

Archetypes of Power 2

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Chapter 1

Introduction

This handbook introduces a plethora of new archetypes and class options, with an intent to provide a nice combination of short and simple options, and some larger, more intensive options. By taking a large amount of feedback from the community, I hope that this handbook can provide something for everyone.

Navigating This Book

Section 1 - Archetypes: This section details new archetypes for various classes.

Adventurer (Ranger Archetype): A ranger that is less about hunting, and more about exploring nature.

Avowed (Antipaladin and Paladin Archetype): A paladin that is bound by their pledge, becoming more than just a lawful good warrior of light.

Banshee (Soul Weaver Archetype): A soul weaver focused around mental manipulation and sorrowful dirges.

Cerebral Analyst (Investigator Archetype): An investigator archetype with the ability to augment their mental faculties.

Champion Investigator (Investigator Archetype): A simple investigator archetype that uses both magic and mundane means to investigate.

Deadly Assassin (Unchained Rogue Archetype): A less skill-focused rogue, instead specializing in execution and assassination.

Ferocious Brute (Unchained Barbarian Archetype): A barbarian focused around becoming an unstoppable revenant of death and horror.

Honorbound (Samurai Archetype): A samurai whose dogma centers more around the commanding of his allies, instead of martial training.

Mesmer (Unchained Rogue Archetype): A caster-focused rogue that utilizes many forms of trickery.

Minstrel (Bard Archetype): A purely non-magical bard that uses passion as their weapon.

Physician (Alchemist Archetype): An alchemist focusing around healing and supporting their allies through alchemy.

Reliquary Keeper (Occultist Archetype): An occultist that is capable of drawing power from historic relics and artifacts.

Scion (Kineticist Archetype): A kineticist that is able to draw energy from around them, and is able to draw these energies into enhanced destructive capabilities.

Skaldic Poet (Skald Archetype): A purely non-magical skald that embroils themselves in creating epics and sagas to cement their allies in history.

Shrouded Operative (Ninja Archetype): A ninja that gains proficiencies with illusions and other enshrouding magics to aid in their various tasks.

Soldier (Fighter Archetype): A simple fighter archetype centered around combat specialization and the conditioning of the body and mind.

Soulrender (Antipaladin Archetype): An antipaladin focused on striking the soul of their quarry, and raising the dead to serve them.

Spellforge (Blacksmith Archetype): A blacksmith archetype that allows them to forge and create with their magical prowess.

Tenebrous Stalker (Elementalist Archetype): An elementalist archetype that focuses around illusions and shadows, and the manipulation of shadowstuff.

Section 2 - Class Options: This section includes new options for various classes; including new chef's insights, material impositions, sorcerer bloodlines, warden vigils, and much more!

Chapter 2

Archetypes

Adventurer (Ranger Archetype)

Proficiencies: Adventurers are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters proficiencies.

Combat Training: An adventurer may combine combat spheres and talents to create powerful martial techniques. Adventurers are considered Adept combatants and use Wisdom as their practitioner modifier.

This replaces track, swift tracking, wild empathy, and all combat style feats.

Adventurous Spirit: At 4th level, an adventurer may choose to not gain a hunter's bond, and may instead gain either the Athletics or Scout sphere and one additional talent from the corresponding sphere as bonus talents.

This alters hunter's bond if the adventurer chooses this option, but does not prevent him from also taking an archetype that replaces it (and loses the combat talents).

Tireless (Ex): At 6th level, the adventurer may still take the run and charge actions while fatigued or exhausted, in addition to suffering no penalties to his movement due to being exhausted.

Boundless Wayfarer (Ex): At 14th level, the adventurer may climb and swim at his full base speed without taking a penalty, in addition to ignoring all difficult terrain within areas of his favored terrain (even difficult terrain that has been magically manipulated or created).

Greater Training: The adventurer may choose to lose spells to instead gain a combat or magic talent at every class level (instead of her normal combat talent progression), and is treated as a Low-Caster. He may not take this option if possessing an archetype that would alter or replace these class features.

This replaces spells.

Avowed (Paladin and Antipaladin Archetype, Champion)

Unshackled of the restrictive and rigid oaths that plague most divine warriors, the avowed still remains a valiant warrior for their god. The avowed is different to a normal paladin (or antipaladin) in that they can embody any strong force of morality or ethics, not just strictly good or evil. These avowed take a pledge to their god, granting them unique powers, including a divine font they may draw from to channel their own (or their gods) will.

Alignment and Code of Conduct: The avowed must be of her pledge alignment, and loses all class features except proficiencies if she ever willingly commits an act that would be adversely against her pledge alignment (an evil act if you are good, a chaotic act if you are lawful, etc.).

Additionally, her code depends on her pledge alignment and the pledge she has taken. For example, a chaotically-aligned avowed may require her to always question law and those in power, or to actively combat those attempting to restrict and oppress. The exact details of an avowed's code should be discussed and detailed with the GM, and should be of a similar look to that of a paladin or antipaladin's code of conduct.

Unusual Alignment/Pledge Combinations

A lot of the pledges one can choose from are thoroughly linked to an alignment; the pledge of cruelty embodies typically evil traits, the pledge of order represents law and order, etc. As much as a lawful avowed possessing a pledge of order or even courage would make the most 'sense', there could be potential issues (or opportunities) with less straightforward combinations.

A good-aligned avowed taking a pledge of cruelty for example, may begin to stretch the confines of alignment or their chosen pledge. Ultimately, if a player wishes to play an avowed with an unusual alignment/pledge combination, the player should work with their GM to create a code of conduct that allows their character to flourish, in addition to potentially depict the intricacies of morality, empathy, and devotion to one's personal dogma.

Proficiencies: An avowed is proficient with simple weapons, as well as light armor and bucklers. In addition, if this is the character's first level in any class, she may select a martial tradition of her choice.

This alters the paladin's or antipaladin's weapon and armor proficiencies.

Casting: At 1st level, the avowed may combine spheres and talents to create magical effects. The avowed is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

Spell Pool: An avowed gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: An avowed gains a combat or magic talent every time she gains a class level. An avowed uses her casting ability modifier as her practitioner ability modifier.

This replaces all mercies or cruelties

Pledge Alignment: At 1st level, the avowed must choose an alignment that she possesses (chaos, evil, good, or lawful; not neutral); this alignment is considered her pledge alignment, which affects her class features and abilities. Once this choice is chosen, it cannot be changed.

Pledge: The avowed is dedicated wholly to her deity's cause, serving them wholeheartedly. At 1st level, the avowed must select a pledge, which dictates her class features and abilities. Once this choice is chosen, it cannot be changed. At 1st level, the avowed gains a bonus to a skill, in addition to treating that skill as a class skill. At 3rd, 6th and 8th level, the avowed gains a pledge ability from her pledge.

This replaces aura of courage and aura of resolve or aura of cowardice and aura of despair.

Divine Aura (Ex): The power of an avowed's aura is equal to her avowed level, and is determined by her pledge alignment.

This replaces aura of good or aura of evil.

Detect Adversary (Sp): At will as a move action, the avowed may spend a spell point and concentrate on a single item or individual within 60 feet and determine if it is of an alignment opposite of her pledge alignment.

This replaces detect evil or detect good.

Smite (Su): Once per day, the avowed can call out to the powers of her deity to grant her strength. As a swift action, the avowed chooses on target within sight to smite. If the target has an alignment that is opposite to her pledge alignment, the smite is successful; otherwise, the ability is wasted with no effect.

The avowed may add her casting ability modifier to attack rolls against the target of her smite, and may add her class level to all damage rolls made against the target. Additionally, her attacks

against the target are treated as being her oath's alignment for the purposes of bypassing damage reduction.

If the target is an outsider or another creature with a strong inclination against her pledge alignment (up to GM discretion), the bonus to the first damage roll made each round increases to 2 points of damage per class level she possesses.

This ability remains until the target of the smite is dead or the next time the avowed rests and regains uses of this ability. At 4th level and every 3 levels thereafter, the avowed may smite 1 additional time per day.

This alters smite evil or smite good.

Divine Touch (Su): At 2nd level, an avowed gains the ability to use the powers of her pledge through touch. Each day she can use this ability a number of times equal to 1/2 her avowed level + her casting ability modifier. This ability counts as the lay on hands and touch of corruption class feature for the purposes of meeting the prerequisites of feats. The ability gained depends on the avowed's pledge alignment:

Liberating Touch (Chaos): The avowed can unfetter others (or herself) with a touch. As a standard action (or as a swift action if she targets herself), she may touch a creature to grant them a 10-foot enhancement bonus to all speeds, a +2 dodge bonus to AC against attacks of opportunity, and a +2 circumstance bonus to Acrobatics and Escape Artist checks for a number of rounds equal to her casting ability modifier. The bonuses to AC and skill checks increase by 1 for every 3 class levels she possesses; in addition to increasing the bonus to all speeds by 5 feet for every 10 class levels she possesses.

Lay on Hands (Good): This functions as the paladin ability of the same name.

Touch of Corruption (Evil): This functions as the antipaladin ability of the same name.

Vitalizing Grasp (Lawful): The avowed can invigorate others (or herself) with a touch. As a standard action (or as a swift action if she targets herself), she may touch a creature to grant them 1d6 temporary hit points, plus an additional 1d6 for every two class levels she possesses. These temporary hit points last for 1 minute.

This replaces lay on hands or touch of corruption.

Channel Divinity (Su): At 4th level, an avowed's ability to channel the powers of her faith increases, allowing her to release it in greater bursts. This ability is a standard action that does not provoke an attack of opportunity, and requires her to present her holy symbol to use. Using this ability consumes two uses of her divine touch ability. If a channel divinity option would require a saving throw, the DC of the save is equal to 10 + 1/2 her class level + her casting ability modifier. This ability counts as the channel energy class feature for the purposes of meeting the prerequisites of feats.

Channel Discordant Energy (Chaos): The avowed releases a burst of pure entropy. All enemies within a 30-foot radius centered on the avowed must succeed at a Will save or become confused and entangled for 1 round, plus 1 round for every 3 levels beyond 1st. A creature may attempt to break free as a free

action at the end of their turn, allowing them a new saving throw against the effect. If a creature successfully breaks free (or loses the entangled condition in another way), the creature is also no longer confused.

If an enemy possesses the casting or spells class features, they also increase their wild magic chance by 100% wild surge chance* for as long as they are entangled.

*See *Wild Magic*, © 2019, Drop Dead Studios LLC.

Channel Positive Energy (Good): This functions as the paladin ability of the same name.

Channel Negative Energy (Evil): This functions as the antipaladin ability of the same name.

Channel Concordant Energy (Lawful): The avowed releases a controlled burst of pure order. All allies within a 30-foot radius centered on the avowed form an empathetic unity for 1 round, plus 1 round per 3 class levels she possesses. All affected allies gain DR 5/—, plus 1 per 5 class levels she possesses. This stacks with similar forms of damage reduction.

