dominates the fertile region between the Asp and Falcon rivers, collecting tribute from many smaller cities. It also has a burgeoning maritime trade network that extends to many parts of the Middle and Alessan seas. A young and rising empire, Ehr has yet to meet a foe that could seriously rival its strength. Ehr is known for its bustling markets, spectacular arenas, and rampant crime. The city is ruled over by its priestly caste, though it has a king who commands some power. Corruption within the city's government is rampant.

Ibramet: Once the head of a mighty empire, Ibramet has seen its influence wane alongside that of its sometimes friend, sometimes foe, Timbaka. The city still powerful and commands the loyalty of many lesser cities on the coast of the Great Sea, but it is only a shadow of its former glory. It is well known that Ibramet is the wealthiest city in the west, and its ships bring in exotic goods from all over the world. The city is also famed for its enormous temples and statues, colossal works of art built in Ibramet's heyday. This city is ruled over by a line of god-kings whose dynasty stretches back to the dawn of history.

Timbaka: The oldest of the world's great civilizations, Timbaka rose to prominence long before the other cities even existed. This grand city is famed for its vast libraries, ancient temples, and treacherous politics. While its empire is not as vast as it once was, this city is still the seat of a rich and influential culture. Timbaka has a long and complicated history with Ibramet; the two cities have been allies, rivals, and sworn enemies at varying times over the centuries. The tribes and lesser civilizations that exist between the two cities have been repeatedly conquered by both powers as their territories expanded and contracted, and these people have been heavily influenced by both cultures. Timbaka is ruled by a ruthless general, though his coalition of supporters is ever shifting and his hold on power tenuous.

Phenir: A thriving trading port, Phenir is not as wealthy or powerful as other cities in the southwest, but it is still noteworthy in its own regard. This port town is on the western end of the trade road that links the Great and Alessan seas. Goods from the Alessan are brought to Phenir overland from Ehr, and trade coming overseas from Ibramet and Timbaka flows the other way. Both the trade road and the sea routes leaving Phenir are dangerous to travel as the abundance of merchandise makes them a target for pirates and bandits. Phenir is marginally governed by a council of independent nobles, but their constant infighting and bloodfueds has made the town all but lawless.



Savage Swords

The Southeast

For the most part, the southeast is a tropical land covered in lush forests. The jungles in the southern part of the region slowly give rise to temperate forests further north. The great city of An Urdo can be found perched on the far eastern shores of the Alessan Sea. The sea itself dominates much of the region, though its southernmost shores remain a mystery and there are many unexplored islands scattered among its waters. The distant east is likewise unexplored, but it is said to be inhabited by fearsome warrior clans and cannibalistic savages.

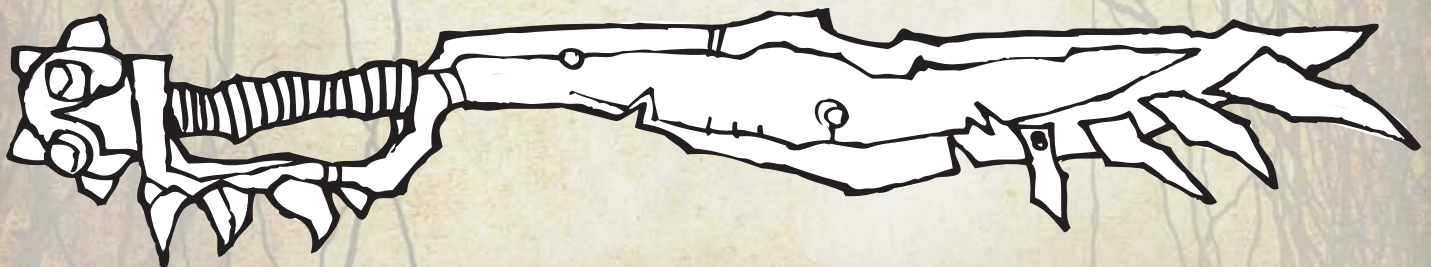
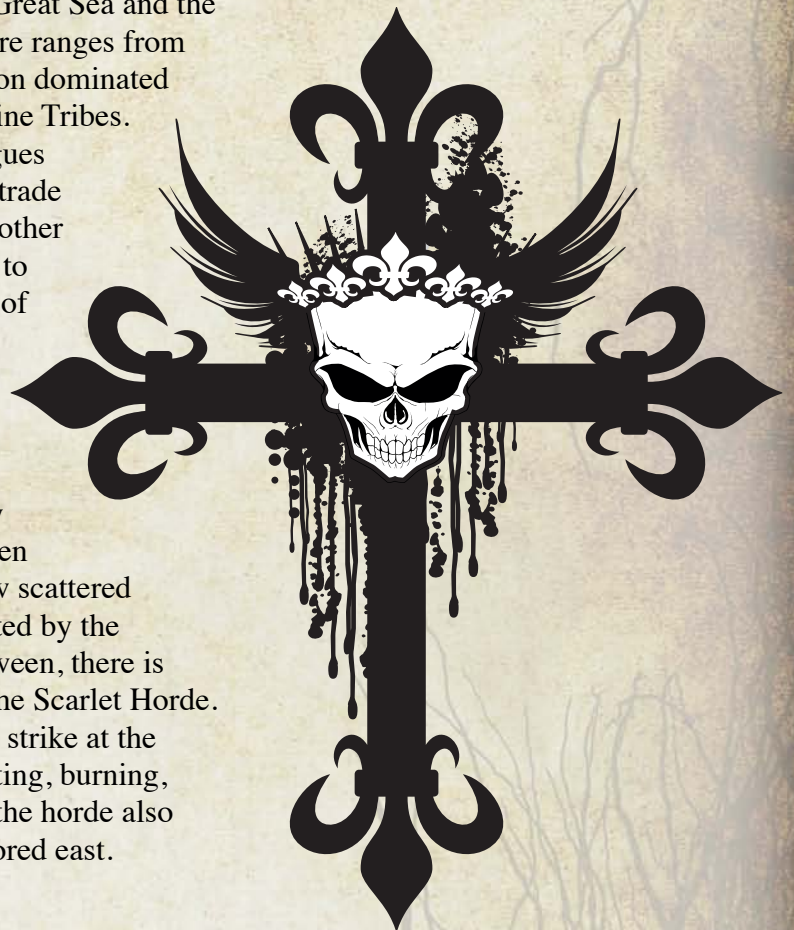
An Urdo: The greatest city in the east, An Urdo controls the eastern shore of the Alessan Sea and gathers tribute from tribes and lesser cities many leagues inland. Though isolated from the world's other great civilizations, word has spread of the city's fabulous gardens, fierce warrior-priests, and the exotic delights of its pleasure houses. The city is ruled by its high council, a group appointed to power by the most powerful families in An Urdo.

The Northwest

The lands of the northwest are dominated both by the Great Sea and the northern end of the Panther Mountains. The climate here ranges from temperate to subarctic. This is a wild and barbaric region dominated by a collection of cultures known to outsiders as the Nine Tribes. These tribal nations control territories hundreds of leagues across. The Nine Tribes make war and peace, raid and trade among themselves and generally have little to do with other lands. The distant northern and eastern lands are home to wild people who roam the tundra and taiga on the trail of the enormous beasts they hunt.

The Northeast

The northeastern part of the world stretches from the Panther Mountains and the Middle Sea to the endlessly rolling plains of the east. The northern region is a frozen desert populated only by the hardest nomads and a few scattered bands of wild folk. The more southerly end is dominated by the Freshwater Sea and scattered temperate forests. In between, there is a vast grassland that is home to the raiders known as the Scarlet Horde. These marauding horsemen roam across the plains and strike at the villages and towns bordering their territory at will, looting, burning, and taking slaves wherever they go. It is believed that the horde also garners tribute from unknown kingdoms in the unexplored east.



Savage Swords

The Center

Between the Middle and Freshwater seas lie the Jade Mountains. These heavily forested mountains are surrounded by swamps and glades. The entire region is uninhabited except for some fishing villages clinging to the seashores. Stories are told of enormous ruins and lost cities tucked into secluded valleys, but those who have dared to go in search of these places have returned speaking only of strange monsters and terrible curses.

The Land Beyond the North Wind

There are many tales told of a mysterious region that lies hidden in the distant north. It is said that if one travels far enough, the frozen land turns warm again, and dense jungles can be found basking in the warmth of enormous hot springs. These strange tropical forests are rumored to be filled with gigantic beasts more powerful and vicious than any seen in the rest of the world. It is also told that somewhere amidst the trackless jungles is an ancient city from the beginning of time. Untouched by the ages, this glorious city is said to be waiting in perfect splendor with all of its riches intact.



Savage Swords

Character Creation

Savage Sword uses a slightly different method of character creation than the Pathfinder Core Rulebook due to the distinct flavor of a sword and sorcery campaign. One notable reason for this is that, while magic and monsters are very much a part of this setting, the characters in Savage Sword will not frequently have access to the types of magic items on which other adventurers rely. Spellcasters in this world rarely work for anyone's purpose but their own, and objects of mystical power are rare and dangerous. In order to adjust for this difference in available magic, characters in Savage Sword tend to be stronger, tougher, and more self-reliant than characters made under the standard rules. The classes and origins presented in this book are more powerful than normal and may not be appropriate for a campaign where potions and other magic items are readily found. The following section details the changes to the character creation rules.

Ability Scores

Roll 5d6, discard the lowest two results, and add the three remaining results together. Record this total and repeat the process until seven numbers are generated. Assign these totals to your ability scores as you see fit, disregarding the lowest sum. This method of generating ability scores tends to create characters with ability score that are higher than the standard method.

Hit Points and Healing

When determining a character's starting hit points, add the character's Constitution score to the maximum value of the class hit die instead of its Constitution modifier. A character with a Constitution score of 18 and a 1d10 hit die begins the game with 28 hp instead of 14.

Savage Sword introduces optional rules for recovering from damage. These rules are designed to compensate for the lack of healing potions and similar items. Full details of these rules are explained in Chapter 8: New Rules.

Damage Threshold

The Savage Sword rules add a damage threshold to a character's other stats. A character's damage threshold is equal to half his or her Constitution score, though it can be increased through feats, class abilities, and origin abilities. When a single attack causes a character to take damage equal to or greater than his or her damage threshold, the character becomes wounded and suffers certain penalties.

Dodge Bonus

All character classes in Savage Sword have a dodge bonus to Armor Class that increases as the character takes levels in that class. This bonus applies whenever the character is not wearing heavy armor.

Language and Literacy

This setting introduces new languages and new rules for learning a foreign tongue. Learning to speak a new language under these rules is a slower and more haphazard process than under the standard rules. It now becomes possible for a character to know some of a language without having mastered it. A more complete explanation can be found in Chapter 6: Skills.

Unless otherwise noted, all characters in Savage Sword are illiterate and cannot read any of the languages they speak. Many cultures in this game have no written language and others reserve the power of reading only for the privileged classes.



Savage Swords

Adapting Pathfinder Classes to Savage Sword

The classes presented in the Pathfinder Core Rulebook can be used in Savage Sword as is, but it is suggested that they should receive certain adjustments in order to fit into this setting.

Barbarian, Fighter, Ranger: +1 bonus to all weapon damage rolls every three levels. Dodge bonus equal to 1/2 of HD. +1 to all saves every four levels.

Bard, Rogue: increase hit die by one step, +1 bonus on all weapon damage rolls every five levels. Dodge bonus equal to 3/4 of HD. +1 to all saves every four levels.

Cleric, Druid, Sorcerer, Wizard: increase hit die by one step. Dodge bonus equal to 1/2 of HD. +1 to all saves every four levels. Casting spells requires a Will save equal to 12 + the spell's level. Failing this save means that the spell is still cast normally, but the caster takes damage equal to 10 x the spell's level.

Character Qualities and Faults

Savage Sword uses a system by which characters can gain additional experience when players roleplay the personality traits (both good and bad) of those characters. At character creation, select 1-2 qualities and an equal number of faults. Any time a player roleplays a character's traits in a situation where it would be safer or easier not to, the character receives additional experience points for that game session. A complete explanation for awarding additional XP under this system can be found in Chapter 8:

New Rules Qualities

Brave: This character faces down fear in order to do what has to be done. The character gains an experience point bonus for willingly going into a dangerous situation when it would be possible to simply forget about it or run away.

Disciplined: This character is a paragon of self-control and restraint. The character gains an experience point bonus for turning down bribes, ignoring insults, resisting threats, and staying the course in the face of temptation.

Generous: This character has a giving nature and hates to see others go without. The character gains an experience point bonus for sharing scarce resources or donating a large percentage of personal wealth to the needy.

Honest: This character detests lying and makes a habit of speaking plainly in all situations. The character gains an experience point bonus for telling the truth under circumstances when a lie could avoid danger or ease the path toward a goal.

Honorable: This character lives by a personal code and strives to live by his or her word. The character gains an experience point bonus for upholding an oath or promise when doing so is sure to cause unnecessary hardship.

Just: This character cannot stand to see evil go unpunished or watch the strong victimize the weak. The character gains an experience point bonus for going to great lengths to right wrongs and avenge harm done to strangers.

Merciful: This character has a gentle nature and spares vanquished enemies whenever possible. The character gains an experience point bonus for saving the life of a character who may well return to visit harm later.

Savage Swords

Faults

Arrogant: This character believes that he or she is just plain better than everyone else. The character gains an experience point bonus for boasting, making demands, or belittling others in a situation where prudence and humility would be safer.

Bloodthirsty: This character lives for violence and seeks every opportunity to start a fight. The character gains an experience point bonus for provoking a conflict with a clearly superior force or attacking a character whose death is sure to make things difficult later on.

Envious: This character covets that which others have. The character gains an experience point bonus for enduring danger or hardship to bring down someone whose only crime was having what the character wants.

Lustful: This character has an unyielding appetite for fine food, strong drink, naked flesh, or another worldly pleasure. The character gains an experience point bonus for shirking responsibilities or creating undo calamities while attempting to satiate this desire.

Power Hungry: This character is ambitious and craves authority, titles, high honors, and the privileges of rank. The character gains an experience point bonus for becoming involved in dangerous intrigues or taking on senseless burdens while in the pursuit of power.

Rapacious: This character is driven by greed to take from others and damn the consequences. The character gains an experience point bonus for acts of theft and plundering where the risks exceed the potential gains.

Vindictive: This character has a hard time forgiving slights and will go to great lengths to exact vengeance on those who are perceived to have done him or her wrong. The character gains an experience point bonus for seeking vengeance when doing so creates unneeded danger or hampers progress toward a goal.

Origins

Instead of the standard fantasy races found in other settings, the characters in *Savage Sword* are defined by origins. Adventures in *Savage Sword* take place in a world dominated by humans as is fitting for a sword and sorcery game.

An origin is based on the character's culture and upbringing and represents the distinct perks and drawbacks associated with this lifestyle. Origins allow the players to create characters with their own subtle distinctions beyond what is offered by classes alone. All characters in *Savage Sword* are Medium size and have a base speed of 30 ft. One can always choose to forgo origins altogether and simply use the human race from the *Pathfinder Core Rulebook*.

Some people may want to utilize the fantasy races common to other settings in place of an all-human world. This choice may alter the flavor of the game, but in no way changes the rules or the way the game is played.

Civilized: A resident of one of the handful of great cities that have sprung up around the world.

Feral: A person who was reared by wild animals.

Lost: The descendent of an ancient culture that predates the last calamity.

Nomadic: A member of a pastoral culture that survives as wandering herders and traders.

Tribal: Someone who lives in a chiefdom, usually a village or small town far from civilized lands.

Wild: Hunter gathers who roam the vast uncharted wilds.

Savage Swords

Civilized

The dawn of the new age has brought with it the return of large cities. Thousands upon thousands of men, women, and children living on top of one another, struggling and competing for everything life has to offer. Life in a city-state brings with it security, steady food supplies, and opportunities that do not exist in the wilds and countryside.

On the other hand, city life also brings with it disease, crime, poverty, tyranny, corruption, and warfare on a scale unheard of in the less developed lands.

Society: Civilized societies are often strictly regimented and stratified. There is a clear class structure with kings or priests at the top, nobles and military officers under them, merchants and tradesmen lower still, and slaves or common workers at the very bottom. In some cities, class status can only be gained by inheritance while in others it is possible for one to claw his or her way up to the next level. Regardless, civilized folk are expected to know their proper place and act accordingly.