Additionally, whenever an affected ally would suffer damage, any other affected ally that is aware of the attack may choose to transfer up to half of that damage to themselves. Damage transferred this way may not be resisted or redirected further, and only one ally can transfer this damage.

This replaces channel positive energy or channel negative energy.

Divine Bond (Sp): Upon reaching 5th level, the avowed's connection to her deity intensifies. This bond can take one of two forms. Once this form is chosen, it cannot be changed.

Spiritual Armament: When she gains this divine bond, the avowed gains her choice of a spiritual weapon, armor, or shield. Once chosen, this cannot be changed. Once per day as a standard action, she may enhance the chosen equipment by calling upon the aid of a celestial spirit for 1 minute per level.

While enhanced, the object sheds light as a torch, and grants it a +1 enhancement bonus, +1 per 3 levels beyond 5th. These bonuses stack with existing bonuses to a maximum of +5, or can be used to add any of the following weapon special abilities, as long as it can be added to the type of chosen equipment:

- +1 bonus: *bashing, blinding, champion, defending, distance, flaming, ghost touch, keen, light fortification, merciful*
- +2 bonus: *anarchic (chaotic only), arrow deflection, axiomatic (lawful only), disruption, flaming burst, holy (good only), unholy (evil only)*
- +3 bonus: *invulnerability, medium fortification, speed*
- +4 bonus: *brilliant energy*
- +5 bonus: *heavy fortification, reflecting, vorpal*

When adding these special abilities to a spiritual armament, the special ability consumes an amount of bonus equal to the special ability's cost. If they are not magical, at least a +1 enhancement bonus must be added before any other special abilities can be added. The bonus and special abilities granted are determined when used and cannot be changed until called

again. The spiritual equipment impart no bonuses if used by another creature.

These bonuses apply to only one end of a double weapon. The avowed can use this ability an additional time per day for every 4 levels beyond 5th. If a spiritual armament is destroyed, she loses this ability for 1 week.

Spiritual Ally: The avowed gains the service of an unusually intelligent and loyal creature to serve her in her battles. This creature is usually a heavy horse, although more exotic mounts are also suitable. This spiritual ally functions as a druid's animal companion, using her avowed level as her effective druid level. Spiritual allies have an Intelligence of at least 6.

Once per day, as a full-round action, the avowed may magically call her mount to her side, appearing in an adjacent square to her, even if the avowed is on another plane. She can use this ability once per day at 5th level, and one additional time per day every 4 levels thereafter. At 9th level, she may use this ability as a standard action. At 11th level, the mount gains a template depending on her pledge alignment (celestial, entropic, fiendish or resolute) and becomes a magical beast for the purposes of determining which spells affect it. At 15th level, her mount gains spell resistance equal to her level + 11.

If a spiritual ally dies, she may not summon another ally for 1 week.

This replaces divine bond.

Flexible Champion (Su): Any abilities the avowed possesses that reference alignment (such as aura of justice/vengeance, aura of faith/sin, etc.) instead use her pledge alignment for instances of 'good' (for paladins) or 'evil' (for antipaladins), and opposite her pledge alignment for instances of 'evil' (for paladins), or 'good' (for antipaladins).

(For example, an avowed with a pledge alignment of lawful would treat her weapons as lawful-aligned for the purposes of overcoming damage reduction with her aura of faith/sin ability, and would gain DR 5/chaotic with the aura of righteousness/depravity class feature).

Banshee (Soul Weaver Archetype)

Whereas most soul weavers delve into influencing the physical forms of others, the banshee is focused on manipulating the mental state of others around her. Although not completely a banshee, these soul weavers take on many properties of these sorrowful wraiths, known to fill the air with her sorrowful dirges and screams of the departed.

Class Skills: The banshee loses Heal as a class skill and gains Bluff as a class skill.

Master of Manipulation: At 1st level, the banshee gains the Mind sphere as a bonus sphere at 1st level.

This replaces master of life and death.

Channel Negative Energy: A banshee must choose to channel negative energy, and when she does, she cannot choose to target undead.

This alters channel energy.

Sorrowful Nexus: The banshee draws souls of sorrow and despair towards her, causing their nexus powers to become twisted with sadness, becoming closer to a real banshee.

Banshee Form: The banshee may expend a soul to become slightly ethereal, gaining the benefits of the wraith form ability as a wraith of her level a number of rounds equal to her casting ability modifier (minimum 1). The banshee may end this effect as a free action.

This replaces aid the dead and lovelorn soul.

Hear Heartbeat: At 4th level, the banshee can expend a soul to gain the ability to sense the beating hearts of living creatures within 60 feet for 1 minute, as if she had the lifesense ability.

This replaces curious spirit.

Doomed Soul: At 8th level, whenever an enemy within 30 feet would attempt a saving throw against a fear or curse effect, the banshee can expend a soul to force the enemy to roll the saving throw twice and take the least favourable result.

This replaces blessed soul.

Spawn of Sorrow: This ability functions as the temporary resurrection bound nexus power, except that the resurrected creature gains the ability to wail with the sorrow of banshees. The resurrected creature may release a wail as a standard action, dealing sonic damage equal to 5 times her class level to all creatures in a 30-foot radius (Fortitude halves). A creature who wails ends this ability's duration immediately, causing the creature to slump over as a lifeless corpse.

This replaces temporary resurrection.

Sorrow: At 2nd level, the banshee may touch a target and expend a use of channel energy to place a sorrow within them. The target is allowed a Will save (DC 10 + 1/2 soul weaver level + her casting ability modifier), and on a failure, is instilled with sadness and apathy, becoming pale and sluggish. Sorrow is considered a magical curse and is permanent until removed by magic.

A creature with sorrow suffers a -2 penalty to all saves against mind-affecting, emotion and fear effects, bound nexus powers, or sorrow abilities. A banshee may concentrate at any time to discover what creatures within close range are afflicted by her sorrow.

Paranoia: At 6th level, a banshee may target a creature within close range already suffering from sorrow and spend a use

of channel energy to cause the fear to spread, causing intense paranoia and fear. The target must succeed a Will save or immediately become shaken and treat all creatures as enemies and only itself as an ally for the purposes of being willing for spells and abilities (meaning that previous allies must make melee touch attacks to affect the banshee, and she is treated as unwilling against all spells except her own). This ability lasts for 1 round per caster level. Using paranoia consumes and removes their sorrow.

Terrorize: At 10th level, the banshee can intensify paranoia into thoughtless despair. The target must succeed a Will save or suffer 1d6 points of Wisdom and Charisma damage, and become frightened for 1 round per caster level. If the target succeeds the saving throw, the target is instead shaken for 1 round per caster level. Using terrorize consumes and removes their sorrow.

Wail: At 14th level, as a full-round action, the banshee lets out a piercing wail inside the minds of those she has instilled paranoia within. All creatures of the banshee's choice that are currently affected by her sorrow ability must succeed a Will saving throw or suffer 10 points of sonic damage per class level she possesses. On a success, the target is instead sickened for 1d6 rounds. This is a sonic-based death effect. Using wail consumes and removes the sorrow from all affected creatures.

Resonant Wail: At 18th level, when using her wail ability, her piercing screech resonates to other creatures around the target, dealing 1d6 sonic damage per 2 class levels to all creatures within 10 feet of each affected target (Fortitude halves).

This replaces blessing/blight.



Banshee's Cerebral Analyst (Investigator Archetype)

This archetype requires sphere investigator.

Enhanced Cognition: The cerebral analyst gains the Mind sphere as a bonus sphere at 1st level, as well as the Inward Focus drawback, gaining a (cognition) talent as part of gaining the drawback. If he already possesses the Mind sphere, he instead gains a bonus (cognition) talent. If he possesses a drawback that is incompatible with (cognition) talents, he buys off that drawback instead. The cerebral analyst uses his class level as his caster level when determining the effects of (cognition) talents he possesses.

This replaces trapfinding.

Critical Mind (Ex): At 2nd level, a cerebral analyst gains a +2 bonus on saving throws against mind-affecting and illusion effects. This bonus increases to +4 at 8th level.

This replaces poison resistance and trap sense.

Inspired Cognition (Su): At 4th level, whenever the cerebral analyst would spend a spell point on a (cognition) talent, he may instead spend 1 point of inspiration from his inspiration pool.

This replaces swift alchemy.

Champion Investigator (Investigator Archetype, Champion)

This archetype requires sphere investigator.

Proficiencies: Champion investigators are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters proficiencies.

Blended Training: A champion investigator gains a combat or magic talent every time he gains a caster level. Champion investigators use their casting ability modifier as their practitioner modifier.

This replaces the magic talents class feature granted by sphere investigator.

Greater Training: The champion investigator may choose to lose trapfinding, trap sense, and keen recollection to instead gain a combat or magic talent at every class level. He may not take this option if possessing an archetype that would alter or replace these class features.

This replaces trapfinding, trap sense, and keen recollection.

Deadly Assassin (Unchained Rogue Archetype)

Skill Ranks per Level: The deadly assassin only receives 6 + his Intelligence modifier ranks per level.

This alters skill ranks per level.

Proficiencies: Deadly assassins are proficient with simple weapons, as well as light armor. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters weapon and armor proficiencies.

Combat Training (Ex): A deadly assassin is considered an Expert practitioner, gaining spheres and talents as appropriate,

and uses the highest of their Charisma or Intelligence as their practitioner modifier.

This replaces the rogue talents gained at 4th, 8th, 12th, 16th, and 20th level, in addition to the debilitating injury class feature.

Cutthroat: At 1st level, the deadly assassin gains the Duelist and Fencing spheres as bonus spheres, as well as the Bloody Slasher drawback, granting the Long Cuts talent as normal. If the deadly assassin already possesses the Bloody Slasher drawback or the Long Cuts talent, she gains a bonus talent from the Duelist sphere as well the Fencing sphere instead.

This replaces trapfinding.

Vicious Critical (Ex): At 3rd level, a deadly assassin can deliver vicious wounds to her enemies. Whenever the deadly assassin would confirm a critical hit, she may expend her martial focus as part of the attack to treat the attack as a successful sneak attack, dealing her sneak attack damage as normal. If the deadly assassin would already add her sneak attack damage as part of this critical hit, she instead deals an additional amount of damage equal to his class level. This additional damage is

precision damage and is not multiplied on a critical hit.

This replaces danger sense.

Assassin's Edge (Ex): At 5th level, the deadly assassin broadens her abilities, always having the right skill for the job. As a move action, the deadly assassin may grant herself the benefit of any one combat talent she does not possess. This effect lasts for 1 minute per class level. The deadly assassin must possess that talent's base sphere and meet any prerequisites (if a legendary talent). The deadly assassin may use this ability a number of times per day equal to 3 + her practitioner modifier. Multiple uses of this ability do not stack. If the deadly assassin uses this ability against before the previous duration has expired, it replaces the previous use.