Relations with Others: Civilized people have no respect for anyone save each other, and even then they regard their neighbors as temporary allies at best and fierce rivals at worst. They view wild folk as ignorant savages who are best driven out or killed as soon as possible. They tolerate nomads and tribal people only as long as they can gain something from it, and they are quick to conquer their lands or take them as slaves if the opportunity arises. Feral and lost people are thought of as sad curiosities and they are looked down on with a mixture of pity, fear, and disdain.



Savage Swords

Alignment and Religion: The civilized are known for their piety, for they know that great cities cannot grow and prosper without giving tribute and deference to the gods. A city's patron deity, if it has one, is especially honored. However, the gods reward inducements and supplication, not proper behavior. Ethics, philosophy, formal codes of honor, and codified laws are in their infancy and have barely begun to have an impact on the thinking of civilized people. Rulers dictate by their whims and use brute force to exert their will. It is only through cunning and ruthlessness that the leaders can maintain their grip on power and keep some semblance of order among the raucous population. Most civilized people are neutral or lawful neutral, though many are neutral evil or lawful evil.

Adventurers: Civilized people take to adventuring for a wide variety of reasons. Some are exiled and forced from their homes, so they have no choice but to earn their keep however they can. Others leave the comforts of city life in order to seek their fortunes in foreign lands or to seek knowledge that is unknown to their own people. Still others adventure on the orders of kings, high priests, or other masters.



Civilized Origin Traits

+2 Intelligence, +2 Charisma, -2 Constitution:

Civilized characters have many opportunities to expand their minds and learn the arts of manipulation, but they are weakened by soft living and a disease-ridden environment.

Educated: Life in the city makes it easy for one to learn a trade or master a desired skill. They receive a +2 bonus to a single Craft or Profession skill of choice and Craft and Profession skills are always considered class skills.

Literate: Civilized characters can read and write in their native language, but not in languages they gain from having a high Intelligence score or have learned through the Languages skill.

Little White Lies: Civilized characters know the value of flattery and guile. Bluff and Diplomacy are always considered class skills for them, and they gain a +2 bonus to checks made with these skills.

Street Smarts: City dwellers are hard to hustle, as they are a wily bunch who have seen every trick and dodge twice. Civilized characters can roll twice whenever they make a Sense Motive check and take the higher result

Weapon Familiarity: Civilized people are no strangers to the arts of war, and many have been called to battle in the name of their city. As a result, they are proficient with daggers as well as one additional weapon from the following list: falchion, glaive, heavy mace, kukri, lance, light mace, long sword, scimitar, short spear, short sword, or spear.

Languages: A civilized character begins play speaking the language of their native city-state. Civilized characters with high Intelligence scores can choose any language.



Savage Swords

Feral

Orphaned or abandoned at birth, these characters owe their lives to the strong parental instincts of whatever animal chose to adopt them. Gorillas and wolves have been known to care for human children, as have other social animals. Beast-raised characters are far more at home in the wild than they are in the company of other people, yet they know that they do not truly belong with their animal kin.

Society: People who have been raised by animals are far too rare to have any groups or formal associations with each other. Even in the odd chance that two of them happen to meet, they may well view each other with the suspicion and distrust common when strange animals come together.

Relations with Others: Feral characters get along best with wild people, but even among hunter gathers they are never truly comfortable. These characters have simply never learned how to be completely human, and they have trouble navigating social interactions, even in the simple and familial societies of the wild clans. Among nomads or tribal people, feral humans are confused at best, and at worst they alternate between enraged and terrified. It goes without saying that people raised by animals have the a terrible time relating to civilized folk, and only the gentlest and most understanding of city dwellers can reach them. Beast raised people who end up living in the cities are often manipulated by civilized people who corrupt them with lies or tempt them with strong drink and other pleasures.



Savage Swords

Alignment and Religion: Good and evil, law and chaos are purely human concepts that a feral person would dismiss as nonsense. At the same time, feral characters have never developed the malice or greed that are often features of human societies. Most feral characters are neutral or neutral good.

Adventurers: It is inevitable that eventually a feral person will come into contact with his or her human kin. Such meetings are invariably traumatic, and the beast-raised individual may even be forcibly taken from the wild. Learning to live with humans can be disorienting and painful, often leading the feral person to escape back into the wild. Uncomfortable around their own kind, yet unable to truly return to the animals, feral people have a strong tendency to wander and adventure on the outskirts of human society. Exploring and adventuring come naturally to them.



Feral Origin Traits

+2 Strength, +2 Dexterity, +2 Constitution, -4

Charisma: Feral characters develop incredible physical prowess in the wild, but they are very awkward in social situations.

Animal Mimicry: Feral people are adept at copying the sounds of wild animals, and they can use this skill to distract and confuse enemies. The character makes a Bluff check with a +8 bonus opposed by the listener's Sense Motive check to imitate the sound of a specific animal. If the listener isn't keenly familiar with the sounds being mimicked, it takes a -8 penalty on its Sense Motive check. If the Bluff check is successful, the listener truly believes that an animal or monster of the chosen type is nearby.

Fierce Brawler: Feral people have learned to use their hands, feet, teeth, and other body parts to make ferocious unarmed attacks. A feral character's unarmed attack deals 1d4 points of damage. A feral character using an unarmed attack is considered to have the Improved Unarmed Attack feat.

Friend of the Wild: A feral character can improve the attitude of an animal just like the druid's wild empathy ability.

Gullible: Because of their lack of experience with people, feral characters take a -2 penalty on Sense Motive checks.

Home in the Wild: A feral character gains a favored terrain identical to the 3rd level ranger ability.

Keen Senses: Feral characters receive a +2 racial bonus on Perception skill checks.

Natural Movement: Imitating the animals that raised them, these characters have learned to run, climb, or swim with spectacular speed. Feral characters choose between a +5 bonus to base movement, a +2 bonus to Acrobatics and Climb checks, or a +4 bonus to Swim checks.

Languages: A feral character begins play speaking the first language that they learned after coming into contact with humans. Feral characters with high Intelligence scores can choose any language.

Savage Swords

Lost

Descendants of one of the last ancient civilizations to thrive before the Great Floods, the lost struggle to maintain what is left of their culture amid the dawn of the new world. Though few in number, the lost harbor antediluvian knowledge and secret magic powers that cause others to both fear and respect them. The lost are often wanderers, outcasts, and hermits who live apart from a world that no longer has a place for them.

Society: The lost live in small family groups within other societies. Occasionally extended clans or other groups of lost will come together, but such large communities are very rare. The lost are determined to keep their bloodlines pure, but their dwindling numbers make this impossible, and intermarriage with other peoples is inevitable. Many lost have no ties to their own culture beyond a knowledge that they are not like other people and that they may be shunned if their uniqueness is discovered.



Savage Swords

Relations with Others: Lost tend to be drawn to civilized folk, if only because many of them disdain the rugged life of nomads and tribal people. There are some who take the opposite view, finding more honor and dignity among those who live outside the cities. They hold a very dim view of wild people, as they are living reminders of how the flourishing civilizations of the old world were forced back into a prehistoric lifestyle.

Alignment and Religion: The lost are often adrift in the world. With little knowledge of their own people and even fewer ties to other societies, the lost tend to be loners unbound by tradition or the expectations of others. Most lost are chaotic neutral.

Adventurers: The lost adventure to reclaim the glory of their proud heritage, to put their abilities to good use, or to gain celebrity in a world that would otherwise reject them. Some of the lost are determined to uncover more of the hidden powers that their ancestors once wielded.

Lost Origin Traits

+2 to One Ability Score: Lost characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Ancient Blood: The lost trace their ancestries back to a forgotten age when powerful magics and otherworldly secrets were explored and mastered. Their blood is infused with a fragment of the abilities their forefathers once commanded. Select one of the following gifts:

Ageless: The character does not age naturally and is particularly hard to kill. The character gains a +2 bonus on saving throws against death effects and can use either cure moderate wounds or lesser age resistance on herself once per day as a spell-like ability. The caster level of the spell is equal to the user's character level.

Celerity: The character is blessed with unnatural speed and grace. The character gains a +1 bonus to Initiative and Reflex saves and can use cat's grace on herself once per day as a spell-like ability. The caster level of the spell is equal to the user's character level.

Perseverance: The character possesses remarkable resilience. The character gains a +2 bonus to Fortitude saves and can use bear's endurance on herself once per day as a spell-like ability. The caster level of the spell is equal to the user's character level.

Titanic Power: The character is imbued with legendary reserves of strength. The character gains a +1 bonus to CMB and CMD and can use bull's strength on herself once per day as a spell-like ability. The caster level of the spell is equal to the user's character level.

War Magic: The character has an unusually strong bond with implements of death and can use either keen edge or greater magic weapon once per day as a spell-like ability. The caster level of the spell is equal to the user's character level.

Ancient Heritage: After the fall of their beloved homeland, the lost have spent millennia traveling across the world in search of a new place to settle. While most of their ancestral lore has been forgotten to the ages, the lost have a rich oral history that is replete with the knowledge they have picked up on their travels. Knowledge (geography) and Knowledge (history) are always considered class skills, and lost characters gain a +2 bonus to checks made with these skills.

Languages: Lost begin play speaking an all-but-forgotten language called Ruletan, plus one other language. Lost with high Intelligence scores can choose any languages they want.

Savage Swords

Nomadic

Nomads are people whose ancestors mastered the domestication of animals but never adopted the sedentary life of farmers. Nomadic clans travel vast stretches of territory in search of water and fresh grazing for their herds. While most nomads are content living off the land, others have transformed themselves into merchant caravans or mounted raiders.

Society: Nomad clans are tight-knit family groups lead by a patriarch or matriarch. A clan may also travel with servants or allies who have been adopted into the groups. Many clans are independent, but others are ruled by a king, the leader of the largest and most powerful clan in the region. When two groups of nomads meet on the trail, they are required by tradition to hold a conclave even if the two groups are bitter rivals. Conclaves are lively affairs where information is exchanged, deals are made, marriages arranged, and clan elders attempt to impress each other with lavish gifts. Much of the world's trade in exotic goods stems from these conclaves, and when two strange clans meet for the first time it often leads to the establishment of new trade routes.

Relations with Others: Nomads will tolerate wild people who learn not to eat their sheep and cattle, and generally get along well with tribal and civilized people, especially when trade is involved, but they will accept no disrespect from outsiders. Other nomad clans are viewed as either beloved allies or hated enemies depending on the specific group concerned.



Savage Swords

Alignment and Religion: Nomads venerate the gods as best as they can, and believe that certain places in the natural world hold significant blessings for those who make pilgrimages to them. A life spent wandering the deserts or plains has lead nomads to develop strict social codes meant to keep the clan safe amid constant hardship and danger. An insult to a clan's honor can only be answered by blood and grudges against other groups can be harbored for generations. Most nomads are lawful neutral.

Adventurers: Nomads who leave their clans often do so to satisfy an innate wanderlust that drives them to explore new lands beyond the well-trodden circuit that their ancestors traveled. Others are driven from their families for violating the clan's laws or after losing a power struggle for control of the caravan.

Nomadic Origin Traits

+2 Dexterity: Nomads are skilled riders and excellent ranged combatants. They spend much of their childhood developing nimbleness.

Born in the Saddle: Nomads are among the world's best horsemen and they learn to ride before they can walk. Nomadic characters receive a +2 bonus on all Handle Animal and Ride checks, and these skills are always considered class skills.

Horse Warrior: Nomadic characters receive Mounted Archery and Mounted Combat as bonus feats at 1st level, regardless of whether or not they meet the prerequisites.

Linguist: All nomadic characters, regardless of their Intelligence score, can speak one additional language at character creation.

Weapon Familiarity: Nomad clans take pride in their mastery of the bow and the lance. Nomadic characters are proficient with lances, longbows (including composite longbows), and short bows (including composite short bows).

Languages: Nomads begin play speaking whatever language is most common in their region, plus one additional language due to the linguist origin trait. Nomads with high Intelligence scores can choose any language.



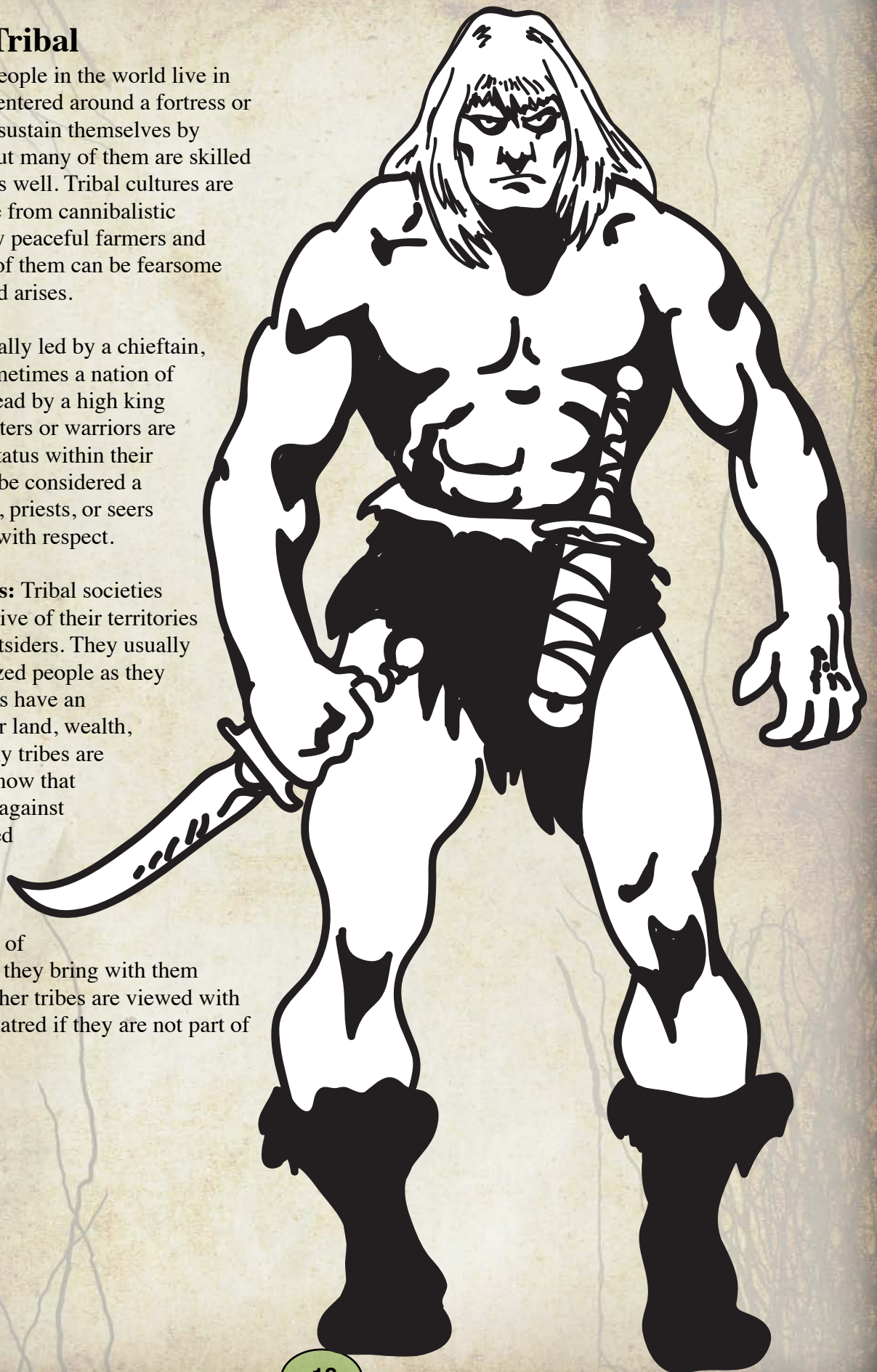
Savage Swords

Tribal

The vast majority of people in the world live in tribal societies often centered around a fortress or walled village. Tribes sustain themselves by growing food crops, but many of them are skilled hunters or fisherman as well. Tribal cultures are very diverse and range from cannibalistic barbarians to relatively peaceful farmers and craftsmen, though all of them can be fearsome warriors when the need arises.

Society: A tribe is usually led by a chieftain, king or queen, and sometimes a nation of related tribes will be lead by a high king or queen. A tribe's hunters or warriors are given a great deal of status within their society and may even be considered a higher caste. Shamans, priests, or seers are likewise regarded with respect.

Relations with Others: Tribal societies are ferociously protective of their territories and paranoid about outsiders. They usually distrust and fear civilized people as they know that city dwellers have an unquenchable thirst for land, wealth, and slaves. While many tribes are fierce warriors, they know that they cannot long hold against the vast and well-armed armies of the great cities. They tolerate nomads and wild people who keep clear of their crops, but only if they bring with them something to trade. Other tribes are viewed with suspicion or outright hatred if they are not part of the same nation.



Savage Swords

Alignment and Religion: Each tribe or nation has its own religious beliefs, but most favor a nature-centric creed that reveres the spirits or their own ancestors. Tribal people believe in balancing the need for unity against the freedom of the individual. Most tribal characters are neutral or neutral good.

Adventurers: Tribal people leave their homes and adventure in the wider world for the sake of wealth, glory, and the chance to see new places. Some hire on as mercenaries in the employ of great armies while others turn to banditry and marauding.

Tribal Origin Traits

+2 to Two Ability Scores: Tribal characters get a +2 bonus to two ability scores of their choice at creation as the result of the demands of life on the edge of civilization.

Battle Scarred: The constant threat of vicious monsters and rival tribes means there are two kinds of tribal people: the tough and the dead. A tribal character's Damage Threshold increases by +2.

Specialist: One must be useful to the tribe in order to have any status. Tribal characters receive Skill Focus as a bonus feat at 1st level.

Weapon Familiarity: Warfare is an unfortunate part of life among the world's many tribes, and they begin practicing martial skills at an early age. Tribal characters are proficient with battle axes, great axes, spears, long swords, short spears, short swords, and sickles.

Languages: Each tribe or nation has its own language, and sometimes related groups will share a common tongue. Tribal characters begin play speaking their native language as well as understanding Sign.



Savage Swords

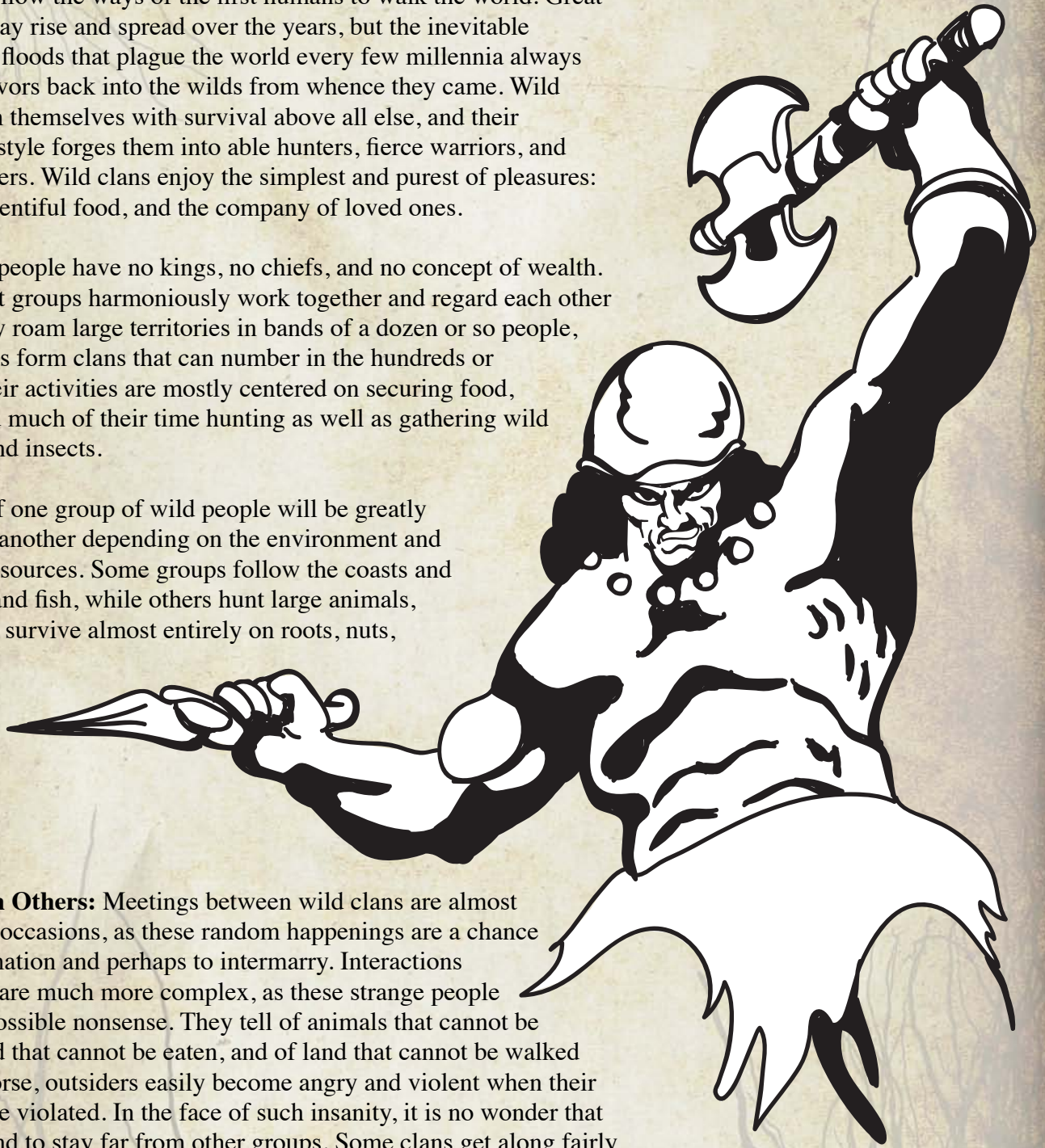
Wild

Wild people follow the ways of the first humans to walk the world. Great civilizations may rise and spread over the years, but the inevitable calamities and floods that plague the world every few millennia always drive the survivors back into the wilds from whence they came. Wild people concern themselves with survival above all else, and their wandering lifestyle forges them into able hunters, fierce warriors, and fearless explorers. Wild clans enjoy the simplest and purest of pleasures: warm fires, plentiful food, and the company of loved ones.

Society: Wild people have no kings, no chiefs, and no concept of wealth. Their tight-knit groups harmoniously work together and regard each other as equals. They roam large territories in bands of a dozen or so people, and these bands form clans that can number in the hundreds or thousands. Their activities are mostly centered on securing food, and they spend much of their time hunting as well as gathering wild plants, eggs, and insects.

The lifestyle of one group of wild people will be greatly different from another depending on the environment and available food sources. Some groups follow the coasts and live on clams and fish, while others hunt large animals, and still others survive almost entirely on roots, nuts, and fruits.

Relations with Others: Meetings between wild clans are almost always joyous occasions, as these random happenings are a chance to share information and perhaps to intermarry. Interactions with outsiders are much more complex, as these strange people believe in impossible nonsense. They tell of animals that cannot be hunted, of food that cannot be eaten, and of land that cannot be walked upon. Even worse, outsiders easily become angry and violent when their absurd rules are violated. In the face of such insanity, it is no wonder that wild people tend to stay far from other groups. Some clans get along fairly well with nomads, but only because they have learned to tame dogs or other animals and therefore understand not to hunt the herds of their pastoral neighbors. Those living near "grass eaters," (tribal and civilized societies) sometimes learn the concept of barter, and will visit to trade meat and furs for metal spear points and other treasures. Those who come into contact with feral or lost people tend to view them as incarnate spirits rather than mortal beings.



Savage Swords

Wild Origin Traits

Alignment and Religion: Spirituality is a part of everyday life for the wild people. While a shaman or storyteller may teach others about the spirits, they do not have a priestly class or formal religious traditions. Little thought is given to death or the idea of an afterlife. They are naturally giving and free-spirited, but often distrustful of outsiders. Most wild people are chaotic good or chaotic neutral.

Adventurers: Wild people are born adventurers. Exploring new places, fighting off vicious beasts, and enjoying the rewards of a successful hunt are common activities for them. Sometimes, a wild person will come into contact with outsiders and be tempted to leave the clan in order to learn more about the wider world and the diverse peoples that inhabit it.

+2 Constitution: The life of a wild hunter-gatherer is harsh and dangerous; they have to be tough in order to survive.

Born Wild: Wild people gain a +2 bonus on Knowledge (nature) and Survival skill checks, and these skills are always considered class skills.

Fight or Flight: Wild people live lives of constant danger, and they must be ever ready to fight off or flee from dangerous beasts. They gain a +2 bonus on Reflex saving throws and a +2 bonus to Initiative.

Strong Movement: Wild people gain the Athletic feat at 1st level.

Traveler: Wild people a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue, exhaustion, or ill effects from running, forced marches, starvation, thirst, or hot or cold environments.

Weapon Familiarity: Wild people are proficient with blowguns, bolas, clubs, daggers, darts, hand axes, javelins, short spears and spears.

Languages: Each wild clan has its own unique language, though clans whose territories overlap often speak similar tongues. Wild characters begin play speaking this language and understanding Sign. Wild people with high Intelligence scores can choose any language.



Savage Swords

Classes

Presented here are seven new classes for use in the world of Savage Sword. These new classes represent the types of adventuring heroes that are often found in stories of pulp sword and sorcery.

Beast Slayer: A beast slayer is a stealthy killer who fearlessly pursues dangerous monsters.

Blood Priest: Having made a pact with infernal beings or other dark forces, the blood priest trades life energy for powerful magic.

Outlaw: The outlaw combines battle prowess with a knack for stealth and dirty tricks.

Pit Fighter: A fearsome warrior who learned to spill blood in brutal gladiatorial arenas, the pit fighter is a master of melee combat.

Sell Sword: A sell sword is an expert in weapons and a tenacious combatant.

Thaumaturge: The thaumaturge has learned the secrets of ancient magic, but he pays a steep price for channeling arcane forces he barely controls.

Wayfarer: A drifter who is most at home in the open country far from civilization, the wayfarer is a skilled and rugged survivor.



Savage Swords

Beast Slayer

In this world, there are horrid monsters and deadly creatures that no sane man or woman would ever willingly approach. Dealing with these dangerous foes is the domain of the beast slayer. Some hunt for wealth and the bounties that are put on the heads of monsters that stray too close to human lands. Other pursues this path for fame and glory, for the legends that are told of the mighty hero who conquered the unconquerable. Still others hunt because it is all they know.

Role: A beast slayer is a patient killer who sets traps for foes or circles behind them where he can do the most damage.

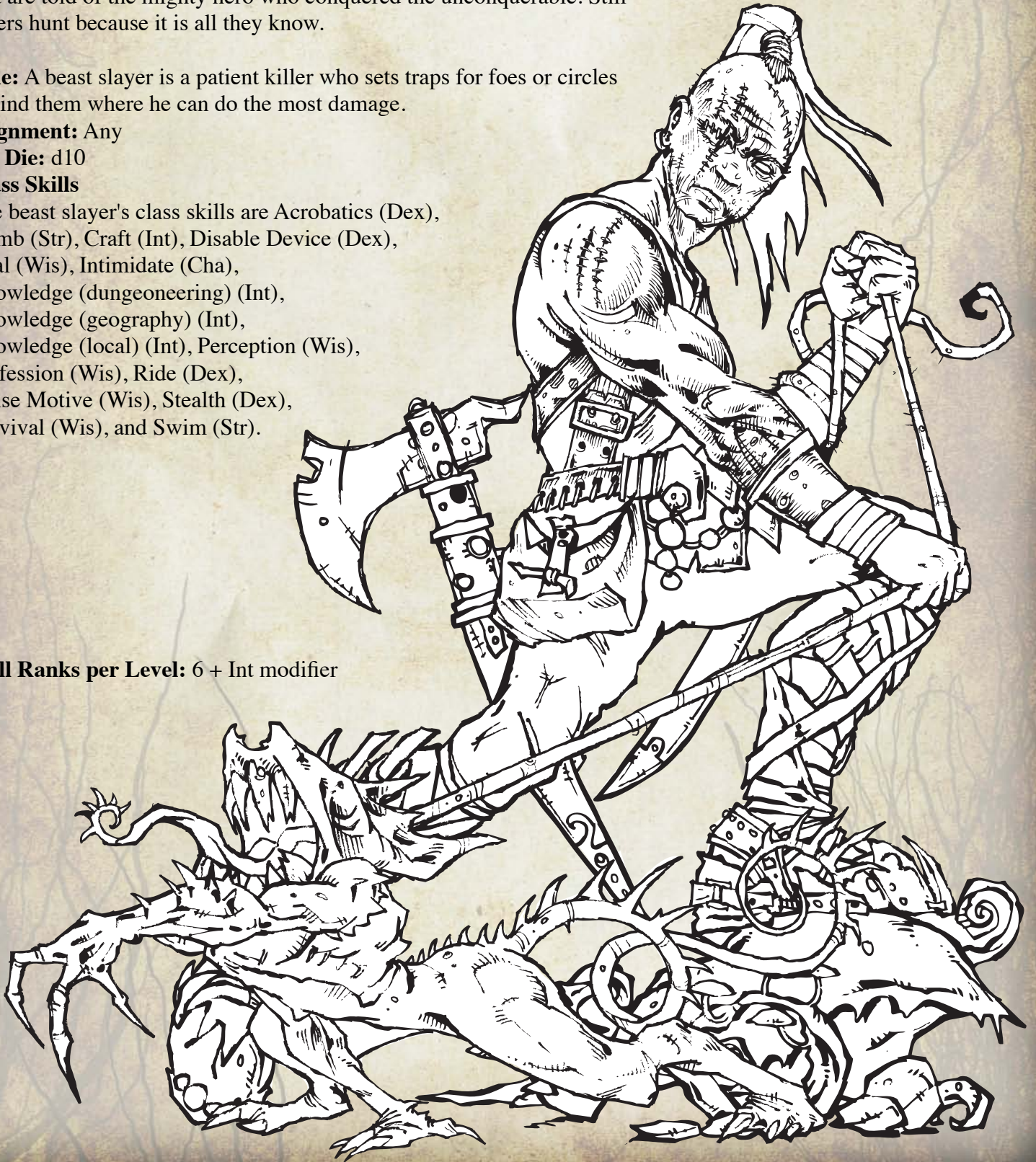
Alignment: Any

Hit Die: d10

Class Skills

The beast slayer's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Disable Device (Dex), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier



Savage Swords

Level	Base Attack	Fortitude	Dexterity	Will	Dodge	Special
1	+1	+2	+2	+0	+0	Beast wrestler, track
2	+2	+3	+3	+0	+1	Bonus feat
3	+3	+3	+3	+1	+2	Sneak attack +1d6
4	+4	+4	+4	+1	+3	Bonus feat
5	+5	+4	+4	+1	+3	Primal magic 1/day
6	+6 / +1	+5	+5	+2	+4	Bonus feat, sneak attack +2d6
7	+7 / +2	+5	+5	+2	+5	Evasion, primal magic 2/day
8	+8 / +3	+6	+6	+2	+6	Bonus feat
9	+9 / +4	+6	+6	+3	+6	Primal magic 3/day, Sneak attack +3d6
10	+10 / +5	+7	+7	+3	+7	Bonus feat
11	+11 / +6 / +1	+7	+7	+3	+7	Primal magic 4/day
12	+12 / +7 / +2	+8	+8	+4	+9	Bonus feat, sneak attack +4d6
13	+13 / +8 / +3	+8	+8	+4	+9	Primal magic 5/day
14	+14 / +9 / +4	+9	+9	+4	+10	Bonus feat, improved evasion
15	+15 / +10 / +5	+9	+9	+5	+11	Primal magic 6/day, Sneak attack +5d6
16	+16 / +11 / +6 / +1	+10	+10	+5	+12	Bonus feat
17	+17 / +12 / +7 / +2	+10	+10	+5	+12	Primal magic 7/day
18	+18 / +13 / +8 / +3	+11	+11	+6	+13	Bonus feat, sneak attack +6d6
19	+19 / +14 / +9 / +4	+11	+11	+6	+14	Primal magic 8/day
20	+20 / +15 / +10 / +5	+12	+12	+6	+15	Legendary hunter

Class Features

All of the following are class features of the beast slayer.

Weapon and Armor Proficiency: A beast slayer is proficient with all simple and martial weapons, as well as with light armor, medium armor, and shields (except tower shields).

Beast Wrestler (Ex): A beast slayer adds his Wisdom modifier to his combat maneuver bonus on checks to perform combat maneuvers against foes that do not have the humanoid creature type. All unarmed attacks made against such creatures are treated as if the beast slayer had the improved unarmed strike feat, and the damage dice of these attacks is increased by one step.

Track (Ex): A beast slayer adds 1/2 his level (minimum 1) to Survival checks made to follow tracks.