This replaces rogue's edge.

Ferocious Brute (Barbarian Archetype)

Proficiencies: Ferocious brutes are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters weapon and armor proficiencies.

Combat Training (Ex): A ferocious brute is considered an Adept practitioner, gaining spheres and



talents as appropriate. Ferocious brutes use Constitution as their practitioner modifier.

This replaces uncanny dodge, improved uncanny dodge, and the rage powers gained at 2nd, 6th, 10th, 14th, and 18th level.

Horriying Brute: At 1st level, the ferocious brute gains the Berserker and Gladiator spheres as bonus spheres, as well as the Humble Combatant drawback, granting the Uncowed talent as normal. If the ferocious brute already possesses the Humble Combatant drawback or the Uncowed talent, she gains a bonus talent from the Gladiator sphere as well the Berserker sphere instead.

This replaces fast movement.

Stalwart (Ex): At 4th level, a ferocious brute can use mental and physical resiliency to avoid certain attacks. Whenever the ferocious brute succeeds at a Fortitude or Will saving throw against an attack that has a partial effect on a successful save, she instead avoids the effect entirely. The ferocious brute does not gain the benefits of the stalwart ability if she is helpless.

This replaces danger sense.

Honorbound (Samurai Archetype)

Proficiencies: Honorbound are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters proficiencies.

Combat Training: An honorbound may combine combat spheres and talents to create powerful martial techniques. Honorbound are considered Adept combatants and use Wisdom as their practitioner modifier.

This replaces mount, mounted archer, and all bonus feats.

Bushido (Ex): The honorbound gains the Warleader sphere and the Guardian sphere (challenge) package as bonus talents at 1st level. If he possesses the Guardian sphere already, but not the (challenge) package, he gains the Expanded Guardian talent and the (challenge) package. If he possesses a drawback removing the (challenge) package, he buys off the drawback and chooses the (challenge) package. Any abilities the honorbound possesses that reference his use of challenge apply to any use of the *challenge* ability granted by the Guardian sphere.

This replaces the challenge class feature.

Commander's Crest: At 5th level, the honorbound gains the Heraldry Warleader talent as a bonus talent.

Mesmer (Unchained Rogue Archetype)

Class Skills: The mesmer loses Escape Artist and Intimidate as class skills and gains Knowledge (arcana) and Spellcraft as class skills.

Casting: The mesmer may combine spheres and talents to create magical effects. The mesmer is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

Spell Pool: The mesmer gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: The mesmer gain a magic talent at 2nd level and every 2 levels thereafter.

This replaces the rogue talents gained at 2nd, 6th, 10th, 14th, and 18th level.

Delayed Sneak Attack: The mesmer's sneak attack die improves at a slower rate than most rogues, adding an additional 1d6 precision damage every 3 levels beyond 1st, to a maximum of 7d6 at 19th level.

This alters sneak attack.

Obscured Blades: At 1st level, the mesmer gains her choice of the Dark, Illusion, or Mind spheres as a bonus sphere at 1st level and every 4 levels thereafter.

This replaces trapfinding.

Manipulator: At 1st level, the mesmer treats her class level as her caster level when determining the spell save DC for the Dark, Illusion, and Mind spheres.

This replaces danger sense.

Spellbinding Injury (Ex): At 4th level, the mesmer's attacks are infused with burdening magics, granting her different options to add to her sneak attack. The mesmer loses the normal debilitating injury options in exchange for the following:

Drained: The target takes a -1 penalty to their Spell Save DC, and an additional -1 penalty to their spell save DC against the mesmer. At 10th and 16th level, the penalty to their spell save DC against the mesmer increases by -1.

Ensorcelled: The target takes a -1 penalty on Will saving throws. In addition, the target takes an additional -1 penalty to Will saves made against spells and spell-like abilities originating from the mesmer. At 10th level and 16th level, the penalty to Will saves against spells and spell-like abilities originating from the mesmer increases by 1.

Perplexed: The target takes a -2 penalty on Perception and Sense Motive checks. The target takes an additional -2 penalty on these checks when made against the mesmer (such as a feint or stealth attempt). At 10th and 16th level, the penalty to these checks when made against the mesmer increases by -2.

This alters debilitating injury.

Stealth Casting (Su): At 5th level, the mesmer's spells become especially hard to resist as long as she remains hidden. Whenever the mesmer would use a spell or sphere effect against a creature that would be unaware of the mesmer, the creature suffers a -1 penalty to any saving throws made as part

of the spell cast. This penalty increases by 1 at 10th, 15th and 20th level.

This replaces rogue's edge.

Greater Training: The mesmer may choose to lose spell-binding injury and stealth casting to gain 3/4ths of a combat or magic talent per level with their magic talents (instead of 1 magic talent every 2 levels). She may not take this option if possessing an archetype that would alter or replace debilitating injury or rogue's edge.

This (optionally) replaces debilitating injury and rogue's edge.

Minstrel (Bard Archetype)

Whereas most bards that find themselves combating draconic invasions possess potent arcane power, there are some that are not gifted with the arcane. Instead of inspiring and empowering their allies with magically-charged limericks and arcane alliteration, the minstrel is a simpler performer, yet not any less powerful... or charming.

Proficiencies: Minstrels are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters proficiencies.

Combat Training: A minstrel may combine combat spheres and talents to create powerful martial techniques. Minstrels are considered Adept practitioners and use Charisma as his practitioner modifier.

This replaces the spells and cantrips class features.

Master of the Stage: A minstrel is a performer of many facets; from their sonorous voices to their scathing jokes, the minstrel knows it all. Minstrels gain both the Gladiator and Warleader spheres as bonus combat spheres at 1st level, as well as the Braggart, Conductor*, and Entertainer** drawbacks, granting the Self Confidence talent as normal. If the minstrel already possesses the Braggart drawback or the Self Confidence talent, he gains a bonus talent from the Gladiator sphere as well the Warleader sphere instead.

Additionally, the minstrel gains a bonus combat talent from either the Gladiator or Warleader sphere at 5th level and every 4 levels thereafter. Alternatively, the minstrel can instead choose a bardic masterpiece he meets the prerequisites for instead of a bonus talent. His caster level with masterpieces is equal to his class level.

*See *The Highlander's Handbook*, © 2019, Drop Dead Studios LLC.

**See *The Warden*, © 2020, Drop Dead Studios LLC.

This replaces all bardic performances.

Passion (Ex): A minstrel has the innate ability to augment his performances with raw emotion and enthusiasm, culminating in a pool of passion. At 2nd level, the minstrel gains a passion pool equal to 1 + his practitioner modifier. A minstrel's passion pool refreshes after 1 minute of rest, typically time spent out of combat. The minstrel can regain passion by seeing great acts of

failure or success, drawing all drama he can from the moment, allowing him to regain passion in the following ways:

- **Hope:** Whenever an ally or enemy the minstrel can perceive would roll a natural 20, or natural 1 respectively, the minstrel regains 1 passion point. A natural 20 or natural 1 rolled by a creature with a CR less than 1/2 his character level does not allow him to regain passion.
- **Focus:** Whenever the minstrel would regain her martial focus, he may choose to gain 2 points of passion instead of regaining his martial focus. The minstrel may only regain passion in this way once per round.

The minstrel may use passion to instil specific emotions to his performances, adding a theatrical flair and intensity to every action, usable in the following ways:

- **Intense:** When using a *shout* that would require a saving throw, the minstrel can spend 1 point of passion to increase the DC of the *shout* by 1, plus 1 for every 6 bard levels he possesses. At 14th level, the minstrel can spend an additional point of passion to also have all affected creatures roll the saving throw twice and take the lowest result (in addition to the penalties suffered).
- **Inspirational:** When using a *boast* or *shout*, the minstrel may spend any amount of passion; he may choose one ally per passion spent within close range that can perceive him, granting all chosen allies a number of temporary hit points equal to three times the amount of passion spent plus his practitioner modifier. These temporary hit points last for 1 minute.
- **Raucous:** When using a *boast*, the minstrel can spend 1 point of passion to apply the effects of a (shout) talent instead of a (boast) talent. If the *shout* would normally have a duration, its effects instead only last for 2 rounds. At 6th level, the *shout* instead lasts for its normal duration.
- **Impromptu:** At 3rd level, the minstrel may spend 1 point of passion as a swift action to gain the benefits of one talent from the Gladiator or Warleader spheres that he does not possess for a number of rounds equal to his practitioner modifier (minimum 1 round).
- **Demoralizing:** At 3rd level, when using a *shout*, the minstrel may spend 1 point of passion to instil fear and doubt into the affected creatures. All enemies that fail their save against a *demoralizing* shout also suffer a -2 penalty to the DC of all demoralize attempts made against them, in addition to saving throws against fear effects for the duration of the [shout. These penalties increase by 1 for every 5 bard levels he possesses.
- **Confidence:** At 5th level, as long as the minstrel has 1 point of passion, he may use his *boast* ability without having his martial focus.
- **Powerful:** At 8th level, when using a *boast* or *shout*, the minstrel can spend 1 point of passion to treat his ranks in Perform as being 4 higher when determining the *boast* or *shout*'s effects.

- **Disarming:** At 9th level, when using a *boast* or *shout* that requires a saving throw, he may spend 1 point of passion to have all creatures that fail their saving throw be considered flat-footed and be unable to make attacks of opportunities until the end of his next turn. At 12th level, all creatures who succeed at their saving throw still become flat-footed against the next valid attack roll made against it until the end of his next turn.
- **Complex:** At 12th level, when using a *boast*, he may spend 2 points of passion to apply two (boast) talents. If the minstrel would already add two (boast) talents (such as when using the Trash Talker talent), he may apply three (boast) talents instead. When using a *shout*, he may spend 2 points of passion to apply two (shout) talents.

Minstrel's Masterpiece: Instead of expending rounds of bardic performance to start a bardic masterpiece, the minstrel can instead spend 1 point of passion per 3 rounds of bardic performance it would usually cost. If a masterpiece would be maintained for additional rounds, the appropriate amount of passion must be expended.

Physician (Alchemist Archetype)

Proficiencies: Physicians are proficient with simple weapons, as well as light armor. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters proficiencies.

Combat Training (Ex): A physician is considered an Adept practitioner, gaining spheres and talents as appropriate, and uses their Intelligence as their practitioner modifier.

This replaces the alchemy class feature.

Trained Medic (Ex): The physician gains the (formulae) package of the Alchemy sphere, in addition to the Panacea (formulae) talent as bonus talents at 1st level. The physician must choose the Salve (formulae) talent as part of the free (formulae) talent he gains as part of gaining the (formulae) package. In addition, when using Craft (alchemy) to create an alchemical item, a physician gains a competence bonus equal to his class level on the Craft (alchemy) check.