Bonus Feats: At 2nd level, and at every even level thereafter, a beast slayer gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from the following list: Alertness, Animal Affinity, Athletic, Blind-Fight, Deadly Aim, Diehard, Endurance, Far Shot, Fleet, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Many Shot, Mobility, Point Blank Shot, Precise Shot, Run, Self-Sufficient, Shot on the Run, Skill Focus, Stealthy, Toughness, and Weapon Focus.

Sneak Attack (Ex): If a beast slayer can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage.

The beast slayer's attack deals extra damage anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the beast slayer flanks his target. This extra damage is 1d6 at 3rd level, and increases by 1d6 every three beast slayer levels thereafter. Should the beast slayer score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a beast slayer can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The beast slayer must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A beast slayer cannot sneak attack while striking a creature with concealment.

Savage Swords

Primal Magic (Su): Beast slayers are in tune with the spiritual world. At 5th level, a beast slayer gains the ability to cast a single spell once per day as a spell-like ability. Every two levels thereafter, the beast slayer gains one additional casting per day. He also has the option of gaining a new spell-like ability. The beast slayer can cast any combination of these spells provided he does not exceed his total number of castings per day. Spells must be selected from the following list: entangle, jump, longstrider, obscuring mist, and pass without trace.

At 9th level, the beast slayer adds these spells to the list of those available: barkskin, cure light wounds, protection from energy, and snare.

At 11th level, the beast slayer adds these spells to the list of those available: cure moderate wounds, darkvision, and remove disease.

At 15th level, the beast slayer adds these spells to the list of those available: commune with nature, cure serious wounds, dispel magic, scrying, and water breathing.

Evasion (Ex): At 7th level or higher, a beast slayer can avoid damage from many area-effect attacks. If a beast slayer makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a beast slayer is wearing light armor or no armor. A helpless beast slayer does not gain the benefit of evasion.

Improved Evasion (Ex): At 14th level, a beast slayer's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless beast slayer does not gain the benefit of improved evasion.

Legendary Hunter (Ex): At 20th level, the beast slayer has become a paragon of his art and the bane of all monsters. Once per day, the beast slayer can designate a single foe to be the target of his hunt. For the rest of that day, any attempt to track the targeted creature automatically succeeds as if the beast slayer had rolled a natural 20 on his Survival check. Any attacks made against that target automatically confirm all critical threats. In addition, any successful sneak attack made against that target deals maximum sneak attack damage ($6d6 = 36$ points of damage). If the beast slayer fails to kill the target of his hunt within one day, he loses the ability to use his legendary hunter ability and gains the fatigued condition until he succeeds in his hunt.



Savage Swords

Blood Priest

Beyond the confines of the mortal world are realms where strange beings of unimaginable power dwell. Whether you call them gods, demons, or address them by other, more esoteric names, these bizarre entities sometimes have the inclination to barter with members of the feeble and insignificant race known as humanity. What they offer is power beyond the dreams of ordinary men and women. What they demand is the very essence of life itself. A blood priest has established a deep and lasting connection with one of these otherworldly powers and makes sacrifices to it in exchange for access to supernatural powers.

Role: A blood priest aids allies and decimates foes with the energies of life and death.

Alignment: Any non-good

Hit Die: d8

Class Skills

The blood priest's class skills are

Appraise (Int), Craft (Int),
Diplomacy (Cha),
Knowledge (arcana) (Int),
Knowledge (history) (Int),
Knowledge (nature) (Int),
Knowledge (planes) (Int),
Knowledge (religion) (Int),
Languages (Int), Sense Motive (Wis)
and Spellcraft (Int).

Skill Ranks per Level: 4 + Int modifier



Savage Swords

Level	Base Attack	Fortitude	Dexterity	Will	Dodge	Special
1	+0	+2	+0	+2	+0	Sacrifice points 5, orisons, patron
2	+1	+3	+0	+3	+0	Self-sacrifice
3	+2	+3	+1	+3	+0	Sacrifice points 10
4	+3	+4	+1	+4	+1	Bonus feat
5	+3	+4	+1	+4	+1	Sacrifice points 20
6	+4	+5	+2	+5	+1	Sacrificial site
7	+5	+5	+2	+5	+1	Sacrifice points 40
8	+6 / +1	+6	+2	+6	+2	Bonus feat
9	+6 / +1	+6	+3	+6	+2	Sacrifice points 60
10	+7 / +2	+7	+3	+7	+2	Bonus feat
11	+8 / +3	+7	+3	+7	+2	Sacrifice points 60
12	+9 / +4	+8	+4	+8	+3	Bonus feat
13	+9 / +4	+8	+4	+8	+3	Sacrifice points 80
14	+10 / +5	+9	+4	+9	+3	Bonus feat
15	+11 / +6 / +1	+9	+5	+9	+3	Sacrifice points 100
16	+12 / +7 / +2	+10	+5	+10	+4	Time of sacrifice
17	+12 / +7 / +2	+10	+5	+10	+4	Sacrifice points 120
18	+13 / +8 / +3	+11	+6	+11	+4	Sacrifice points 160
19	+14 / +9 / +4	+11	+6	+11	+4	Sacrifice points 200
20	+15 / +10 / +5	+12	+6	+12	+5	Convergence

Class Features

All of the following are class features of the blood priest.

Weapon and Armor Proficiency: Blood priests are proficient with all simple weapons and light armor.

Spells: A blood priest casts divine spells which are drawn from the list given below. A blood priest casts spells by tapping into a reserve of life energy (see sacrifice points).

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

A blood priest knows a limited number of spells as listed on the Table: Blood Priest Spells Known.

Blood priests gain their spells by making offerings of life energy to a patron entity. Conducting these sacrifices requires one hour of chanting and preparing victims to be sacrificed.

Sacrifice Points: Rather than have an allotment of spells per day, a blood priest has a pool of sacrifice points that are spent whenever she wants to cast a spell. She can cast any spell that she knows provided that she has enough sacrifice points to pay the spell's cost (See Table: Blood Priest Spell Costs).

These points are replenished by performing ritual sacrifices. The number of sacrifice points that a blood priest gains from a sacrifice is determined by the sacrifice's creature type. A blood priest does not gain sacrifice points from enemies that she kills in battle, only victims that are killed in a carefully prepared ritual. At first level, she can gain a number of points from sacrifices equal to 5 + her Wisdom modifier, and this number increases every odd-numbered level. At 5th level, multiple the blood priest's Wisdom modifier by 2 to determine bonus sacrifice points. At 10th level, multiply it by 4. Any sacrifices performed after this limit has been reached are wasted. Sacrifice points are kept until spent.

Savage Swords

Blood Priest Sacrifices

Animal, magical beast (intelligence 2 or less) 2 x creature's total hit dice.

Aberration 4 x creature's total hit dice

Dragon, outsider 10 x creature's total hit dice

Fey, humanoid, magical beast (intelligence above 2), monstrous humanoid 6 x creature's total hit dice

Creature has minor magical abilities x 1.5

Creature is of good alignment x 2

Creature has major magical abilities or levels in a spellcasting class x 3

Creature is a child, adult virgin, or has royal blood x2

(Increases the amount of sacrifice points gained.)

Creatures with fewer than 1 HD cannot be used as sacrifices.

Orisons: Blood priests can learn a number of orisons, or 0-level spells. These spells are cast like any other spell, but they do not require sacrifice points.

Patron (Su): A blood priest serves and worships a powerful entity from which she draws her magical power. In addition to granting the blood priest spells, this patron also provides the blood priest additional bonuses.

Self-Sacrifice: At 2nd level, a blood priest learns how to use her own life essence to power her spells. As a move action, a blood priest can voluntarily forfeit a number of hit points up to her damage threshold and gain 1 sacrifice point for every 5 hit points that are lost.

Bonus Feat: At levels 4, 8, 12, and 16, the blood priest gains a bonus feat selected from the following list: Combat Casting, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Heighten Spell, Improved Counterspell, Iron Will, Maximize Spell, Quicken Spell, Silent Spell, Spell Focus, Greater Spell Focus, Spell Penetration, Greater Spell Penetration, Still Spell or Widen Spell.

Sacrificial Site: At 6th level, a blood priest learns how to find places of spiritual power where life energy flows more freely between worlds. By making a Knowledge (local) or Knowledge (religion) check against a DC of 22, she can locate one of these places of power in the immediate vicinity. By making her daily sacrifice in this location, the blood priest gains an additional number of sacrifice points equal to her level x 1d4.

Time of Sacrifice: At 14th level, a blood priest learns about the alignment of stars and planets and how to measure the exact date and time when the gap between worlds is thinnest. By making a Knowledge (nature) or Knowledge (religion) check against a DC of 30, she learns when such an alignment is coming within the next 1d20 days. By making her daily sacrifice at this specific time, the number of sacrifice points gained from a single sacrifice is multiplied by 1d6.

Convergence: At 20th level, a blood priest becomes one with her patron and the two of them become indistinguishable. The blood priest gains the following bonuses: +2 to all ability scores, damage reduction 10/-, and regeneration 5. From this point on, the blood priest does not age naturally.



Blood Priest Spells Known

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

Blood Priest Spell Costs

Spell Level	Sacrifice Points
1	1
2	3
3	5
4	7
5	9
6	12
7	15
8	18
9	22

Blood Priest Spell List

0-level - bleed, detect magic, detect poison, guidance, light, read magic, resistance, stabilize, virtue.

1st level (1 point) - bane, cause fear, command, deathwatch, doom, entropic shield, inflict light wounds, remove fear, sanctuary, summon monster I.

2nd level (3 points) - aid, augury, darkness, death knell, desecrate, enthrall, inflict moderate wounds, remove paralysis, restoration (lesser), spiritual weapon, summon monster II.

3rd level (5 points) - animate dead, bestow curse, blindness/deafness, contagion, deeper darkness, inflict serious wounds, obscure object, remove blindness/deafness, remove curse, remove disease, speak with dead, summon monster III.

4th level (7 points) - dimensional anchor, dismissal, divination, giant vermin, inflict critical wounds, neutralize poison, planar ally (lesser), poison, restoration, summon monster IV.

5th level (9 points) - break enchantment, breath of life, command (greater), commune, inflict light wounds (mass), insect plague, scrying, slay living, summon monster V, true seeing, unhallow.

6th level (12 points) - animate objects, antilife shell, banishment, create undead, forbiddance, geas/quest, inflict moderate wounds (mass), planar ally, summon monster VI.

7th level (15 points) - control weather, destruction, ethereal jaunt, inflict serious wounds (mass), repulsion, scrying (greater), summon monster VII.

8th level (18 points) - create greater undead, dimensional lock, earthquake, fire storm, inflict critical wounds (mass), planar ally (greater), summon monster VIII.

9th level (22 points) - energy drain, gate, implosion, storm of vengeance, summon monster IX.

Savage Swords

Blood Priest Patrons

Alien Entity

The blood priest's patron is a strange and unknowable being from the void between worlds.

Ability Bonus: +2 Intelligence.

Granted Ability: The blood priest gains the ability to make a melee touch attack as a standard action that causes a living creature to become shaken for a number of rounds equal to her blood priest level (minimum 1). If she touches a shaken creature with this ability, it becomes frightened for 1 round if it has fewer Hit Dice than her blood priest level. She can use this ability a number of times per day equal to 3 + her Intelligence modifier.

At 4th level, she may cast detect thoughts as a spell-like ability a number of times per day equal to her Intelligence modifier. At 8th level, she may cast divination once per day as a spell-like ability. At 12th level, she may cast legend lore instead. At 16th level, she may cast discern location.

Archfiend

The blood priest's patron is a powerful demonic lord.

Ability Bonus: +2 Strength.

Granted Ability: The blood priest gains the ability to fire a burning ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. The burning ray deals 1d6 points of fire damage. This damage increases to 2d6 at 6th level, 3d6 at 12th level, and 4d6 at 18th level. The blood priest can use this ability a number of times per day equal to 3 + her Strength modifier.

At 8th level, she may cast lesser planar ally once per day as a spell-like ability. At 12th level, she may cast planar ally instead. At 16th level, she may cast greater planar ally.

Dark Lord

The blood priest's patron is a prince among the gods of shadow.

Ability Bonus: +2 Dexterity.

Granted Ability: The blood priest gains the ability to wrap herself in darkness once per day, gaining concealment. All attacks made against the blood priest suffer a 20% miss chance and she gains a +4 bonus to Stealth checks. The effect lasts for a round of rounds equal to the blood priest's class level.

At 4th level, she may cast blindness/deafness (blindness only) once per day as a spell-like ability. At 8th level, she may also cast shadow conjuration once per day as a spell-like ability. At 12th level, she may cast shadow walk instead of shadow conjuration. At 16th level, she may cast greater shadow evocation instead.

Elder

The blood priest's patron is a primordial intelligence from ages long before the existence of humanity.

Ability Bonus: +2 Constitution.

Granted Ability: The blood priest gains the ability to spit corrosive fluids as a standard action, targeting any foe within 30 feet as a ranged touch attack. The fluid deals 1d4 points of acid damage. This damage increases to 2d4 at 4th level, 3d4 at 7th level, 4d4 at 10th level, 5d4 at 13th level, and 6d4 at 17th level. The blood priest can use this ability a number of times per day equal to 3 + her Constitution modifier.

At 4th level the blood priest may cast enlarge person once per day as a spell-like ability. At 8th level, she may also cast black tentacles once per day as a spell-like ability. At 12th level, she may cast phantasmal killer instead of black tentacles. At 16th level, she may cast insanity.

Savage Swords

Undead King

The blood priest's patron is the spirit of a mortal who has gained immense power in the afterlife.

Ability Bonus: +2 Wisdom.

Granted Ability: The blood priest gains the ability to drain the life from a creature as a touch attack. Each touch channels negative energy that deals 1d6 points of damage. This damage increases to 2d6 at 6th level, 3d6 at 12th level, and 4d6 at 18th level. The touched creature also takes 1 point of Constitution damage unless it makes a successful Fortitude saving throw (DC 10 + 1/2 blood priest level + blood priest's Wisdom modifier). The blood priest can use this ability a number of times per day equal to 3 + her Wisdom modifier.

At 8th level, she may cast vampiric touch once per day as a spell-like ability. At 12th level, she may cast circle of death instead. At 16th level, she may cast symbol of death.

Wild Spirit

The blood priest's patron is an uncontrollable force of nature.

Ability Bonus: +2 Charisma.

Granted Ability: The blood priest gains the ability to cause a living creature to become dazed for a number of rounds equal to 1/2 her blood priest level (minimum 1) as a melee touch attack. The target must make a Will saving throw (DC 10 + 1/2 blood priest level + blood priest's Charisma modifier). She can use this ability a number of times per day equal to 3 + her Charisma modifier.

At 4th level, she may cast fog cloud once per day as a spell like ability. At 8th level, she may cast call lightning instead. At 12th level, she may cast ice storm. At 16th level, she may cast earthquake.



Savage Swords

Outlaw

Raiders, pirates, highwaymen and gang leaders, outlaws are fearless rebels and cutthroat villains who strike out of nowhere. Outlaws live by their own rules or none at all, surviving on the outskirts of civilization or deep in the untamed hearts of lawless cities. They rely on their cunning and finely honed skills in order to escape danger, maneuver around obstacles, and get into places no one else can reach. More than just common thieves, outlaws are highly skilled and capable adventurers

Role: An outlaw never fights head on if there is a chance to strike from behind. An outlaw supports his comrades by eliminating traps and quickly dispatching foes using his deadly sneak attack.

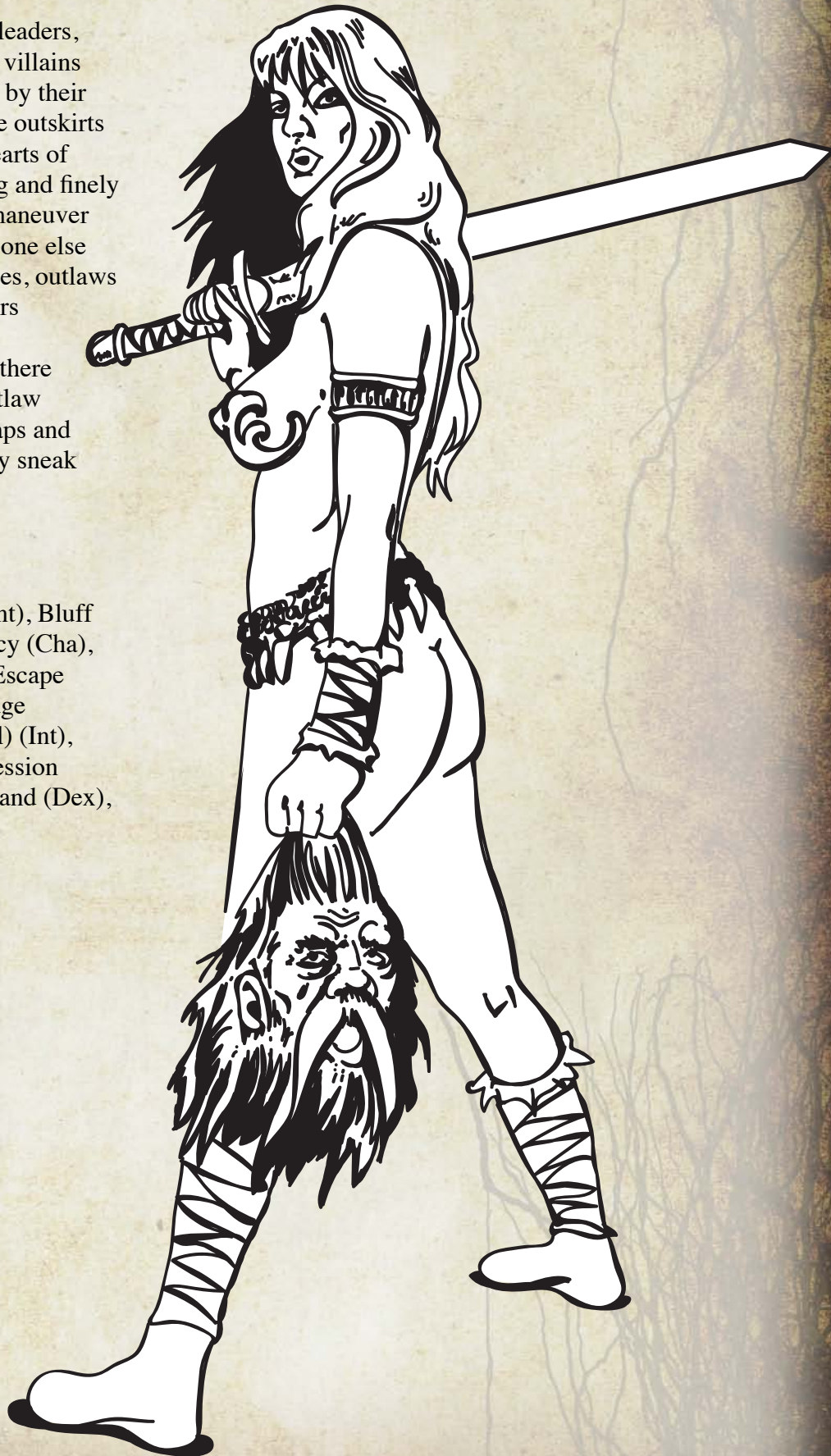
Alignment: Any non-lawful

Hit Die: d8

Class Skills

The outlaw's class skills are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Languages (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier



Level	Base Attack	Fortitude	Dexterity	Will	Dodge	Special
1	+0	+0	+2	+0	+0	Sneak attack +1d6
2	+1	+0	+3	+0	+1	Bonus feat, evasion
3	+2	+1	+3	+1	+2	Sneak attack +2d6
4	+3	+1	+4	+1	+3	Bonus feat, uncanny dodge
5	+3	+1	+4	+1	+3	Sneak attack +3d6
6	+4	+2	+5	+2	+4	Bonus feat
7	+5	+2	+5	+2	+4	Sneak attack +4d6
8	+6 / +1	+2	+6	+2	+5	Bonus feat, improved uncanny dodge
9	+6 / +1	+3	+6	+3	+5	Sneak attack +5d6
10	+7 / +2	+3	+7	+3	+6	Bonus feat, improved evasion
11	+8 / +3	+3	+7	+3	+6	Sneak attack +6d6
12	+9 / +4	+4	+8	+4	+7	Bonus feat
13	+9 / +4	+4	+8	+4	+7	Sneak attack +7d6
14	+10 / +5	+4	+9	+4	+8	Bonus feat
15	+11 / +6 / +1	+5	+9	+5	+8	Sneak attack +8d6
16	+12 / +7 / +2	+5	+10	+5	+9	Bonus feat
17	+12 / +7 / +2	+5	+10	+5	+9	Sneak attack +9d6
18	+13 / +8 / +3	+6	+11	+6	+10	Bonus feat
19	+14 / +9 / +4	+6	+11	+6	+10	Sneak attack +10d6
20	+15 / +10 / +5	+6	+12	+6	+11	Bonus feat, legendary outlaw

Class Features

All of the following are class features of the outlaw.

Weapon and Armor Proficiency: Outlaws are proficient with all simple weapons plus two martial weapons of choice. They are proficient with light armor and bucklers.

Sneak Attack (Ex): If an outlaw can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage.

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

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), an outlaw can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The outlaw must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. An outlaw cannot sneak attack while striking a creature with concealment.

Bonus Feat: At 2nd level, and every even-numbered level after, an outlaw gains either a bonus combat feat or a feat selected from the following list: Alertness, Animal Affinity, Athletic, Deceitful, Deft Hands, Fleet, Improved Initiative, Leadership, Lightning Reflexes, Persuasive, Run, Self-Sufficient, Skill Focus, Stealthy, and Toughness. The outlaw must meet any prerequisites.

Evasion (Ex): At 2nd level and higher, an outlaw can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the outlaw is wearing light armor or no armor. A helpless outlaw does not gain the benefit of evasion.

Uncanny Dodge (Ex): At 4th level, an outlaw gains the ability to react to danger before his senses would normally allow him to do so. 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. An outlaw with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If an outlaw already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Savage Swords

Improved Uncanny Dodge (Ex): An outlaw of 8th level or higher can no longer be flanked.

This defense denies another character with sneak attack the ability to sneak attack the character by flanking him, unless the attacker has at least four more class levels than the target does.

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

Improved Evasion (Ex): At 10th level, an outlaw gains improved evasion. This works like evasion, except that while the outlaw still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless outlaw does not gain the benefit of improved evasion.

Legendary Outlaw: At 20th level, an outlaw's fame has become so great as to inspire awe and fear across the land. Any hostile creature with an intelligence higher than becomes shaken in the outlaw's presence. In addition, once per day, the outlaw can chose to automatically succeed in a Diplomacy or Intimidate skill check as if he had rolled a natural 20.



Savage Swords

Pit Fighter

Whether she is a slave gladiator who cuts down mobs for the entertainment of the masses or a king's champion who ends a war through single combat, the pit fighter is the undisputed master of melee weapons and close fighting. Pit fighters are forged through years of expert training and countless fights to the death. These brutal killers are often set against vicious beasts, gangs of captives, and other pit fighters. They are not soldiers who must be ordered into battle; they are animals who are unleashed against whatever poor soul is foolish enough to stand against them.

Role: A pit fighter is a front line combatant who tackles the most dangerous opponents one on one, creating space for the other party members to use their talents. Pit fighters are quick, tough, and lethal at close range.

Alignment: Any

Hit Die: d12

Class Skills

The pit fighter's class skills are Acrobatics (Dex), Climb (Str), Intimidate (Cha), Perform (Cha), Ride (Dex), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier



Savage Swords

Level	Base Attack	Fortitude	Dexterity	Will	Dodge	Special
1	+1	+2	+0	+0	+0	Combat style feat, fast movement
2	+2	+3	+0	+0	+1	Bravery +1, uncanny dodge
3	+3	+3	+1	+1	+1	Combat maneuver expert
4	+4	+4	+1	+1	+2	Damage reduction 1/-
5	+5	+4	+1	+1	+2	Combat style feat, improved uncanny dodge, trained killer +2
6	+6 / +1	+5	+2	+2	+3	Bravery +2, combat maneuver expert
7	+7 / +2	+5	+2	+2	+3	Damage reduction 2/-
8	+8 / +3	+6	+2	+2	+4	Trained killer +4
9	+9 / +4	+6	+3	+3	+4	Combat maneuver expert, combat style feat
10	+10 / +5	+7	+3	+3	+5	Bravery +3, damage reduction 3/-
11	+11 / +6 / +1	+7	+3	+3	+5	Trained killer +6
12	+12 / +7 / +2	+8	+4	+4	+6	Combat maneuver expert
13	+13 / +8 / +3	+8	+4	+4	+6	Combat style feat, damage reduction 4/-
14	+14 / +9 / +4	+9	+4	+4	+7	Bravery +4, trained killer +8
15	+15 / +10 / +5	+9	+5	+5	+7	Combat maneuver expert
16	+16 / +11 / +6 / +1	+10	+5	+5	+8	Damage reduction 5/-
17	+17 / +12 / +7 / +2	+10	+5	+5	+8	Combat style feat, trained killer +10
18	+18 / +13 / +8 / +3	+11	+6	+6	+9	Bravery +5, combat maneuver expert
19	+19 / +14 / +9 / +4	+11	+6	+6	+9	Damage reduction 6/-
20	+20 / +15 / +10 / +5	+12	+6	+6	+10	Combat maneuver master, trained killer +12

Class Features

All of the following are class features of the pit fighter.

Weapon and Armor Proficiency: A pit fighter is proficient with all simple and martial melee weapons as well as light and medium armor and all shields (except tower shields).

Combat Style Feat: At 1st level, a pit fighter must select a combat style to pursue: agility fighter, chain expert, exotic weapons master, great weapon cleaver, reach fighter, shielded warrior, or two-weapon whirlwind. The pit fighter's expertise manifests in the form of bonus feats at 1st, 5th, 9th, 13th, and 17th levels. She can choose feats from her selected combat style, even if she does not have the normal prerequisites.

Agility Fighter: The pit fighter uses speed and precision to vanquish foes. This combat style requires the use of light weapons and possibly a shield, but no armor other than light armor. An agility fighter may choose feats from the following list: Agile Maneuvers, Combat Expertise, Combat Reflexes, Nimble Moves, Step Up, and Weapon Finesse. At 5th level, she adds Acrobatic Steps, Improved Disarm, Improved Feint, Improved Trip, and Lunge to the list. At 13th level, she adds Greater Disarm, Greater Feint, and Greater Trip.

Chain Expert: The pit fighter excels in the use of swinging weapons such as flails and whips. This combat style requires the use of a dire flail, flail, heavy flail, morningstar, spiked chain, or whip. A chain expert may choose feats from the following list: Combat Reflexes, Exotic Weapon Proficiency (dire flail, spiked chain, or whip), Dodge, Mobility, and Weapon Focus. At 5th level, she adds Dazzling Display, Improved Disarm, Improved Trip, Stand Still, and Whirlwind Attack to the list. At 13th level, she adds Greater Disarm, Greater Trip, and Shatter Defenses.

Savage Swords

Exotic Weapons Master: The pit fighter is well studied in unusual or rare weapons that most foes are unprepared for. This combat style requires the use of any exotic melee weapon. An exotic weapons master may choose feats from the following list: Catch-Off Guard, Exotic Weapon Proficiency, Intimidating Prowess, Throw Anything, Two-weapon Fighting, and Weapon Focus. At 5th level, she adds Improved Critical, Improved Two-Weapon Fighting, Two-Weapon Defense, and Vital Strike to the list. At 13th level, she adds Improved Vital Strike, and Improvised Weapon Mastery.

Great Weapon Cleaver: The pit fighter is dedicated to large, heavy weapons that must be wielded with two hands. This combat style requires the use of any two-handed melee weapon. A great weapon cleaver may choose feats from the following list: Cleave, Improved Sunder, Power Attack, and Weapon Focus. At 5th level, she adds Great Cleave and Greater Sunder to the list. At 13th level, she adds Critical Focus and Deadly Stroke.

Reach Fighter: The pit fighter dances in and out of battle using a weapon that can strike foes from a distance. This combat style requires the use of any reach weapon. A reach fighter may choose feats from the following list: Catch-Off Guard, Combat Expertise, Combat Reflexes, Dodge, Mobility, Nimble Moves, Step Up, and Weapon Focus. At 5th level, she adds Acrobatic Steps, Improved Disarm, Improved Trip, Lunge, and Spring Attack to the list. At 13th level, she adds Greater Disarm and Greater Trip.

Shielded Warrior: The pit fighter has been trained to wield a weapon in one hand and a sturdy shield in the other. This combat style requires the use of a one-handed melee weapon, a heavy wooden or heavy steel shield, and medium armor. A shielded warrior may choose feats from the following list: Improved Bull Rush, Improved Overrun, Improved Shield Bash, Shield Focus, and Two-Weapon Fighting. At 5th level, she adds Greater Bull Rush, Greater Overrun, Shield Slam, and Two-Weapon Defense to the list. At 13th level, she adds Shield Master.

Two-Weapon Whirlwind: The pit fighter has learned the art of fighting with a weapon in each hand. This combat style requires the use of any light melee weapon and any one-handed melee weapon. A two-weapon whirlwind may choose feats from the following list: Double Slice, Improved Shield Bash, Improved Unarmed Strike, Quick Draw, and Two-Weapon Fighting. At 5th level, she adds Deflect Arrows, Improved Grapple, Improved Two-Weapon Fighting, and Two-Weapon Defense to the list. At 13th level, she adds Greater Two-Weapon Fighting, Snatch Arrows, and Two-Weapon Rend to the list.

The benefits of the pit fighter's chosen style feats apply only when she is equipped with the proper arms and armor. Once a pit fighter selects a combat style, it cannot be changed.

Fast Movement (Ex): A pit fighter's land speed is faster than the norm by +10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the pit fighter's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the pit fighter's land speed.

Bravery (Ex): Starting at 2nd level, a pit fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

Uncanny Dodge (Ex): At 2nd level, a pit fighter gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A pit fighter with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

If a pit fighter already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Savage Swords

Combat Maneuver Expert (Ex): At 3rd level, a pit fighter selects a combat maneuver, such as trip or bull rush. She gains a +2 bonus to CMB on all checks made to perform this maneuver. She also gains a +2 bonus to CMD to resist this maneuver. She may select an additional combat maneuver every three levels after 3rd.

Damage Reduction: At 4th level, a pit fighter gains damage reduction. Subtract 1 from the damage the pit fighter takes each time she is dealt damage from a weapon or a natural attack. At 7th level, and every three pit fighter levels thereafter (10th, 13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Improved Uncanny Dodge (Ex): At 5th level and higher, a pit fighter can no longer be flanked. This defense denies a character with sneak attack the ability to sneak attack the pit fighter by flanking her, unless the attacker has at least four more levels in a class that grants sneak attack than the target has pit fighter levels.

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

Trained Killer (Ex): Starting at 5th level, a pit fighter gains a +2 bonus on damage rolls whenever she is using her combat style. The pit fighter must have appropriate equipment in order for this bonus to have any effect.

Every three levels thereafter (8th, 11th, 14th, 17th, and 20th), a pit fighter's damage bonus increases by an additional +2.

Combat Maneuver Master (Ex): At 20th level, a pit fighter gains a +4 bonus to her CMB and a +4 bonus to CMD. These bonuses stack with those granted by combat maneuver expert. In addition, any time that the pit fighter makes a successful combat maneuver check, the target takes 1d6 points of damage on top of the normal effects of the combat maneuver.



Savage Swords

Sell Sword

Live by the sword, die by the sword. These hardy souls spend their lives fighting other people's battles for them. Whether they are caravan guards, hired thugs, or auxiliary troops, sell swords fight for gold and glory rather than cause and country. Highly skilled in the use of weapons and experienced in the ways of bloodshed, these men and women make valuable additions to any fighting force. While most mercenaries have a well-deserved reputation for taking their pay and deserting at the first hint of battle, adventuring sell swords are steadfast and loyal to those who have earned their trust.

Role: A sell sword tackles every problem with brute force and bravado. They attack enemies' head on, leaving subtly and strategy to their comrades.

Alignment: Any

Hit Die: d10

Class Skills

The sell sword's class skills are Appraise (Int), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Int), Intimidate (Cha), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier



Savage Swords

Level	Base Attack	Fortitude	Dexterity	Will	Dodge	Special
1	+0	+2	+2	+0	+0	Bonus feat
2	+1	+3	+3	+0	+1	Exotic weapon proficiency
3	+2	+3	+3	+1	+1	Bonus feat
4	+3	+4	+4	+1	+2	Master at arms +1
5	+3	+4	+4	+1	+3	Bonus feat
6	+4	+5	+5	+2	+3	Damage threshold +2, exotic weapon proficiency
7	+5	+5	+5	+2	+4	Bonus feat
8	+6 / +1	+6	+6	+2	+4	Master at arms +2
9	+6 / +1	+6	+6	+3	+5	Bonus feat
10	+7 / +2	+7	+7	+3	+5	Exotic weapon proficiency
11	+8 / +3	+7	+7	+3	+6	Bonus feat
12	+9 / +4	+8	+8	+4	+6	Damage threshold +4, master at arms +3
13	+9 / +4	+8	+8	+4	+7	Bonus feat
14	+10 / +5	+9	+9	+4	+7	Exotic weapon proficiency
15	+11 / +6 / +1	+9	+9	+5	+8	Bonus feat
16	+12 / +7 / +2	+10	+10	+5	+8	Master at arms +4
17	+12 / +7 / +2	+10	+10	+5	+9	Bonus feat
18	+13 / +8 / +3	+11	+11	+6	+9	Damage threshold +6
19	+14 / +9 / +4	+11	+11	+6	+10	Bonus feat
20	+15 / +10 / +5	+12	+12	+6	+10	Master at arms +6, weapons expert

Class Features

All of the following are class features of the sell sword.