This bonus does not benefit whenever he would craft his formulae or toxins.

This replaces poison use and mutagen class features.

Emergency Supplies (Ex): The physician may have an additional number of *formulae* prepared at one time equal to his practitioner modifier (minimum 1), to a maximum equal to his physician level, as long as the *formulae* prepared with this ability cannot deal damage.

This replaces bomb and brew potion class features.

Trained Surgeon (Ex): At 2nd level, the physician's knowledge of hygiene, tool maintenance and sterilization allows him to get more out of his tools. Once per day, the physician may

spend 5 minutes cleaning and replenishing expended supplies from a healer's kit, regaining 10 uses to a healer's kit (maximum 10 uses). At 10th level, the physician may use this ability an additional time per day.

This replaces poison resistance and poison immunity.

Hygiene (Ex): At 2nd level, the physician's medical training has taught him how to avoid contaminants and toxins. The physician gains a +2 bonus on all saving throws against disease and poison. This bonus increases to +4 at level 10.

Quick Healing (Ex): At 6th level, the physician's ability to remain calm under pressure becomes apparent on the battlefield. The physician may take 10 on Heal checks, even if he would not normally be able to.

This replaces swift poisoning.

Master Medic (Ex): At 14th level, the physician is always treated as if he has a healer's kit when using the Heal skill. Additionally, the physician may provide first aid to a creature as a swift action that does not provoke attacks of opportunity, albeit at a -5 penalty, and may provide long-term care for a number of creatures equal to his class level.

This replaces persistent mutagen.

Reliquary Keeper (Occultist Archetype)

"Ah, yes- this piece was actually excavated from the lost elven city of Verdezaal! This blade -although shattered- used to be the chosen weapon of this elvish society's leader, who unfortunately lost their life during a great battle. It's all quite interesting, yes?"

"...Yeab, Vyn, this is exactly what we're talking about" - An adventuring party's attempts to help an awkward scholar.

A protector of relics lost to the ages, reliquary keepers are able to draw upon the residual essence of objects; be it residual magical energies, strong emotions or memories implanted within the item, or something more esoteric. These reliquary keepers often become attached (either intentional or otherwise) to these objects, with the essence of both the object and the reliquary keeper becoming entwined.

Casting: A reliquary keeper may combine sphere and talents to create magical effects. A reliquary keeper is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces spell casting and knacks.

Spell Pool: A reliquary keeper gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: A reliquary keeper gains a magic talent at every even level.

Relic: The reliquary keeper is a protector of rare and precious objects, known as relics, and is able to draw the innate history

and magical energies from them. At 1st level, the reliquary keeper chooses two objects to treat as relics. After this choice has been made, it cannot be changed. At 4th level, and every 4 levels thereafter, the reliquary keeper chooses one additional object to treat as a relic. If the relic is a weapon, armor, or shield, the reliquary keeper must be proficient with them to gain their benefits.

Whenever the reliquary keeper gains a relic, she must choose an implement school for that relic to belong to, granting the base focus power for the implement school. Additionally, each relic grants a single sphere or talent, which must possess the base sphere before additional talents of that sphere may be added, unless the reliquary keeper possesses that sphere. Whenever a reliquary keeper casts a sphere effect using talents granted by one of his relics, he must have the corresponding relic in his possession and present the relic to the target or area of effect.

The reliquary keeper may only benefit from one relic's benefits at a time. A relic may be activated as part of drawing, recovering, or otherwise drawing upon its power to provide its benefits; usually as a standard action. If the active relic would be disarmed, stowed, destroyed, or otherwise no longer wielded, the reliquary keeper loses access to the relic's benefits immediately.

At 5th level and every 4 levels thereafter, each relic gains an additional talent.

Whenever the reliquary keeper rests to regain spell points, he may change any and all of these additional talents (but not other talents), losing the previous ones and gaining new spheres and talents in their place. A relic is otherwise treated as an implement.

This replaces implements, but may be altered or replaced by other archetypes.

Special: Occultist panoply selected as relics grant magic talents belonging to one of the implement schools associated with the panoply. Because a panoply is not its own relic, and is instead composed of a combination of relics from the panoply's associated implement schools, the panoply may grant magic talents without first possessing the base sphere if one of the associated relics already grants the base sphere. A reliquary keeper must hold or have access to both associated relics to use talents granted by the panoply. For example, a reliquary keeper selects the trappings of the warrior panoply, having already learned to use the abjuration and transmutation implement schools. The reliquary keeper's transmutation relic already grants the Enhancement base sphere, so the trappings of the warrior panoply may grant additional Enhancement sphere talents without needing to first select the base sphere.

Relics

A relic is generally an object of some importance; whether it be of sentimental or historic value, this should be a detail to work out with the GM and yourself to make a unique flair to these relics. Perhaps you wield a shattered blade of a tyrannical lieutenant that fuels a burning hatred within a character? Or a censer passed down through generations, finally passed onto yourself? With any case, a relic can vary in importance or significance where the GM and player sees fit.

If a relic is destroyed, the GM should work with you to quickly allow you to replace the destroyed relic, whether it be through repairing the destroyed relic to a semblance of its original state, or seeking out something of similar importance, this process should be appropriate for the entire table.

Implement Schools and Spheres

Due to Spheres of Power using a more varied approach to magic and how they are divided, most implement schools will not seamlessly transition to most spheres. While a GM can create their own mappings, below are some suggestions for some spheres that may work with certain implement schools:

- *Abjuration:* Creation, Nature, Protection
- *Conjuration:* Conjuration, Creation, Life, Nature, Warp
- *Divination:* Divination, Fate, Time
- *Enchantment:* Fallen Fey, Mind, War
- *Evocation:* Dark, Destruction, Light, Mana
- *Illusion:* Dark, Fallen Fey, Illusion, Mind
- *Necromancy:* Blood, Death, Life
- *Transmutation:* Alteration, Enhancement, Telekinesis, Time, Weather

Resonant Powers: The following resonant powers have been altered (or changed entirely) to function within Spheres of Power.

Intense Focus (Su): Instead of benefiting evocation spells, this resonant power instead affects all sphere effects that deal damage.

Necromantic Focus (Sp): This resonant power counts as the *reanimate* Death sphere ability for the purposes of other talents and effects.

Reaching Foci (Sp): The relic empowers the bearer's reach with magic. The bearer may add 5 feet to the range of all sphere effects cast using this relic for every 1 point of mental focus stored in the relic (to a maximum bonus equal to his class level).

This replaces the conjuration resonant power.

Focus Powers: The following focus powers have been altered (or changed entirely) to function within Spheres of Power.

Globe of Negation (Sp) (requires reliquary keeper 11): As a standard action, choose three spheres and expend 3 points of mental focus to create a globe of negation. This globe is 10 feet in diameter and grants all allies within this globe a +4 morale bonus to saving throws and AC against abilities of the chosen spheres. The globe lasts for 1 round per 2 class levels he possesses. Abilities originating within the globe are unaffected by it.

Flesh Mend (Sp): This focus power counts as Life Sphere's cure ability for the purposes of (vitality) talents.

Summon Fog (Sp): The fog created functions as the Nature sphere (water) package Fog sphere effect. At 7th level, he may spend an additional point of mental focus to add additional effects to the fog, choosing one additional effect from the Fog Mastery talent as though he possessed the appropriate Nature sphere package.

This alters psychic fog.

Tear Space (Sp): This functions as the side step focus power, except that the fissure created functions as the Wormhole (space) Warp sphere talent.

Future Gaze (Sp): This functions as the future gaze focus power, except that it functions as the Augury (divine) Divination sphere talent.

Object Seer (Sp): This functions as the object seer focus power, except that it functions as the Object Reading (divine) Divination sphere talent.

Historian: At 2nd level, the reliquary keeper's knowledge of history is extensive, especially when regarding lost items and esoteric artifacts. He gains a bonus on all Knowledge (history) checks equal to 1/2 his class level. Additionally, the reliquary keeper may use Knowledge (history) instead of Spellcraft when attempting to determine the properties of a magical item.

This replaces magic item skill, but may be altered or replaced by other archetypes.

Ritualist: At 5th level, the reliquary keeper gains the Craft Ritual feat.

This replaces aura sight, but may be altered or replaced by other archetypes.

Greater Ritualist: At 8th level, the reliquary keeper gains the Ritual Caster feat.

This replaces magic circles, but may be altered or replaced by other archetypes.

Routine Rituals (Su): At 8th level, the reliquary keeper's expertise with rituals has reached the point where some rituals are simply routine for him. Once per day whenever the reliquary keeper would cast a ritual, he may treat the spell level of the ritual as being two lower for the purposes of determining its casting time (minimum 1 minute). He may use this ability an additional time per day at 12th and 16th level.

This replaces outside contact, but may be altered or replaced by other archetypes.

Relic of Power: At 10th level, the reliquary keeper may tap into the deepest aspects of a relic, gaining untapped knowledge and power from his relics. As a full-round action, the reliquary keeper may spend 2 mental focus to change one talent granted by a relic.

This replaces binding circles, but may be altered or replaced by other archetypes.

Perfected Rituals (Su): At 16th level, the reliquary keeper's knowledge of rituals becomes so in-depth that most rituals come naturally to him. Whenever the reliquary keeper would research a ritual, the development cost is halved. Additionally, when the reliquary keeper would use his routine rituals class feature, it instead treats the spell level of the ritual as being four lower for the purposes of determining its casting time.

This replaces fast circles, but may be altered or replaced by other archetypes.

Relic Mastery (Su): At 20th level, the reliquary keeper's bond with one of his relics becomes especially intense. The reliquary keeper selects one relic. Whenever he uses a focus power or sphere ability from the relic, the DC to resist any of the effects increases by 4, and treats his occultist level as 4 higher when determining the effects and duration of the focus powers within the relic. Additionally, the reliquary keeper gains 4 extra points of mental focus, but these points must always be invested in the chosen relic. The hardness of each of the reliquary keeper's relics increase by 20 as long as the item has at least 1 point of mental focus stored within it. If the chosen relic is destroyed or lost, it returns to the reliquary's keeper whenever he rests to regain his spell points.

This replaces implement mastery, but may be altered or replaced by other archetypes.

Scion (Kineticist Archetype)

Casting: A scion may combine sphere and talents to create magical effects. A scion is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces kinetic blast and the wild talents gained at 4th, 8th, 12th, 16th, and 20th level.

Spell Pool: A scion gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: A scion gains a magic talent at 2nd level and every 2 levels thereafter.

Destructive Focus (Su): A scion gains the Destruction sphere as a bonus magic talent and treats her class level as her caster level for this sphere. This stacks normally with caster levels gained from other sources.

Additionally, the scion chooses one blast type group from the Destruction sphere. This blast type group counts as the scion's primary element when determining her access to wild talents

and her other abilities, using the below table to determine her associated element. If the chosen blast type group is associated with multiple elements, the scion chooses which element to treat as her primary element.

Blast Type Group(s)	Associated Element
Air, force	Aether
Air, electric, sonic	Air
Acid, crystal, stone	Earth
Fire, light	Fire
Negative	Void
Cold	Water
Acid, force, holy	Wood

The scion gains her selected element's basic utility wild talent as a bonus wild talent, and gains a (blast type) talent from her chosen blast type group as a bonus magic talent.

This replaces elemental focus.

Infused Blasts (Su): The DC for saving throws against the scion's wild talents and infusions instead use her Destruction sphere DC, and uses her casting ability modifier instead of her Constitution modifier for all class features and wild talents (including the burn class feature).

Any ability that references kinetic blasts instead uses the scion's *destructive blasts*, treating any *destructive blast* that deals bludgeoning, nonlethal, piercing, or slashing damage as physical blasts, and *destructive blasts* that deal all other damage types as being an energy blast. The scion uses her Destruction sphere caster level as her kineticist level for infusions. The scion also treats all form infusions as (blast shape) talents. The associated blasts of all infusion wild talents are replaced with all the (blast type) talents associated with the scion's primary element.

This alters infusion and wild talents.

Elemental Overflow: The scion does not gain the additional benefits granted at 6th level and beyond from this ability. Instead, at 6th level, whenever the scion has at least 3 points of burn, the scion's *destructive blasts* of her primary element ignore 5 points of energy resistance.

At 11th level, whenever the scion has at least 5 points of burn, the critical threat range of her *destructive blasts* increases by 1. This stacks with other effects that expands the threat range of a weapon (such as the Deadly Targeting feat). Additionally, the scion's *destructive blasts* of her primary element ignore 10 points of energy resistance.

At 16th level, whenever the kineticist has at least 7 points of burn, she gains the benefits of

medium fortification, gaining a 50% chance to negate a critical hit or sneak attack.

This alters elemental overflow.

Arcane Buffer: At 6th level, the scion's magical ability begins to fuse with her mastery over the elements. Whenever the scion would accept burn, she may spend a spell point to avoid accepting one point of burn. This may be used to exceed the limit on the number of points of burn the scion can accept in a single turn.

This replaces internal buffer.

Expanded Focus: At 7th level, the scion gains the Admixture talent as a bonus talent, and may choose a blast type group from the Destruction sphere (including the one she chose with Destructive Focus). The scion gains the chosen element's basic wild talent and defensive wild talent as bonus wild talents. The scion does not gain the additional class skills from her expanded focus unless she later selects the Elemental Knowledge feat.

If the chosen blast type group was of the same element as her primary element, she gains an additional utility wild talent or infusion of her choice from that element.

At 15th level, the scion may choose another blast type group from the Destruction sphere, gaining all the benefits from her new element as listed above. If the scion chose a blast type group of the same element as her primary element at both 7th and 15th level, her mastery with that element increases. The scion gains a +1 to her attack rolls, damage rolls, caster level and save DC when using wild talents of the chosen element.

This replaces expanded element and composite specialization.

Primal Paragon: At 20th level, the scion chooses a blast type group from the Destruction sphere.

By accepting 1 point of burn when using a *destructive blast* from the chosen blast type group, the scion can allow the blast to bypass all energy resistances and spell resistances, and treat any immunities to the damage type a creature may possess as energy resistance 20 instead.

This replaces omnikinesis.



Shrouded Operative (Ninja Archetype, Champion)

Proficiencies: Shrouded operatives are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters proficiencies.

Casting: At 1st level, the shrouded operative may combine spheres and talents to create magical effects. The shrouded operative is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces poison use.

Spell Pool: A shrouded operative gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest. A shrouded operative may spend spell points as if they were ki points for all ninja tricks and class features.

This replaces ki pool.

Blended Training: A shrouded operative gains a combat or magic talent every time she gains a class level. Shrouded operatives use their casting ability modifier as their practitioner modifier.

This replaces the ninja tricks gained at 4th, 8th, 12th, 16th, 20th level.

Delayed Sneak Attack: The shrouded operative's sneak attack die improves at a slower rate than most ninjas, adding an additional 1d6 precision damage every 3 levels beyond 1st, to a maximum of 7d6 at 19th level.

This alters sneak attack.

Shadow Techniques: At 2nd level, the shrouded operative gains the following abilities she may use as a swift action, usually by spending a spell point:

- *Shadow Leap:* As long as the shrouded operative has at least 1 spell point, she treats any Acrobatics check made to jump as if she had a running start. At 10th level, she also halves the DC of Acrobatics checks made to jump (although she still cannot move farther than her speed allows).
- *Quick Stride:* The shrouded operative may spend a spell point to increase her speed by 20 feet for 1 round, plus 1 round per 4 class levels she possesses.
- *Cloak of Shadows:* The shrouded operative may spend a spell point to grant herself a +4 insight bonus on Stealth checks for 1 round. This bonus increases by 1 per 3 class levels she possesses.

Ninjutsu (Ex): At 3rd level, the shrouded operative gains the Scout sphere as a bonus combat sphere and the Illusion sphere as a bonus magic sphere.

This replaces no trace.

Urgent Tricks (Su): At 6th level, the shrouded operative may spend a spell point to use any ninja trick she possesses as a swift action. If she may already do so, such as by using the Talented Trickster talent, she may instead spend a spell point to use any ninja trick she possesses as an immediate action.

This replaces light steps.

Skaldic Poet (Skald Archetype)

Most skalds, despite their prowess in battle, usually employ arcane tactics to aid in their performances. Though among certain groups and tribes, there are some skalds that are not blessed with magic, and instead use verse and stanza to aid their allies. These skalds, known commonly as skaldic poets, make up for their lack of magic with their unrelenting bravery and strength, in addition to their ability to instill these qualities to their allies.

Proficiencies: Skaldic poets are proficient with simple weapons, as well as light armor. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters proficiencies.

Combat Training: A skaldic poet may combine combat spheres and talents to create powerful martial techniques. Skaldic poets are considered Adept combatants and use Charisma as their practitioner modifier.

This replaces the spells and cantrips class features.

Frenzied Lyricist: A skaldic poet is a performer of war; belting intense lyrics to his allies so that his own rage may prove infectious. Skaldic poets gain either the Berserker or Gladiator sphere as a bonus combat sphere at 1st level. Additionally, the skaldic poet gains a bonus combat talent from either the Berserker or Gladiator sphere at 5th level and every 4 levels thereafter. This replaces spell kenning and scribe scroll.

Ardour (Ex): The skaldic poet is an inspiration to his allies on the battlefield, talking up their successes and belittling their enemies shortcomings. A skaldic poet begins the day with no ardour, but can gain ardour in the following ways (a skaldic poet cannot gain ardour from each of these more than once per round, and the skaldic poet must be in combat to gain ardour):

- **Desperate Defense:** Whenever an ally the skaldic poet can see successfully avoids an attack (such as from an enemy missing them, or after succeeding a saving throw against an area of effect ability originating from a hostile creature), he gains 1 ardour. The skaldic poet does not gain ardour from attacks made against allies while he is flat-footed or unaware. This is treated as the defensive determination tension ability for the purposes of striker arts.
- **Hopeful Act:** Whenever an ally or enemy the skaldic poet can perceive would roll a natural 20, or natural 1 respectively, on an attack roll or saving throw, he gains 1 ardour. This does not function if the natural 20 or

natural 1 is rolled by a creature with a CR less than 1/2 his character level.

- **Violent Display:** Whenever an ally the skaldic poet can see successfully damages a creature with a melee or ranged attack or makes a successful combat maneuver check against a creature, he gains 1 ardour. This is treated as the offensive pressure tension ability for the purposes of striker arts.

His ardour fluctuates throughout the day, but usually cannot go higher than his Charisma modifier (minimum 1), though some feats, abilities, and magic items may affect this maximum. At 3rd level and every three levels afterward, his maximum ardour increases by 1. If a skaldic poet spends 1 minute or longer outside of combat, he loses all ardour he possesses.

Dramatic Orations (Ex): The skaldic poet is both a performer and a fighter, making him an inspiration to his allies. The skaldic poet can spend ardour in order to accomplish incredible acts. Each dramatic oration can only be used once per round, and is usable as a free action which can be taken during anyone's turn, unless otherwise stated in its description. The skaldic poet can spend ardour in the following ways:

1 Ardour

- **Alert Allies:** Whenever an ally would be attacked, the skaldic poet can spend any amount of ardour. For each ardour the skaldic poet spends on this dramatic oration, the ally gains a +1 dodge bonus to their AC against the attack.
- **Adrenaline Rush:** As an immediate action, choose an ally. The chosen ally may spend a free action that can be used even when it is not their turn to stand up from prone, draw, pick up, or ready a weapon or shield, or move 5 feet (provoking attacks of opportunity as normal).
- **Inspire Resolve:** Whenever an ally would attempt a saving throw, the skaldic poet can spend any amount of ardour. For each ardour the skaldic poet spends on this dramatic oration, the ally gains a +1 morale bonus to the saving throw.
- **Spur Aggression:** Whenever an ally would make an attack roll, the skaldic poet can spend any amount of ardour. For each ardour the skaldic poet spends on this dramatic oration, the ally gains a +1 morale bonus to attack rolls made until the beginning of their next turn. This counts as the fiery offense tension technique for the purposes of striker arts.

2 Ardour

- **Battle Focus:** As a swift action, the skaldic poet chooses an ally to immediately regain their martial focus.
- **Incite Brutality:** As a swift action, the skaldic poet chooses an ally to gain the benefits of a single (exertion) talent that he possesses until the beginning of their next turn. If the ally does not possess the base sphere (or the *brutal strike* ability), they also gain the

ability to make a *brutal strike* until the beginning of their next turn.

- **Psyche Up:** The skaldic poet chooses an ally to gain the benefits of his *berserking* ability, including the penalty to AC, until the beginning of their next turn, using the allies' base attack bonus to determine its effects. If the skaldic poet would attempt to use this outside of his turn, this dramatic oration requires an immediate action. If the skaldic poet possesses an (adrenaline) talent, he may also apply the benefits of a chosen (adrenaline) talent to the chosen ally instead of gaining the normal benefits of *berserking*. If the chosen (adrenaline) talent would normally require the skaldic poet to expend his martial focus, the ally must expend their own martial focus instead.

3 Ardour

- **Desperate Aid:** As an immediate action, the skaldic poet chooses an ally that is attempting a saving throw, allowing them to make the roll twice and take the highest roll.
- **Inspiring Audience:** The skaldic poet may use a *boast*, as long as he meets the requirements of activating the *boast* (such as by confirming a critical hit, succeeding a combat maneuver, etc.).
- **Tactical Positioning:** As a swift action, the skaldic poet chooses an ally to immediately move up to half their speed with a movement mode they possess.