Weapon and Armor Proficiency: A sell sword is proficient with all simple and martial weapons, light armor, medium armor, and shields (including tower shields).

Bonus Feat: At 1st level, and at every odd level thereafter, a sell sword gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats.

Exotic Weapon Proficiency: At 2nd level, a sell sword gains proficiency with a single exotic weapon of choice. The sell sword becomes proficient in an additional exotic weapon at levels 6, 10, and 14.

Master at Arms (Ex): At 4th level, a sell sword gains a +1 bonus on all attack and damage rolls made using weapons with which he is proficient. This bonus increases by +1 at levels 8, 12, 16, and 20.



Damage Threshold Bonus (Ex): At 6th level, a sell sword's damage threshold increases by 2. It increases by another +2 at levels 12 and 18.

Weapons Expert (Ex): At 20th level, whenever the sell sword is wielding a weapon with which he is proficient, the weapon's critical threat range is doubled and its damage multiplier is increased by 1.



Savage Swords

Thaumaturge

Magic was once all but lost to the world, but there are a few people who have rediscovered its secrets. The thaumaturge has learned to harness arcane forces after coming into possession of an enchanted artifact, reading a forbidden scroll, or making contact with a strange eldritch creature from beyond our world. Channeling magic power through himself, the thaumaturge can cast a variety of spells and shapeshift into powerful bestial forms. Magic always has its price, however, and the thaumaturge's power takes its toll on both the body and the mind.

Role: A thaumaturge's spells are not particularly destructive, but she is still dangerous in combat. While she has the ability to surround herself with a host of summoned creatures, she is most lethal when she transforms herself into a terrifying monster.

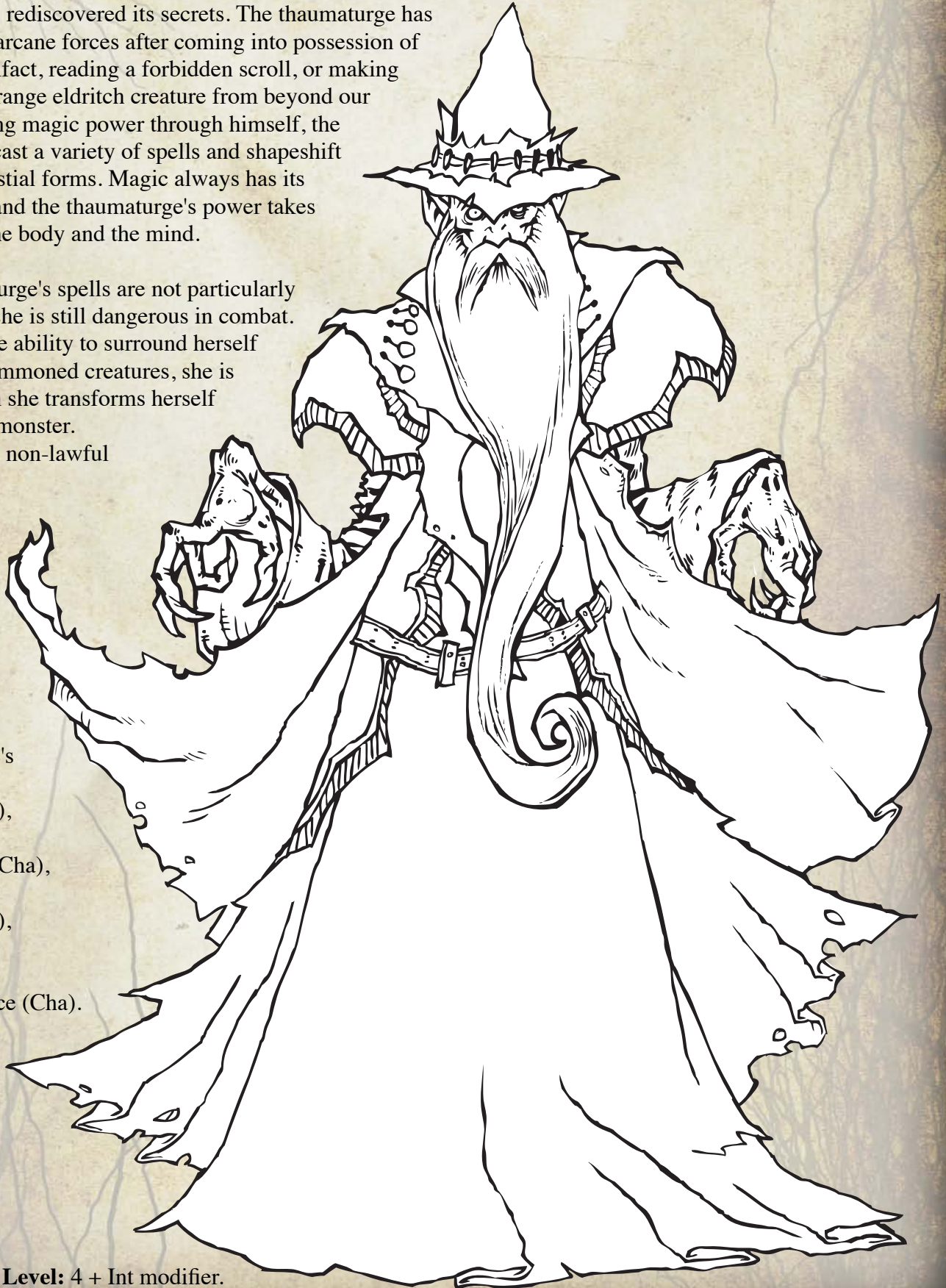
Alignment: Any non-lawful

Hit Die: d8

Class Skills

The thaumaturge's class skills are Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (any), Languages (Int), Spellcraft (Int), Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.



Level	Base Attack	Fortitude	Dexterity	Will	Dodge	Special
1	+0	+0	+2	+2	+0	Cantrips, mystic source, deformity
2	+1	+0	+3	+3	+0	Arcane resistance
3	+2	+1	+3	+3	+0	Bonus feat
4	+3	+1	+4	+4	+1	Monstrous form 1/day
5	+3	+1	+4	+4	+1	Deformity
6	+4	+2	+5	+5	+1	Monstrous form 2/day
7	+5	+2	+5	+5	+1	Bonus feat
8	+6 / +1	+2	+6	+6	+2	Monstrous form 3/day
9	+6 / +1	+3	+6	+6	+2	Deformity
10	+7 / +2	+3	+7	+7	+2	Monstrous form 4/day
11	+8 / +3	+3	+7	+7	+2	Bonus feat
12	+9 / +4	+4	+8	+8	+3	Monstrous form 5/day
13	+9 / +4	+4	+8	+8	+3	Deformity
14	+10 / +5	+4	+9	+9	+3	Monstrous form 6/day
15	+11 / +6 / +1	+5	+9	+9	+3	Bonus feat
16	+12 / +7 / +2	+5	+10	+10	+4	Monstrous form 7/day
17	+12 / +7 / +2	+5	+10	+10	+4	Deformity
18	+13 / +8 / +3	+6	+11	+11	+4	Monstrous form 8/day
19	+14 / +9 / +4	+6	+11	+11	+4	Bonus feat
20	+15 / +10 / +5	+6	+12	+12	+5	Monstrous form at will

Class Features

All of the following are class features of the thaumaturge.

Weapon and Armor Proficiency: Thaumaturges are proficient with the following weapons: club, dagger, and quarterstaff. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with monstrous form (see below). Thaumaturges are proficient with light armor.

Spells: A thaumaturge casts arcane spells, which are drawn from the spell list below. A thaumaturge must choose and prepare her spells in advance.

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

Like other spellcasters, a thaumaturge can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Thaumaturge Spells Per Day. In addition, she receives bonus spells per day if she has a high Intelligence score (see the Pathfinder Core Rulebook for more details).

A thaumaturge must spend 1 hour each day in communion with an otherworldly being, mystic artifact, or forbidden scroll to regain her daily allotment of spells. A thaumaturge may prepare and cast any spell on the thaumaturge spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily communion.

Spontaneous Casting: A thaumaturge can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any summon monster spell of the same level or lower.

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

Savage Swords

Mystic Source: At 1st level, a thaumaturge forms a link with a source of arcane power. The arcane power source can take one of three forms. The first is an artifact imbued with mystical energy, such as an enchanted ring, amulet, or staff. If a thaumaturge attempts to cast a spell without her artifact worn or in hand, she must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. If the object is a ring or amulet, it occupies the ring or neck slot accordingly. This object grants the thaumaturge a +1 luck bonus to all saving throws. This bonus increases by +1 at 5th, 10th, 15th, and 20th levels. The thaumaturge also gains the ability to cast either mage armor or shield as a spell-like ability. This ability can be used a number of times a day equal to 3 + the thaumaturge's Intelligence modifier.

This object is magically linked to the thaumaturge and is difficult to steal by ordinary means. The thaumaturge can cast both locate object and mage hand in on the artifact at-will as spell-like abilities with a caster level equal to the thaumaturge's class level.

The second option is a forbidden scroll that the thaumaturge studies in order to delve deeper into the mysteries of arcane knowledge. By studying this scroll, the thaumaturge gains access to one of the following cleric domains: chaos, death, destruction, evil, madness, or magic. The thaumaturge can select an alignment domain (Chaos or Evil) only if her alignment matches that domain. Use the character's thaumaturge level in place of cleric level to determine level-dependent bonuses. Bonus spells granted by this domain use the thaumaturge's Wisdom modifier to determine save DCs. The thaumaturge cannot prepare cleric spells without the forbidden scroll.



This scroll is magically linked to the thaumaturge and is difficult to steal by ordinary means. The thaumaturge can cast both locate object and mage hand in on the scroll at-will as spell-like abilities with a caster level equal to the thaumaturge's class level.

The third option is a bond with a being from beyond the natural world. This ancient and inscrutable being teaches the thaumaturge the ways of magic, granting her the ability to channel this being's presence through her. Whenever the thaumaturge uses her monstrous form ability, she gains a bonus to attack and damage rolls equal to 1/2 her thaumaturge level. She also gains a natural armor bonus to AC equal to 1/2 her thaumaturge level.

Deformity (Su): Meddling with powers beyond the control of mortals, the thaumaturge sacrifices both her sanity and her physical form. At 1st level, and every three levels thereafter, the thaumaturge gains a deformity from the following list. Roll a die and consult the chart to determine which deformity she has gained.

Savage Swords

1. Unusual Eyes: The thaumaturge's eyes turn an unnatural color, glow with arcane force, or take on an odd shape. -3 to Disguise. +3 to either Diplomacy or Intimidate.

2. Swollen Limbs: The thaumaturge's arms and legs bulge with twisted muscles. -1 Dexterity. +1 Strength.

3. Lithe: The thaumaturge's body grows unusually thin and supple. -1 Constitution. +3 to Escape Artist checks.

4. Sensitive: The thaumaturge's senses become hyperactive, making it difficult to sleep. Her health suffers as a result. -2 to Fortitude saves. +3 to Perception.

5. Animalistic: The thaumaturge grows enlarged canines or claw-like fingernails. -3 to Diplomacy. Unarmed attack damage increases by one die step.

6. Stunted: The thaumaturge shrinks in stature, becoming a Small-sized creature with all associated penalties and benefits.

7. Gigantic: The thaumaturge grows to enormous size, becoming a Large-sized creature with all associated penalties and benefits.

8. Thick Skin: The thaumaturge's skin becomes rough and leathery or else begins growing scales or armored plates. -2 to Reflex saves. +2 natural armor bonus.

9. Scent: The thaumaturge gains a highly developed sense of smell. -5 to Fortitude checks to avoid being nauseated. Gains the track by scent ability.

10. Repulsive Odor: The thaumaturge secretes a foul-smelling substance that other creatures find repugnant. She takes a -2 penalty on all Diplomacy and Handle Animal checks made against creatures within 30 feet. Creatures that engage the thaumaturge in melee must make a Fortitude save (DC 16) or become sickened for 1d6 rounds.

11. Paranoid: The thaumaturge becomes convinced that others are plotting against her. -3 to Sense Motive. +2 to Reflex saves.

12. Phobic: The thaumaturge develops an irrational fear of water, heights, spiders, or another common facet of life. She becomes shaken in the presence of her fear trigger and must make a Will save (DC 15) each round to avoid becoming frightened. Once frightened, she must begin making Will saves (DC 20) to avoid becoming panicked. +5 to base movement.

13. Delusional: The thaumaturge spends much of her time in a dream world. While her creative impulses are enhanced, she also believes things that are obviously not true. Whenever she fails a Will save, she becomes confused for 1d6 rounds. +3 to any Perform skill.

14. Obsessive: The thaumaturge becomes irrationally drawn to studying and learning, shunning physical activity. -1 Constitution. +1 to all Knowledge skills or +3 to a single Craft or Profession skill.

15. Homicidal: The thaumaturge is haunted by the urge to murder and maim, and her friends and companions are not exempt from these thoughts. Minor insults and disagreements become possible catalysts for violence. She must make a Will save (DC 8) in order to show restraint of any kind, including showing mercy to defeated enemies or walking away from an argument without resorting to bloodshed. Select any combat feat that the thaumaturge meets the prerequisites for.

16. Compulsive: The thaumaturge is driven toward ritualistic behaviors such as constant grooming, avoiding the number three, checking to make sure that she bonded object is still there, et cetera. Continual distraction causes the thaumaturge to take a -1 penalty to Initiative and a -2 penalty to Perception. +1 Intelligence.

17. Hedonistic: The thaumaturge becomes enamored with worldly pleasures and seeks them out whenever possible. Constant intoxication, the after effects of intoxication, or the desire for pleasure are a constant distraction. -2 to Initiative and Reflex saves. +1 Charisma.

18. Pathological Liar: The thaumaturge ceases to understand the difference between truth and lies, creating reality rather than living in it. She doesn't just lie when it is helpful; she lies about insignificant things even when the truth is obvious. -3 Diplomacy. +3 Bluff.

19. Anxious: The thaumaturge is easily rattled and often desires to hide herself away in some secluded place. -2 to all Will saves. +3 Stealth.

20. Primitive: The thaumaturge becomes repulsed by civilization and desires the solitude of the wilds. -1 Charisma. +3 Survival.

Savage Swords

Arcane Resistance (Su): At 2nd level, a thaumaturge gains a spell resistance equal to 5 + her thaumaturge level.

Bonus Feat: At levels 3, 7, 11, 15, and 19, the thaumaturge gains a bonus feat selected from the following list: Arcane Armor Training, Arcane Armor Mastery, Arcane Strike, Augment Summoning, Combat Casting, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Heighten Spell, Improved Counterspell, Iron Will, Magical Aptitude, Maximize Spell, Quicken Spell, Silent Spell, Spell Focus, Greater Spell Focus, Spell Penetration, Greater Spell Penetration, Still Spell or Widen Spell.

Monstrous Form (Su): At 4th level, a thaumaturge gains the ability to turn herself into a fearsome creature. This ability functions like the beast shape I spell, except the effect lasts for 1 hour per thaumaturge level, or until she changes back. Changing form (to creature or back) is a standard action and doesn't provoke an attack of opportunity.

A thaumaturge can use this ability an additional time per day at 6th level and every two levels thereafter, for a total of eight times at 18th level. At 20th level, a thaumaturge can use monstrous form at will. As a thaumaturge gains levels, this ability allows the thaumaturge to take on even deadlier forms including, elementals, plants, giants, and even dragons. Each form expends one daily use of this ability, regardless of the form taken.

At 6th level, a thaumaturge's monstrous form functions as beast shape II or elemental body I.

At 8th level, a thaumaturge's monstrous form functions as beast shape III, elemental body II, or plant shape I.

At 10th level, a thaumaturge's monstrous form functions as elemental body III, form of the dragon I, plant shape II, or transformation.