This replaces all raging songs.

Skaldic Odes: At 3rd level and every 3 levels thereafter, the skaldic poet gains a striker art. The skaldic poet treats his class level as his striker level for the purposes of chosen striker arts and the Extra Striker Art feat, and uses his practitioner modifier instead of his Constitution modifier for determining their effects.

Whenever the skaldic poet would choose a striker art, he spends ardour instead of tension. If a striker art would usually benefit himself, it instead benefits an ally that the skaldic poet can see within 60 feet, and benefits all types of weapon attacks, not just unarmed strikes.

The skaldic poet may choose from the following list of striker arts: *blindsight offense*, *critical tension*, *dispelling knuckle*, *exploited opening*, *high tension*, *lasting flame*, *lightning dodge*, *improved determination*, *invigorated spirit*, *iron body*, *iron soul*, *steel heart*, *vital tension*, *wild charge*.

Additionally, the skaldic poet gains the following exclusive striker arts that he may choose from:

Death Scene: Whenever an ally the skaldic poet can see would reduce a hostile creature's hit points to 0 or less, he gains 1 ardour.

Easy to Impress: The skaldic poet reduces the ardour needed for his inspiring audience dramatic oration by 1. The skaldic poet also does not need to have his martial focus when using a *boast* with this dramatic oration.

Battle Genius (requires skaldic poet 9): The skaldic poet gains an additional ardour from his battle inspiration class feature. At 11th level and again at 17th level, the skaldic poet can select this striker art an additional time.

Hasty Positioning (requires skaldic poet 6): Whenever the skaldic poet would use his tactical positioning dramatic oration, the ally may move up to their full speed with a movement mode they possess, instead of just half.

Invigorated Mind: The skaldic poet can spend 2 ardour to allow an ally he can see to ignore any temporary penalties to their mental ability scores for 1 minute.

Optimistic: The skaldic poet can gain up to 2 ardour per round from their hopeful act ability.

Vicious Display (requires skaldic poet 5): The skaldic poets spur aggression dramatic oration also grants a morale bonus to melee damage rolls for each ardour spent using the dramatic oration.

Battle Inspiration (Ex): At 8th level, the skaldic poet begins to draw inspiration from the combat around him, coming up with various odes and lyrics at a moment's notice. A skaldic poet gains 1 ardour at the start of his turn.

Master Orator (Ex): At 20th level, the skaldic poet gains an amount of ardour equal to his practitioner modifier at the start of his first turn in combat (including surprise rounds). He has no limit to how much ardour he can possess (if he possesses the high tension striker art, he can immediately swap it for another striker art). The skaldic poet also reduces the cost of all abilities which require ardour by 1 (to a minimum of 1).

Soldier (Fighter Archetype)

Skill Ranks per Level: The soldier gains 4 + his Intelligence modifier ranks per level.

This alters skill ranks per level.

Proficiencies: Soldiers are proficient with simple weapons, as well as light armor. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters weapon and armor proficiencies.

Combat Training (Ex): A soldier is considered an Expert practitioner, gaining spheres and talents as appropriate, and may choose either Charisma, Intelligence, or Wisdom as their practitioner modifier.

This replaces the bonus feats gained at 2nd, 6th, 10th, 14th, and 18th level.

Conditioning (Ex): Starting at 2nd level, and every six levels thereafter, the soldier may select a form of conditioning, representing years of training in a specific field. This conditioning provides the soldier an additional class skill, and a +1 bonus to a save or skill check, listed in the form of conditioning. This bonus increases by 1 for every four levels beyond 2nd (and is known as the soldier's conditioning bonus). Unless otherwise noted, a form of conditioning may only be selected once.

Alert: You were conditioned to be vigilant and ever-watching, ensuring nothing would surprise you. You gain Perception as a class skill, and may add your conditioning bonus to Perception checks. You may select this form of conditioning twice, allowing you to add your conditioning bonus to initiative checks.

Athletic: Your physicality was constantly worked at, increasing your endurance and strength. You gain Acrobatics as a class skill, and may add your conditioning bonus to Climb and Swim checks, in addition to Acrobatics checks made to jump. You may select this form of conditioning twice, allowing you to instead add your conditioning bonus to all Acrobatics checks, in addition to doubling your conditioning bonus to Acrobatics checks made to move through an enemies threatened area without provoking an attack of opportunity.

Attuned: Your connection to magic has been strengthened through subtle arcane training. You gain Use Magic Device as a class skill, and may add your conditioning bonus to Use Magic Device checks.

Courage: Your mental resolve and confidence is intense, making you resistant against even the most terrifying situations. You gain Diplomacy as a class skill, and may add your conditioning bonus to the DC required to demoralize you, in addition to Will saves made against fear effects.

Endurance: Your body has an incredible tolerance to damage, whether it be external or internal. You gain Heal as a class skill. You may add your conditioning bonus to Constitution checks made to stabilize, and to Fortitude saves made against poisons and disease.

Erudite: You are well-versed in identifying the functionality and manifestation of magic. You gain Spellcraft as a class skill, and may add your conditioning bonus to Spellcraft checks made to identify a spell or sphere effect as it is being cast.

Rationale: Your mind has been tempered with knowledge and rationality, allowing you to separate fact and fiction. You gain a single Knowledge skill as a class skill, and may add your conditioning bonus to Will saves made against illusions.

Subtlety: You were trained to be adept in acts of secrecy and deception, and understanding the importance of subtlety. You gain Stealth as a class skill, and may add your conditioning bonus to Stealth checks.

Suspicion: You were trained to never trust anyone, and to read into every motion and word. You gain Sense Motive as a class skill, and may add your conditioning bonus to Sense Motive checks. You may select this form of conditioning twice, allowing you to add your conditioning bonus again to Sense Motive checks made against a feint attempt.

This replaces bravery.

Sphere Specialization: A soldier gains a sphere specialization of his choice from the list of sphere specializations included in the Conscript class description. The soldier treats his fighter class levels as conscript levels for this purpose. This does not stack with a Conscript's sphere specialization.

This replaces armor training, but may be altered or replaced by other archetypes that do not grant blended training or combat training.

Soulrender (Antipaladin Archetype)

Casting: The soulrender may combine spheres and talents to create magical effects. The soulrender is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces spells and detect good.

Spell Pool: The soulrender gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: The soulrender gains one magic talent every two levels.

Master of Death: At 1st level, the soulrender gains Death as a bonus sphere, or a Death talent if he already possesses the Death sphere. The soulrender uses his class level as his caster level when using the *reanimate* ability of the Death sphere. This stacks normally with caster levels gained from other classes.

Soul Reave (Su): At 3rd level, whenever a creature the soulrender has used his smite good ability on is killed, the soulrender can spend a spell point as an immediate action to reanimate the creature.

This replaces the cruelty gained at 3rd level.

Aura of Desecration: At 11th level, whenever the soulrender would use his channel energy ability, he may spend 1 spell point to *reanimate* all creatures within the affected area (these creatures still count towards his *reanimate* limit as normal). Additionally, all undead creatures within 10 feet of the soulrender gain positive energy resistance 10 and the soulrender's unholy resilience bonus, allowing them to add a bonus to all saving throws equal to the soulrender's Charisma modifier (minimum 1).

This replaces aura of vengeance.

Dread Tyrant: At 20th level, the soulrender begins to inch closer to the undead that he commands. The soulrender gains immunity to nonlethal damage, paralysis and sleep effects. His DR increases to 10/good. Additionally, all undead reanimated by the soulrender gains fast healing 5, and gains the ability to use his smite good ability once per day (using the soulrender's statistics for its effects).

This replaces unholy champion.

Greater Training: The soulrender may choose to lose plague bringer and all cruelties (not including the cruelty gained at 3rd level) to instead gain a combat or magic talent at every class level (instead of one magic talent at every caster level). He may not take this option if possessing an archetype that would alter or replace these class features.

This replaces plague bringer and all cruelties.

Spellforge (Blacksmith Archetype, Champion)

Base Attack Bonus: The spellforge gains base attack bonus equal to a commander of his class level.

This alters base attack bonus.

Hit Dice: The spellforge uses d8 for his Hit Die.

Class Skills: The spellforge loses Intimidate and Survival as class skills and gains Knowledge (arcana) and Spellcraft as class skills.

Casting: At 1st level, the spellforge may combine spheres and talents to create magical effects. The spellforge is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

Spell Pool: A spellforge gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A spellforge gains a combat or magic talent every time he gains a class level. Spellforges use their casting ability modifier as their practitioner modifier.

This replaces combat training.

Creation Specialist: The spellforge gains the Creation sphere as a bonus talent at 1st level, plus an additional talent from the Creation sphere at 5th level and every five levels thereafter. Additionally, the spellforge treats his class level as his caster level with the Creation sphere.

This replaces thunderous blows.

Magical Ingenuity (Su): The spellforge may use his *alter Repair* sphere ability on attended objects, as long as they are attended by an ally.

If the spellforge has the maintenance ability, he may perform the following ability:

- When using his *alter Repair* ability on an object attended by an ally, the spellforge may spend a spell point to grant the ally the benefits of one maintenance of his choice for a number of rounds equal to 1/2 his class level (minimum 1). A single ally can only benefit from a single maintenance at one time.
- If the spellforge possesses the Altering Burst talent, he may spend an additional spell point to target an additional ally per 4 caster levels he possesses with this ability. Each target must gain the same maintenance.

If the spellforge has the recipes ability, he may select the following flavor:

- **Hearty:** The spellforge may spend a spell point when adding this flavor to a recipe to allow each creature who partakes in a hearty recipe to gain DR 1/adamantine. This damage reduction increases by 1 for every 5

class levels the spellforge possesses. This damage reduction stacks with similar sources.

This replaces equipment specialist.

Expert Spellforge (Su): At 5th level, the spellforge gains the Creation sphere Potent Alteration talent as a bonus talent. Additionally, whenever the spellforge uses his *alter* ability to Destroy or Repair, he may add his casting ability modifier to the amount of damage dealt or healed.

This replaces skilled craftsman.

Tenebrous Stalker (Elementalist Archetype)

Shadow Weaver: The tenebrous stalker gains the Dark and Illusion spheres as bonus magic talents, and uses his class level as his caster level with the Dark and Illusion spheres. This stacks normally with caster levels gained from other sources.

This replaces weave energy.

Surreal Feats: The tenebrous stalker may select a surreal feat as a bonus feat in place of a combat feat.

Darkstalker: At 3rd level, the tenebrous stalker gains a +1 bonus to his caster level with the Dark and Illusion spheres. This bonus increases by 1 at 6th level and every 4 levels thereafter.

This replaces favored element.

Expanded Shadow Weaving: The tenebrous stalker gains a bonus talent from the Dark or Illusion spheres at 5th, 11th and 17th level.

This replaces elemental defense.

Duskwalk (Su): At 7th level, the tenebrous stalker gains the ability to travel between shadows. As long as he is within an area of dim light or darkness, the tenebrous stalker may spend a spell point as a move or swift action to teleport to another area of dim light or darkness within 30 feet of him. The range of this ability increases by 30 feet at 13th and 19th levels.

If the tenebrous stalker possesses the Step Through Darkness Dark sphere talent, he does not need to spend a spell point when using this ability.

This replaces elemental movement.

Shadow Master (Su): At 20th level, whenever the tenebrous stalker is in an area of dim light or darkness, he gains DR 10/— and a +2 bonus to all saving throws. In addition, whenever he successfully scores a critical hit against an enemy in dim light or magical darkness, the enemy is blinded for 1d6 rounds.

This replaces energy body.



Chapter 3

Class Options

Alchemist Discoveries

Immunizing Panacea (requires alchemist 9, Alchemy sphere (Panacea formulae)), improved panacea: The alchemist's understanding of humanoid biology and reactions begin to develop further, allowing him to develop panaceas that prevent an ailment for a time. When created a panacea, the alchemist may increase the DC by 10 to grant the affected creature immunity to the removed condition(s) for a number of rounds equal to his practitioner modifier (minimum 1).

Improved Salve (requires alchemist 6, Alchemy sphere (Salve formulae)): The alchemist's understanding of humanoid biology and alchemical reagents increases, allowing him to increase the potency of his salves. When creating a salve, the alchemist may increase the DC by 5 to increase the die size of the amount healed to dros instead of d8s.

Improved Panacea (requires alchemist 6, Alchemy sphere (Panacea formulae)): The alchemist's understanding of various reactions the body can have to particular toxins and spells allows him to add reagents that aid against ailments. When creating a panacea, the alchemist can increase the DC by 5 to grant a creature who drinks his panacea to gain a +4 bonus to saving throws made against the negative condition that was removed for 1 minute.

Avowed Pledges

Pledge of Cruelty

Typically established as being simply 'evil', those under a pledge of cruelty do not always fall into these simple categories. Victims of great misdoings, or simply a differing perspective on the world, those under this pledge can often be jaded or steadfast in their somewhat aggressive or downright cruel measures. At their core, these individuals cannot stand injustices against their own ethics or morals, and take matters into their own hands, even if they may be extreme.

Cruel Hand (Ex): At 1st level, the avowed gains Intimidate as a class skill and a bonus on Intimidate checks equal to half her avowed level.

Aura of Cowardice: At 3rd level, the avowed gains the aura of cowardice antipaladin class feature.

Brutal Smite (Su): At 6th level, whenever the avowed would smite a creature, that creature immediately suffers an amount of damage equal to 1/2 her class level + her casting ability modifier. The avowed may expend her martial focus when she smites a creature to increase the damage dealt to an amount equal to her class level + her casting ability modifier.

Aura of Despair (Su): At 8th level, the avowed gains the aura of despair antipaladin class feature.

Unholy Champion (Su): At 20th level, whenever the avowed would use a spell, spell-like ability, or sphere effect that deals negative energy damage, the damage dealt is maximized.

Pledge of Discretion

Secretive and careful, those under a pledge of discretion tend towards a more subtle, sometimes deceptive approach. Much less conspicuous than most avowed, those under this pledge understand the importance of ambushes, infiltration, and deception to ensure that justice is carried out.

Walker of Shadows (Ex): At 1st level, the avowed gains Stealth as a class skill and a bonus on Stealth checks equal to half her avowed level.

Aura of Shadow (Su): At 3rd level, the avowed radiates an essence of pure darkness and subtlety, granting all allies within 10 feet of her a +4 morale bonus to Bluff, Sleight of Hand, and Stealth checks.

At 8th level, this aura benefits all Dexterity-based skill checks, in addition to Bluff checks.

Umbral Smite (Su): At 6th level, the avowed gains concealment (20% miss chance) against the target of her smite ability.

Aura of Discretion (Su): At 8th level, the avowed radiates an aura of alleviation and weightlessness, allowing all allies within

10 feet of the avowed to reduce their armor check penalties by 4 when attempting Dexterity-based skill checks.

Shadowed Champion (Su): At 20th level, the avowed cannot be caught unaware by the target of her smite, making her unable to be feinted, flanked, or otherwise caught flat-footed by the target.

Pledge of Freedom

A fighter for liberty and freedom, those under a pledge of freedom typically shirk a strict creed of rules, or at least, do not have them at the forefront of their ethics and morals. Usually fighters for equality or freedom (sometimes to an extreme degree), these individuals' perception of 'justice' can be flexible at best, or completely chaotic at the worst of times. At their core, those under this pledge fight against restriction, enslavement, and control.

Freedom Ringer (Ex): At 1st level, the avowed gains Acrobatics as a class skill and a bonus on Acrobatics checks equal to half her avowed level.

Aura of Relief: At 3rd level, the avowed radiates a constantly shifting aura that grants all allies within 10 feet a +4 morale bonus on saving throws against charm and compulsion effects. This ability functions only while she is conscious, not if she is unconscious or dead.

Liberating Smite (Su): At 6th level, whenever the avowed would smite a creature, that creature immediately releases any grapple they may have on a creature. Additionally, the smote creature suffers a penalty to the save DC to any ability that would restrict movement they possess (this includes paralysis, slow effects, entanglement, etc.) equal to her casting ability modifier.

Aura of Freedom (Su): At 8th level, allies within 10 feet of the avowed gain a +2 morale bonus on Reflex saving throws. As a swift action, the avowed may expend her martial focus to allow all allies within 10 feet of her to not provoke attacks of opportunity from enemies for moving through her aura until the beginning of her next turn. This ability functions only while the avowed is conscious, not if she is unconscious or dead.

Chaos Champion (Su): At 20th level, whenever the avowed would have an active smite on a creature, she gains the benefits of the Freedom (word) Fate talent for as long as the creature is under the effects of her smite.

Pledge of Justice

"Oh thank Asarius you're alive! One minute he was raising his hands and -"

"Get off! Did you get him? Where is he?"

"He...He got away, I thought I'd check on y-"

"Okay... First tip: If you've got to choose between seeing if I need a little bit of healing, and catching the criminal we've been chasing... for almost a YEAR now, go catching the GODSBLASTED criminal!" - A Yaledian guard providing some harsh truths to a rookie.

A standard for most avowed, those under a pledge of justice typically strive for good in the world; or at least, their personal

idea of 'good'. Those under this pledge are often bastions of hope and warmth, but at the same time, fierce enforcers of justice and order.

Hand of Law (Ex): At 1st level, the avowed gains Diplomacy as a class skill and a bonus on Diplomacy checks equal to half her avowed level.

Aura of Courage: At 3rd level, the avowed gains the aura of courage paladin class feature.

Justiciar's Smite (Su): At 6th level, the avowed gains a deflection bonus to AC equal to her casting ability modifier against the target of her smite.

Aura of Resolve (Su): At 8th level, the avowed gains the aura of resolve paladin class feature.

Holy Champion (Su): At 20th level, whenever the avowed would use a spell, spell-like ability, or sphere effect that would heal hit point or ability damage, the amount healed is maximized.

Pledge of Order

"You are under arrest for breaching the Yaledian code of conduct, please raise your hands in the air and refrain from any unneeded spell casting or movement." - A typical request made by Yaledian law enforcement, usually met with hostility.

Seen to be strict and steadfast, those under a pledge of order have a strict creed of law that they enforce, with either a kind word or a swift blade. Those under this pledge are often viewed to be stern and immovable in their beliefs, yet some simply find comfort in the structured nature of law and order, and sometimes let those ethics get in the way of their own morals.

Dutiful Executor (Ex): At 1st level, the avowed gains a bonus on Sense Motive checks equal to half her avowed level.

Aura of Cooperation (Su): At 3rd level, the avowed radiates a rigid, confining aura that causes all enemies within 10 feet of her to take a -4 penalty on saving throws against charm and compulsion effects. This ability functions only while she is conscious, not if she is unconscious or dead.

Interrogating Smite (Su): At 6th level, whenever the avowed would smite a creature, she gains the knowledge of two of the following statistics from the creature: a resistance, a vulnerability, an immunity, a saving throw bonus, their AC, or their touch AC. The avowed may spend a spell point when she smites a creature to learn all the above statistics.

Aura of Unity (Su): At 8th level, all allies within 10 feet of the avowed are immune to the confused condition, in addition to being immune to the effects of spell, spell-like, sphere, or supernatural abilities that originate from other allies (even if they are outside this aura), as long as the effect are subject to spell resistance and cover an area.

Axiomatic Champion (Su): At 20th level, as a special attack action, the avowed may spend a spell point and make a single attack against a creature under the effects of her smite. If the attack hits, the creature must succeed at a Fortitude saving throw or fall unconscious for 1 minute. On a successful save,

the creature is still staggered for 1d4 rounds. Regardless of the result, the creature becomes immune to this ability for 24 hours.

Pledge of Purity

Zealous and true, those under a pledge of purity are purely against everything undead and impure. Less broad than most other pledges, these avowed despise necromancy and the twisting of life and death.

Chivalrous Knight (Ex): At 1st level, the avowed gains Heal as a class skill and a bonus on Heal checks equal to half her avowed level.

Aura of Purification (Su): At 3rd level, the avowed radiates a purifying aura, granting all allies within 10 feet of her a +4 morale bonus on saving throws against death and negative energy effects.

Smite Undead (Su): At 6th level, the avowed may always smite undead creatures, regardless of their alignment. Additionally, her attacks bypass all damage reduction that a smote undead creature may possess.

Aura of Life (Su): At 8th level, the avowed radiates an aura of pure positive energy, causing all hostile undead creatures within 10 feet of her to take a -4 penalty on Will saves made to resist positive energy, in addition to regaining half as many hit points when healed by negative energy.

Pure Champion (Su): At 20th level, as a special attack action, the avowed may make a single attack against an undead creature under the effects of her smite. If the attack hits, the creature must succeed at a Will saving throw or be destroyed. On a successful save, the creature is still staggered for 1d4 rounds. Regardless of the result, the creature becomes immune to this ability for 24 hours.

Chef Insights

Aromatic Dishes: The iron chef learns how to alter the aroma of his dishes, allowing him to encourage (or discourage) its consumption. The iron chef can only apply one of these aromas to a given recipe.



• **Fetid**—By either burning his dishes, or adding particularly odorous ingredients to his dishes, the iron chef can make his dishes quite unbearable to be near. Any creature that ends their turn within 5 feet of a creature who eats this meal must succeed at a Fortitude saving throw or become sickened for 2 rounds. A creature who succeeds this saving throw becomes immune to this aroma's effects for 24 hours. If the aroma is used alongside a sour flavor, creature's

do not become immune to this aroma if they succeed the saving throw.