At 12th level, a thaumaturge's monstrous form functions as elemental body IV, form of the dragon II, giant form I, or plant shape III.

At 15th level, a thaumaturge's monstrous form functions as form of the dragon III, giant form II, or iron body.



Blood Priest Spells Known

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



Thaumaturge Spell List

0-level - arcane mark, daze, detect magic, detect poison, ghost sound, light, mage hand, message, read magic, resistance.

1st level - alarm, animate rope, cause fear, charm person, disguise self, endure elements, enlarge person, hypnotism, identify, magic weapon, obscuring mist, silent image, sleep, summon monster I, ventriloquism.

2nd level - arcane lock, blindness / deafness, darkness, darkvision, daze monster, detect thoughts, hypnotic pattern, invisibility, locate object, minor image, mirror image, protection from arrows, resist energy, scare, see invisibility, summon monster II, summon swarm, web, whispering wind.

3rd level - beast shape I, blink, clairaudience / clairvoyance, daylight, deep slumber, displacement, hold person, illusory script, invisibility sphere, keen edge, magic weapon (greater), major image, protection from energy, suggestion, summon monster III, water breathing, windwall.

4th level - arcane eye, beast shape II, black tentacles, charm monster, confusion, elementary body I, enlarge person (mass), fire shield, geas (lesser), globe of invulnerability, hallucinatory terrain, ice storm, illusory wall, invisibility (greater), locate creature, phantasmal killer, remove curse, scrying, solid fog, stonewall, summon monster IV.

5th level - animal growth, beast shape III, break enchantment, cloudkill, contact other plane, dominate person, dream, elemental body II, hold monster, mage's faithful hound, mind fog, mirage arcana, nightmare, persistent image, planar binding (lesser), plant shape I, sending, summon monster V, telekinesis, telepathic bond.

6th level - beast shape IV, elemental body III, forceful hand, form of the dragon I, geas/quest, globe of invulnerability, mislead, permanent image, planar binding, plant shape II, programmed image, suggestion (mass), summon monster VI, transformation, true seeing, veil.

7th level - banishment, control weather, elemental body IV, forcecage, form of the dragon II, giant form I, grasping hand, hold person (mass), insanity, invisibility mass, mage's sword, plant shape III, power word blind, project image, scrying (greater), spell turning, summon monster VII.

8th level - binding, charm monster (mass), clenched fist, demand, discern location, form of the dragon III, giant form II, iron body, moment of prescience, planar binding (greater), power word stun, protection from spells, scintillating pattern, summon monster VIII, trap the soul.

9th level - crushing hand, dominate monster, foresight, hold monster (mass), power word kill, shapechange, summon monster IX, weird.

Savage Swords

Wayfarer

Wandering the world without a place to call home, the wayfarer is equally adept at surviving on mean city streets, lonely desert highways, and hidden jungle trails. Life on the road is one harrowing adventure after another, and these experiences shape the wayfarer into a tough and capable fortune-hunter who is ready to travel any path life puts in front of him. Some wayfarers travel for the chance to see new lands and learn about the world. Others are gamblers or con artists who roam around looking for the next score. Still others have no choice. These drifters are usually vagabonds, outcasts, escaped slaves, or criminals on the run from the law.

Role: A wayfarer supports his party through the clever use of skills. While reluctant to engage a foe head on, he is surprisingly tough and capable in battle.

Alignment: Any non-lawful

Hit Die: d8

Class Skills

The wayfarer's class skills are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Heal (Int), Intimidate (Cha), Knowledge (all) (Int), Languages (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 8 + Int modifier



Level	Base Attack	Fortitude	Dexterity	Will	Dodge	Special
1	+0	+3	+2	+2	+0	Bonus feat, ear to the ground, wayfarer knowledge
2	+1	+3	+3	+3	+1	Bonus feat
3	+2	+4	+3	+3	+2	Uncanny dodge
4	+3	+4	+4	+4	+3	Lucky bastard 1/day, survival talent
5	+3	+5	+4	+4	+3	Jack of all trades
6	+4	+5	+5	+5	+4	Bonus feat
7	+5	+6	+5	+5	+5	Lucky bastard 2/day
8	+6 / +1	+6	+6	+6	+6	Survival talent
9	+6 / +1	+7	+6	+6	+6	Ability bonus
10	+7 / +2	+7	+7	+7	+7	Bonus feat, Lucky bastard 3/day
11	+8 / +3	+8	+7	+7	+8	Ability bonus
12	+9 / +4	+8	+8	+8	+9	Survival talent
13	+9 / +4	+9	+8	+8	+9	Ability bonus, lucky bastard 4/day
14	+10 / +5	+9	+9	+9	+10	Bonus feat
15	+11 / +6 / +1	+10	+9	+9	+11	Ability bonus
16	+12 / +7 / +2	+10	+10	+10	+12	Lucky bastard 5/day, survival talent
17	+12 / +7 / +2	+11	+10	+10	+12	Ability bonus
18	+13 / +8 / +3	+11	+11	+11	+13	Bonus feat
19	+14 / +9 / +4	+12	+11	+11	+14	Ability bonus, lucky bastard 6/day
20	+15 / +10 / +5	+12	+12	+12	+15	Ultimate survivor

Class Features

All of the following are class features of the wayfarer.

Weapon and Armor Proficiency: Wayfarers are proficient with all simple weapons, plus a single martial weapon of choice. Wayfarers are proficient with light armor and bucklers.

Ear to the Ground: A wayfarer gains a bonus equal to his class level on Diplomacy checks to gather information (minimum +1).

Wayfarer Knowledge (Ex): A wayfarer adds half his class level (minimum 1) on all Knowledge skill checks and may make all Knowledge skill checks untrained.

Bonus Feat: At levels 1, 2, 6, 10, 14, and 18, the wayfarer gains a bonus feat selected from the following list: Alertness, Animal Affinity, Athletic, Deceitful, Defensive Combat Training, Diehard, Endurance, Fleet, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Persuasive, Run, Self-Sufficient, Skill Focus, Stealthy.

Uncanny Dodge (Ex): At 3rd level, a wayfarer can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dex bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A wayfarer with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a wayfarer already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see *The Pathfinder Core Rulebook*) instead.

Lucky Bastard (Ex): At 4th level, once per day a wayfarer can choose to roll two dice instead of one for any skill check, keeping the best result. He can use this ability one additional time per day for every three levels she possesses beyond 4th, to a maximum of six times per day at 19th level.

Survival Talents: As a wayfarer gains experience, he learns a number of talents that help him survive in any situation. Starting at 4th level, a wayfarer gains one survival talent. He gains an additional survival talent at levels 8, 12, and 16.

Damage Threshold: The wayfarer's damage threshold increases by an amount equal to 1/4 his class level.

Savage Swords

Defensive Roll (Ex): With this talent, the wayfarer can roll with a potentially lethal blow to take less damage from it than he otherwise would. Once per day, when he would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the wayfarer can attempt to roll with the damage. To use this ability, the wayfarer must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, he takes only half damage from the blow; if it fails, he takes full damage. He must be aware of the attack and able to react to it in order to execute his defensive roll—if he is denied his Dexterity bonus to AC, he can't use this ability. A wayfarer must be at least 8th level to select this talent.

Feat: A wayfarer may gain any feat that he qualifies for in place of a survival talent.

Hardy (Ex): A wayfarer is prepared to endure extreme hardships and environmental conditions. He can go twice the normal number of days without water and triple the normal number of days without food before feeling the effects of either thirst or starvation.

Hold Breath (Ex): A wayfarer with this talent increases the number of rounds he can hold her breath by 2. He can take this talent multiple times; its effects stack.

Iron Guts (Ex): A wayfarer with this talent has a cast-iron stomach or has trained himself to withstand poisons, especially ingested ones. He gains a +1 bonus on all saves against ingested poisons as well as a +4 bonus on saves against all spells and effects that cause the wayfarer to be nauseated or sickened.

Resiliency (Ex): Once per day, a wayfarer with this ability can gain a number of temporary hit points equal to the wayfarer's level. Activating this ability is an immediate action that can only be performed when he is brought to below 0 hit points. This ability can be used to prevent him from dying. These temporary hit points last for 1 minute. If the wayfarer's hit points drop below 0 due to the loss of these temporary hit points, he falls unconscious and is dying as normal.

Stand Up (Ex): A wayfarer with this ability can stand up from a prone position as a swift action without provoking attacks of opportunity, or as a free action that provokes attacks of opportunity.

Strong Minded (Ex): The wayfarer gains a bonus equal to 1/2 his class level on saving throws against fear or mind-affecting effects.

Terrain Mastery (Ex): A wayfarer with this talent gains a favored terrain, as the ranger class feature of the same name (see the Pathfinder Core Rulebook), but the bonus does not increase with his level. A wayfarer can select this talent multiple times, each time applying it to a new terrain.

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

Ability Bonus: At levels 9, 11, 13, 15, 17 and 19, the wayfarer gains a +1 bonus to any one ability score of choice.

Ultimate Survivor (Ex): At 20th level, any time a failed roll would result in the wayfarer's death (such as a failed Climb skill check or saving throw to avoid damage), the wayfarer may re-roll the failed check or save using two dice and take the highest result.



Savage Swords

Skills

This section details optional rules for using skills in the Savage Sword setting. A new skill, Languages, is introduced as well as variant rules for the Survival skill.

Language (Int, Trained Only)

This skill partially replaces the Linguistics skill from The Pathfinder Core Rulebook. Linguistics is still used to create and detect forgeries as well as decipher completely unknown texts (if the character is literate), but learning to speak and read in a new tongue is covered by Language.

The Language skill encompasses a number of different disciplines, each one associated with the ability to speak or read a separate language.

Check: You can communicate with someone whose native tongue is different than your own. The DC is based upon the complexity of the message in question. If the check succeeds, then you can understand and be understood by the person with whom you are speaking. A failed check means that a character cannot understand what is being said or figure out how to convey his meaning. If a character fails a language check by 5 or more, the character misunderstands what is being said or conveys a completely different message than what was intended. A character with 15 ranks in a Language sub skill is considered fluent in that language and no longer has to make skill checks to communicate in that tongue.

Note that this has no effect on languages that a character gains from an origin or having a high Intelligence score, only those that are learned through taking ranks in the Language skill. Learning to read and write in a language is a separate skill from learning to speak that language.

Language Skill DCs

Message DC

Greetings, ordering food or drinks 5

Asking where the nearest tavern is, haggling over price 10

Asking about a person's age, homeland, profession, et cetera 15

Negotiating a complex deal 20

Asking questions about history, geography, et cetera 25

Detailed discussions of philosophy, military tactics, or politics 30

Common Languages

Beyoan: The language shared by many nomad clans from the Great Sea to Eulric Lake. It is not spoken by many outsiders. It has a written alphabet, but few know it.

Iric: Spoken in the lands between the Great and Middle seas. It is the official language of Ehr, Phenir, and the many lesser cities of the region, and it is well known by the desert tribes and nomads that border these lands. Its written form is a type of cuneiform taught only to priests and nobles.

Galean: The language spoken by many of the tribes in the far east around the freshwater sea. It has no written form.

Jaka: The ancient tongue of Ibramet and its satellite cities. It is learned by many who live on the coasts of the Great Sea. Its written form is based on runes that can only be taught to clerks in service to the god-kings.

Kovrish: The language of the Nine Tribes. While each tribe has its own dialect, they are close enough for mutual understanding. It has no written form.

Mohun: The language of the Scarlet Horde. It is learned by the easterners who pay tribute to the horde as well as the captives they take as slaves. It has no written form.

Pakan: Spoken in the distant east, this language is the official tongue of An Urdo and other related cultures in the region. It is learned by many who live on the shores of the Alessan Sea. Its written form is based on pictograms.

Savage Swords

Rulean: The nearly forgotten language of the last age, spoken only by the lost. Its written form is found only on crumbling stone tablets.

Sign: A unique language utilized by wild people and nomads for the purpose of trade. Its origins are ancient and mysterious. Sign uses hand gestures in place of words. It is learned by people in many places far from civilization and even by some city-dwellers. While Sign has no formal writing system, nomads will often mark trails with symbols that resemble certain gestures.

Timbakan: The language of the great city-state of Timbaka, also spoken in the many small cities that have been conquered by it. It is known by most of the jungle tribes of the far south. Its written form is a phonetic alphabet based on simple characters.

Action: Varies. Usually one round for simple conversations or reading signs, but complex discussions or reading full scrolls could take an hour or more.

Try Again: Yes.

Survival (Wis)

Living off the land is difficult at best.

Check: You can find good food and clean drinking water.

Foraging: Nature can provide you with one day's worth of food and drink for each successful check. Some environments are easier to forage in than others, as shown on the table below. You can provide food and water for one other person for every 2 points by which your check result exceeds the DC. If your check succeeds by 10 or more, you are able to gather an additional day's worth of food per person. If a foraging check fails by 5 or more, you may have consumed poisonous plants or tainted water (GM discretion).

Environment	Survival DC
Tropical Rain Forest	5
Temperate Forest	10
Mountains	15
Grasslands	20
Tundra	20
Desert	25



Circumstance Modifier

Foraging while moving half overland speed +5

Foraging while moving normal overland speed +10

Looking for water only -5

Action: Foraging for food and water is an all day activity that leaves time for little else except preparing camp.

Try Again: You may make a new check once every 24 hours.

Savage Swords

Feats

The following feats are new to the Savage Sword setting.

Blood Omen

You were born under a sign of death and pain. Your connection to blood magic is stronger than most.

Prerequisite: Blood Priest level 1

Benefit: Your maximum number of sacrifice points increases by +2 per your blood priest level.

Bloodied Warrior

You keep fighting even after sustaining grievous wounds.

Prerequisite: Con 15

Benefit: Once per day, you may ignore the effects of a single wound for a number of rounds equal to your Constitution modifier.

Improved Damage Threshold

You are tough to bring down.

Benefit: Your damage threshold increases by +1.

Life Drainer

You absorb life energy from the very world around you.

Prerequisite: Blood Priest level 5

Benefit: Each day when you awake from a rest, you gain a number of sacrifice points equal to your Charisma modifier.

Marauder

Your years of robbing and pillaging have given you a knack for finding hidden stash spots.

Benefit: You may make a Perception check with a +2 bonus whenever you pass within 10' of a hidden door, false floor, or secret compartment.

Monster Within

You have a talent for shapeshifting.

Prerequisite: Wis 15, thamaturge level 4

Benefit: You may use your monstrous form class ability an additional time per day.

Monstrous Spell

You can cast spells even while in a form that cannot normally cast spells.

Prerequisites: Wis 13, thamaturge level 4.

Benefit: You can complete the verbal and somatic components of spells while using monstrous form. You substitute various noises and gestures for the normal verbal and somatic components of a spell.

You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while using monstrous form.



Savage Swords

Equipment Wealth in Savage Sword

The world of Savage Sword is one lacking in the easy comforts and prosperity of most fantasy lands. Here, ceramic jugs are valued items. Iron cook pots and woven cloth are considered treasures. Fast horses, finely made weapons, and goodly armor are valuable almost beyond measure. In this world, people fight wars over cattle and sack cities for copper and tin.

The inhabitants of this setting have not developed a system of currency and conduct all transactions through barter and debt. A barter economy can be very complex, and matters such as paying taxes require detailed record keeping. For adventuring characters, things are much simpler as they have straightforward needs and do not have households to maintain or warehouses to stock.

The most common medium of exchange is the "teq," an ancient word that means "to measure." A teq is the amount of grain it takes to fill a small basket or clay pot, roughly equal in value to 5 cp. Minor barter items, such as bits of obsidian, beads, and cowry shells are also frequently traded, but their value is much less compared to a teq of grain, equal to about 1 cp.

Common people barter with labor rather than goods. Noble landowners trade in grain, livestock, and wine while wealthy kings and merchants find it convenient to trade in valuable metals such as copper and iron. Of course adventurers, mercenaries, and other frequent travelers require payment in the most valuable goods available, such as gold, salt, and precious gems. Other commonly traded items and their value in both grain and minor barter are listed below.

Barter

Item Grain Minor Barter (obsidian, beads, or shells)

One jug of mead, wine, or ale 4 teq 20

One iron ingot 2 teq 10

One copper ingot 10 teq 50

One silver ingot 100 teq 500

One gold ingot 1,000 teq 5,000

One sheep 40 teq 200

One cow 200 teq 1,000

One ox 300 teq 1,500

One pelt 20 teq 100

One slave 250-1,500 teq 1,250-7,500

One steel knife 40 teq 200

One acre of land 1,000 teq 5,000

Each character begins the game with a set amount of valuable items that can be traded for weapons, armor, and other equipment. Table: Character Wealth lists how much each character class in Savage Sword receives measured in minor barter items as well as the equivalent in gold pieces.

Character Wealth

Class Starting Wealth Average

Beast Slayer 5d6 x 1000 17,500 (175 gp)

Blood Priest 2d6 x 1000 7,000 (70 gp)

Outlaw 4d6 x 1000 14,000 (140 gp)

Pit Fighter 3d6 x 1000 10,500 (105 gp)

Sell Sword 5d6 x 1000 17,500 (175 gp)

Thaumaturge 2d6 x 1000 7,000 (70 gp)

Wayfarer 2d6 x 1000 7,000 (70 gp)

Technology in Savage Sword

While the knowledge of smelting iron into steel alloys is known to some cultures in this setting, there are still many who rely on bronze, crude iron, or even stone and bone for their weapons, armor, and tools. These less advanced materials are used when the necessary knowledge or raw materials for making steel are not present. They are also used by those who cannot afford quality steel, as making it is a costly and difficult process. Common folk cannot afford metal items of any kind and make due with simple homemade goods derived from natural materials.

Savage Swords

Weapons

The following weapons are commonly found in the Savage Sword setting, alongside those listed in the Pathfinder Core Rulebook. Prices are listed in equivalent amounts of minor barter.

Weapon	Cost	Damage	Critical	Range	Weight	Type	Special	Hardness
Light Melee								
Dagger, Flint	50	1d4	x3	10 ft.	1 lb.	P or S	Fragile	5
Dagger, Iron or Bronze	100	1d4	19-20, x2	10 ft.	1 lb.	P or S	Fragile	10
Mace, Alabaster	125	1d6	x2	-	3 lbs.	B	Fragile	5
Tebana	100	1d3	x2	-	1 lb.	B	Fragile	5
One Handed Melee								
Shortspear, Flint	25	1d6	x2	20 ft.	2 lbs.	P	Fragile	5
Shortspear, Iron or Bronze	50	1d6	x2	20 ft.	3 lbs.	P	Fragile	5
Tebakabota	25	1d4	x4	-	2 lbs.	P	Fragile	5
Tembo	200	1d6	x2	-	3 lbs.	B and P	Fragile	5
Two Handed Melee								
Longspear, Iron or Bronze	250	1d8	x3	-	9 lbs.	P	Fragile, Brace	10
Tetara	250	1d8	x3	10 ft.	4 lbs.	P	Fragile, Reach Fragile	5 5
Ranged Weapons								
Tekoromatan	50	1d6	x2	30 ft.	1 lb.	P	Fragile	5
Martial Weapons								
Light Melee								
Macana	200	1d6	x2	-	2 lbs.	S	Fragile	5
Short Sword, Iron or Bronze	500	1d6	19-20, x2	-	2 lbs.	P	Fragile	10
One Handed Melee								
Battle Axe, Iron or Bronze	500	1d8	x3	-	6 lbs.	S	Fragile	5
Macuahuitl	500	1d8	x3	-	2 lbs.	S	Fragile	5
Tetoanea	500	1d8	19-20, x2	-	2 lbs.	S	Fragile	5
Two Handed Melee								
Tepoztopilli	800	1d10	x3	-	8 lbs.	P or S	Fragile, Reach	5
Warclub	250	1d10	x2	-	6 lbs.	B	Fragile	10
Ranged Weapons								
Atlatl	200			50 ft.	2 lbs.		Fragile	5
Atlatl Dart	100	1d6	x2		1/4 lb.	P	Fragile	5
Chkram	100	1d8	x2	30 ft.	1 lb.	S	Fragile	10
Exotic Weapons								
Falcatta	1,800	1d8	19-20, x3	-	4 lbs.	S		10
Macuahuitl, Great	1,200	1d10	x3	-	4 lbs.	S	Fragile	10

Savage Swords

Weapon Descriptions

Atlatl: An atlatl is a thin piece of wood or antler used as a lever to hurl a specially fitted dart. An atlatl gives much greater range to a dart, but must be loaded like a projectile weapon. Your Strength modifier applies to damage rolls when you use an atlatl, just as it does for thrown weapons. You can fire-but not load-an atlatl with one hand. Loading an atlatl is a move action that requires two hands and provokes attacks of opportunity. The Rapid Reload feat can be taken for atlatls, allowing you to load a dart as a free action. Atlatl darts are the size of javelins but have fletching, and can be used as javelins without an atlatl.

Battleaxe, iron or bronze: A cruder version of the steel-bladed battleaxe, this weapons is just as lethal as its more modern cousin, though the blade is prone to dulling when wielded carelessly.

Chakram: The chakram is a simple, elegant, and highly portable thrown weapon. It is a flat, open-centered metal discus with a sharpened edge. You can wield the chakram as a melee weapon, but it is not designed for such use; you take a -1 penalty on your attack roll with the weapon and must make a DC 15 Reflex save or cut yourself on the blade (half damage, no Strength modifier). You do not need to make this save if wearing heavy armor.

Dagger, flint: A primitive cutting weapon. A flint knife is remarkably sharp, but its blade is brittle and may break or chip.

Dagger, iron or bronze: A simple weapon commonly found in regions where steel is not in wide use. While strong, its blade can bend or dull due to a battlefield mishap.

Falcatta: This heavy blade has a single sharp edge, concave at the bottom and convex at the top, with a hook-shaped hilt. Its shape distributes the weight to give it the momentum of an axe with the cutting edge of a sword, much like a larger version of a kukri. The hooked hilt is sometimes carved to resemble the head of a horse or bird of prey, and may have a thin chain stretched across its opening, acting as a partial guard for the hand and fingers.

Longspear, iron or bronze: These weapons ruled the battlefield for untold ages before the invention of steel. Spears with bronze or iron points are just as effective as steel-tipped ones, but they do not hold up as well over the course of time.

Macana: A short, wide club edged with blades of flint or obsidian, this weapon can be wielded in melee or thrown with equal effectiveness.

Mace, alabaster: A stout wooded club topped with a cap of carved stone, this deadly mace has a tendency to shatter upon impact with helmets or skulls.

Macuahuitl: A flattened wooded club set with razor sharp blades of obsidian or flint along its edge, a macuahuitl is used to make slashing attacks like a sword. While ingenious in its design, this weapon must be wielded with great skill or you risk breaking the stone cutting edge.

Macuahuitl, great: A two-handed version of the macuahuitl, this weapon is as tall as a man.

Short sword, iron or bronze: A common weapon among barbarian tribes, the iron or bronze short sword is cast as a single piece with a triangular or leaf-shaped blade.

Shortspear, flint: The primary hunting weapon of wild people, flint shortspears were also found in the armies of ancient kings.

Shortspear, iron or bronze: Sturdier than a flint spear, but not as tough as a steel-tipped one, this weapon is used throughout the less civilized parts of the world.

Tebakabota: Also known as the sting ray spear, this weapon is comprised of a 5-foot long wooden shaft tipped with a cluster of bones taken from the tails of sting rays. A common weapon among island dwelling cultures.

Savage Swords

Tebana: A woven mat plated with bones or teeth, a tebana slips over the hand and is used to make punching attacks.

Tekoromatan: A throwing weapon that resembles a javelin except that it is made entirely out of wood.

Tembo: A club with a broad, flat surface and a thin striking edge. The point is sharpened so that you can use it to make piercing attacks.

Tepoztopilli: The head of this wooden stone age polearm is edged with jagged bits of obsidian, glass, teeth, or similar materials. The wide head serves well for both piercing and slashing attacks.

Tetara: A vicious pole arm cut from a single long piece of wood. The business end of the weapon is comprised of a series of wicked barbs carved into the wooden blade.

Tetoanea: This weapon is made from a wooden blade inset with the teeth of a shark or another vicious creature.

Warclub: A two-handed club carved from a single piece of wood, often covered in ornate designs. It is long and thin, meaning that there is a chance that it might break amidst the violence and chaos of battle. The head of a warclub is shaped like a spade with a thin edge that is used for striking.

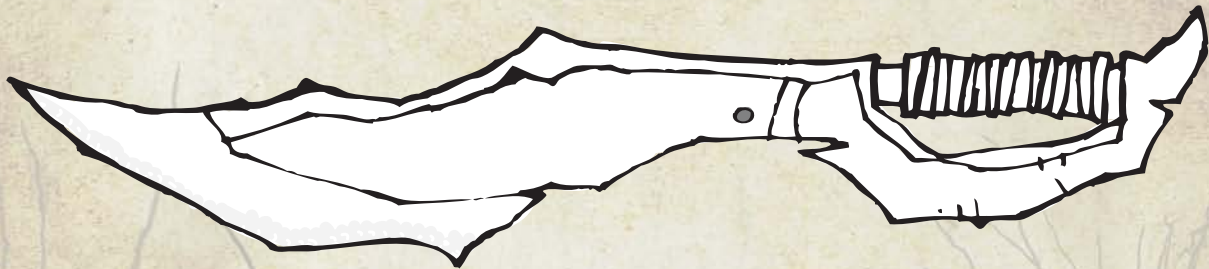


Savage Swords

Armor and Shields

The following types of armor and shields are commonly found in the Savage Sword setting, alongside those listed in the Pathfinder Core Rulebook. Prices are listed in equivalent amounts of minor barter.

Type	Cost	Bonus	Max Dex Bonus	Check Penalty	Arcane Failure	Speed	Weight	Special	Hardness
Light Armor									
Rope	500	2	5	+0	10%	30 ft.	10 lbs.	Fragile	5
Bone	5,000	3	4	-2	15%	30 ft.	15 lbs.	Fragile	5
Medium Armor									
Lamellar, Bone	2,500	4	4	-4	25%	20 ft.	20 lbs.	Fragile	5
Lamellar, Stone	1,250	5	5	-4	25%	20 ft.	25 lbs.	Fragile	5
Curiass, Bronze	10,000	6	6	-4	25%	20 ft.	30 lbs.	Fragile	10
Shields									
Wicker	150	1	-	+0	5%	-	5 lbs.	Fragile	5
Tortoise Shell	350	1	-	-1	5%	-	5 lbs.	Fragile	5
Bronze	1,000	2	-	-2	15%	-	15 lbs.	Fragile	10
Nguni	1,500	3	-	-5	25%	-	10 lbs.	Fragile	5



Savage Swords

Armor and Shield Descriptions

Bone Armor: This armor, covering the chest, is made of animal bones that are arrayed in rows and attached together with strips of leather.

Curass, bronze: A series of sturdy bronze plates linked together to protect the chest and back, comes with an open-faced bronze helmet and grieves of bronze or tin.

Lamellar, bone: Plates carved from horse hooves or other tough materials are strung together with cords or attached to a leather backing.

Lamellar, stone: Rectangular segments of carved stone are linked together with bronze wires to form a coat that protects the torso and upper legs.

Nguni: A 5-foot tall shield made from raw cowhide. It can be used to provide cover.

Rope armor: A solid coat made from weaving together heavy cords of tough plant fibers.

Shield, bronze: A large round shield cast from bronze. It is just as effective as a heavy steel shield, but the brittle and inflexible nature of bronze makes it easier to rend.

Shield, tortoiseshell: The hard carapaces of tortoises or similar creatures lends themselves easily to the construction of small shields.

Shield, wicker: Wicker, while extremely light and strong, can be shattered easily by a skilled attacker. This material is coiled into rings that lock together to form a shield.



Savage Swords

New Rules

Damage Threshold

Every creature in the world of Savage Sword has a damage threshold, a number that represent how much physical punishment it can take before becoming seriously injured. You determine a creature's damage threshold by dividing its Constitution score by 2.

If an attack deals fewer points of damage than the target's damage threshold, the attack results in only minor injuries such as bruises, scrapes, or minor cuts. The damage inflicted by the attack is subtracted from the creature's hit points as normal.

If an attack deals damage equal to or greater than the target's damage threshold, the target becomes wounded and suffers penalties from the injury. A confirmed critical hit always results in a wound, regardless of the amount of damage dealt. Wound penalties remain in effect until the wound is completely healed, unless otherwise noted. The damage from the attack is subtracted from the creature's hit points, but also recorded separately along with the accompanying penalty. An attack that deals 9 points of damage would be recorded as a 9-point wound. Hit points lost to a wound heal at a slower rate than hit points lost to minor injuries.

Wound Penalties

Option 1: Each time a character suffers a wound; he or she takes a cumulative -2 penalty on all attack rolls, skill checks, ability checks, and saving throws. The character also suffers a 5-foot penalty to speed and takes 1 point of bleed damage per round until he makes a stabilization check.

Option 2: Each time a character suffers a wound; the GM rolls on the following chart to determine the penalty.

Wound Penalties

1. Blinded for 1d6 rounds.
2. Deafened.
3. Fatigued. A fatigued character becomes sickened.
4. Sickened. A sickened character becomes nauseated.
5. 2 points of bleed damage per round until stabilized.
6. Stunned for 1d4 rounds.
7. Speed is reduced to 5 ft.
8. 1d6 points of Strength damage. This ability damage is healed as normal.
9. 1d6 points of Dexterity damage. This ability damage is healed as normal.
10. 1d6 points of Constitution damage. This ability damage is healed as normal.
11. 1d6 points of Intelligence damage. This ability damage is healed as normal.
12. 1d6 points of Wisdom damage. This ability damage is healed as normal.



Savage Swords

Wounds and Healing

Any loss of hit points that is not associated with a wound is recovered fully after an 8 hour rest. Hit points that are lost from wounds heal at the normal rate of 1 hp per character level after a full night's rest or double that if the character undergoes complete bed rest for an entire day and night.

If a character has more than one wound, the least serious wound heals first.

For example, Brella the Red (a 3rd level Pit Fighter, Con 16, 45 hp) survives a battle after being hit for 3, 7, 8, and 10 points of damage. She has lost a total of 28 hit points, leaving her with 17. She has a damage threshold of 8, so two of these hits have resulted in wounds: an 8-point wound and a 10-point wound. After resting for the night, all of the hit points she lost to minor injuries are restored fully, bringing her hit point total back up to 27. She also heals 3 hp (1 per level) that is subtracted from her least serious wound and brings her total hp to 30. She now has a 5-point wound and a 10-point wound along with their accompanying penalties. Another few days of rest will completely restore one of her wounds and remove the penalty associated with it.



Qualities and Faults

Savage Sword introduces a method of rewarding players for roleplaying the personality traits of their characters. These qualities and faults have been introduced both to make the game more interesting and to provide a method for describing a character's goals and motivations beyond what can be discerned from alignment alone. A game of sword and sorcery adventure is often one filled with characters who pursue their own goals even if that means betraying would-be allies or making powerful enemies.

The Game Master can give out bonus XP to a character whose actions in the game fit his or her qualities and faults. Keep in mind that bonus XP is not earned from commonplace or predictable decisions in the game. A character with the brave quality does not earn an XP reward for fighting a battle or exploring a dangerous dungeon. Those types of things are expected of an adventuring hero. Likewise, a character with the lustful fault does not earn XP by chasing after harlots in the red light district. A character who volunteers to stay behind and face a rampaging horde single handedly in order to buy time for the rest of the party to escape would be eligible for an XP award from the brave quality. A character who attempts to seduce the wife of the warlord he is serving would be able to get an XP award from the lustful fault.

When determining whether or not an action merits a roleplaying award, it is useful to think of this system as a way of rewarding players for making bad decisions. After all, in real life, people do not always take the smartest, easiest, or most moral path. People are driven by their personality quirks to take unneeded risks, to make simple situations complicated, and to do the wrong things. Adventuring characters are no different, and this system provides players with a reward for not taking the path of least resistance.

Use the following table to determine a suitable XP award for characters based on a player roleplaying qualities and faults.

Savage Swords

XP Awards

Action... Equivalent CR

Creates minor difficulty Character Level -3

Creates major difficulty or loss of treasure Character Level -2

May place the character in danger Character Level -1

Is certain to place the character in grave danger Character Level

For example, Ragnar Broken-Tooth is a 1st level sell sword. He is questioned by a local merchant about his past employment. True to his honest quality, Ragnar admits that he once worked for the warlord who frequently troubles the town. Because of this confession, the townsfolk become unfriendly to him and his comrades. Gathering information and bargaining for supplies becomes more difficult, constituting a minor difficulty. Since he is 1st level, his character level minus 3 is 1/4. Ragnar earns an XP award equal to defeating a CR 1/4 creature (100 xp).



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