- **Pleasant**—By utilizing food such as honey, peppermint and cinnamon, the iron chef can make a meal particularly pleasant to the nose, granting any creature who eats a meal including it a +2 circumstance bonus to Diplomacy and Bluff checks. If this aroma is used alongside a sweet flavor, this bonus is increased by a further +2.

Expanded Preparation: The iron chef learns new ways of preparing his recipes.

- **Brew**—By assembling a simpler set of ingredients, the iron chef can prepare a delicious brew that can be stored for later use. When making a brew, the iron chef must select a side dish instead of an entrée. At 13th level, the iron chef can select a second side dish to add to a brew. Additionally, creating a brew only takes 10 minutes per side dish used. A brew can be consumed as a standard action, with its benefits lasting for a number of rounds equal to his ranks Profession (cook). The iron chef can only have a number of brews active at a time equal to the number of chef insights he possesses + his ranks in Profession (cook).
- **Soup**—By creating a broth that contains all of the recipe's ingredients, the iron chef is able to feed many more creatures with his recipes. When making a soup, the iron chef may feed twice the normal amount of creatures with a soup recipe, in addition to increasing the duration of the recipes' benefits to 1 hour per class level the iron chef possesses.

Fruits, Expanded: The iron chef's repertoire of culinary knowledge expands, granting him further insight into how to utilize more exotic fruits in his recipes. The iron chef may add the fruits below to his list of side dishes; as normal, the iron chef can only apply one side dish to a given recipe.

- **Bananas**—Filling and simple, bananas are added to recipes to typically aid with the flowing of blood, ensuring that the blood is neither thicker nor thinner than it should be. Creatures who eat a meal including bananas reduce any bleed damage they suffer by 1 (minimum 1). This increases to 2 (minimum 0 bleed damage) when the iron chef reaches 10th level.
- **Berries**—Small yet filled with flavour, various berries such as blueberries and raspberries can be used to add sweet notes to the recipe, granting any creature who eats a meal including it a +2 bonus on saving throws against poison and disease for the duration of the effect. This bonus increases by an additional +2 when the iron chef reaches 10th level.
- **Cherries**—Sweet and slightly sour, cherries added to a recipe provides a natural energy boost to those who consume it, granting any creature who eats a meal including it a +2 bonus on saving throws against the fatigued, exhausted and sleep conditions. This bonus increases by an additional +2 when the iron chef reaches 10th level.

- **Grapes**—A small, sweet treat, grapes are known to aid in various bodily processes that help protect the health of a creature's eye, granting any creature who eats a meal including it a +2 bonus on saving throws against the dazzled and blinded conditions. This bonus increases by an additional +2 when the iron chef reaches 10th level, in addition to granting the creature immunity to the dazzled condition.
- **Oranges**—As sour as they are sweet, oranges are known for their many health benefits, and help protect against various bodily (and mental) exhaustion and damage, allowing any creature who eats a meal including it to reduce any ability damage or drain by 1 (minimum 1). This increases to 2 (minimum 1) when the iron chef reaches 10th level.
- **Pineapples**—Flavourful and slightly sour, pineapples are believed to aid in the general bodily functions of a creature, apparently aiding in a creature's ability to recuperate after injury, allowing any creature who eats a meal including it to treat an 8 hour rest as a complete rest when determining the effects of long-term care, as the Heal skill ability.

Herbs and Spices: The iron chef learns how to add an expansive range of flavours to his recipes, allowing him to utilize various herbs and spices. The iron chef can only apply one garnish to a given recipe.

- **Chillies**—Hot and spicy, chillies instil an immediate heat to any dish, granting any creature who eats a meal including it a +2 circumstance bonus to Fortitude saves made to avoid damage from cold and hot environments for the duration of the effect. This bonus increases by an additional +2 when the iron chef reaches 10th level. If chillies are garnished with a spicy flavor, this bonus is increased by a further +2.
- **Ginger**—Bitter and intense, ginger root can be added to a meal to add a powerful punch, and to improve a creature's bodily processes, granting any creature who eats a meal including it a +2 alchemical bonus to saving throws against the nauseated and sickened conditions for the duration of the effect. This bonus increases by an additional +2 when the iron chef reaches 10th level. If ginger is garnished with a sweet flavor, this bonus is increased by a further +2.
- **Sage**—Simple and savory, sage is commonly used to add a slight peppery taste to meals, in addition to adding some subtle colour to the dish. Sage is also known to improve the mental faculties of those who eat it, granting any creature who eats a meal including it a +2 circumstance bonus to Knowledge checks made to recall information. This bonus increases by an additional +2 when the iron chef reaches 10th level. If sage is garnished with avocado, this bonus is increased by a further +2.

Vegetables, Expanded: The iron chef's repertoire of culinary knowledge expands, granting him further insight into how to

utilize more exotic vegetables in his recipes. The iron chef can only apply one side dish to a given recipe.

- **Cabbage**—Crunchy and subtle, cabbages are usually added to a recipe to act as a base or foundation for other foods, in addition to being known to aid in blood circulation and healthy clotting of the blood, granting any creature who eats a meal including it a +2 bonus on Constitution checks made to stabilize. This bonus increases by an additional +2 when the iron chef reaches 10th level.
- **Eggplant**—Somewhat bitter, eggplant is a vegetable that can be prepared in many ways, and generally improves the health of the brain, granting any creature who eats a meal including it a +2 bonus to concentration checks. This bonus increases by an additional 2 when the iron chef reaches 10th level.
- **Onion**—Difficult to prepare without tears, onions are known for the diverse way of preparing them, in addition to being believed to aid against unwanted ailments of the mind and body, granting any creature who eats a meal including it a +2 bonus on saving throws against curse and mind-affecting effects. This bonus increases by an additional +2 when the iron chef reaches 10th level.
- **Pumpkin**—Dense and thick-skinned, pumpkin is typically chopped into thick pieces and cooked to make a filling addition to a recipe, in addition to aiding against muscle fatigue, granting any creature who eats a meal including it a +2 bonus on saving throws against paralysis and stunned conditions. This bonus increases by an additional +2 when the iron chef reaches 10th level.

Esoteric Training

Manipulator

The sage learns to manipulate and control the raw essence of magic around them, combining the essence of magic and ki into one single form of training. Whenever the sage deals damage to an opponent using his chi gong ability, he may force his ki through the opponent's body, disrupting concentration and slowing the channel of magic.

The opponent must succeed at a Will save or treat the damage dealt by the sage's chi gong as continuous for the purposes of any concentration checks until the start of his next turn. The sage may spend a ki point as an immediate action when activating this ability to attempt to establish a *manabond* with the damaged creature, paying any associated costs as normal.

Sages with this ability may take (manabond) or (manipulation) talents without having the Mana base sphere. For every 4 class levels the sage possesses, he gains one (manabond) or (manipulation) talent as a bonus talent.

Sages with this esoteric training package may choose the following esoterics, in addition to the esoterics generally available

to sages with the manipulator esoteric training package: elemental aura, ki clone, ki wall, mental escalation, ponderous touch, stunning fist.

The sage may also choose the following signature technique at 20th level if he possesses the manipulator esoteric training package:

Desiccate Essence (Manipulator): The sage may make a single melee touch attack using his chi gong ability as a full-round action; if successful, the target of this attack must succeed at a Will saving throw or lose all ki points, martial focus, and spell points that they possess, in addition to suffering 2 permanent negative levels. A target that succeeds at their saving throw instead suffers 1 temporary negative level for 24 hours.

Investigator Talents

Mind Palace (Su) (requires Mind sphere (Mental Archive (cognition))): Whenever the investigator uses the Mental Archive (cognition) talent, he may archive an additional amount of memories equal to 1/2 his class level. Additionally, the investigator may spend 1 point of inspiration instead of a spell point when permanently archiving a memory.

Material Impositions

Arcsilver: The scholar learns how to use arcsilver to disperse and manipulate electricity to her advantage. The scholar may activate this imposition to apply arcsilver coils strategically upon her person, granting her electricity resistance 5 for a number of rounds equal to her practitioner modifier (minimum 1). This electricity resistance increases by 5 for every 5 class levels the scholar possesses beyond 5th.

- **Voltaic Bursts [explosive]**: The scholar may apply coils of arcsilver and other conductive metals to her flashbangs, allowing them to deal an additional 1d6 electricity damage per two class levels she possesses; creatures who succeed at their Fortitude save against the flashbang take 1/2 damage from this effect. Additionally, all creatures adjacent to the target must also succeed at a Reflex saving throw or suffer an amount of electricity damage equal to her class level as electricity leaps from the original target.

Neon: Through advanced research into air, cooling points, and the process of turning air into a liquid, the scholar learns how to create a gas that can act as a stable source of light. When the scholar first gains this imposition she learns how to craft a small neon light that costs 1 hour and a total of 50 gp to create. When creating a neon light, the scholar may have it be of any colour she chooses, chosen at the time of creation, which lasts for 2 hours per class level she possesses. This light sheds bright light to a range of up to 30 feet + 5 feet per 2 class levels, and increases the light level by one step within twice that range.

If the scholar possesses the Tech sphere and can create batteries, she may use the battery within a neon light to allow it to last as long as the battery lasts, to a maximum of 24 hours.

- **Chromatic Flare [explosive]**: The scholar adds a mixture of neon and some incredibly volatile chemicals to her flashbangs. Creatures and objects that fail their save against the flashbang's initial effect are coated in a vibrant colour, taking a -20 penalty to all Stealth checks, and does not allow the affected creatures to benefit from the concealment normally provided by darkness, invisibility, or the Blur talent from the Illusion sphere (or similar effects) for 1 round, plus 1 round per 4 scholar levels she possesses.

Quicksilver: Also known as mercury, this strange, mercurial liquid is commonly drawn from cinnabar. Quite toxic, this shifting liquid can act as quite a slippery surface. This functions as a splash weapon the scholar can use as a ranged touch attack with a range increment of 10 feet, creating a puddle of quicksilver with a radius of 15 feet, plus 5 feet per 5 scholar levels she possesses; causing all creatures that attempt to enter or move through the area to attempt at a Reflex saving throw or immediately fall prone. This puddle lasts for 1d4 rounds.

- **Mercurial Bursts [explosive]**: The scholar may enhance her flashbangs with mercury, causing targets who fail their save to take 1d4 points of Wisdom damage, plus an additional 1d4 points of Wisdom damage at 8th and 16th level, in addition to the normal effects. This is a poison effect, and creatures with resistance to poison apply that resistance to their save against the flashbang's effects.

Thermite: Through delicate research into iron and aluminium interactions, the scholar learns of a particularly volatile reaction, allowing great explosive potential. The scholar can create and apply an incredibly potent mixture to a 5-foot square within her natural reach. Creating and applying this mixture takes 1 round, which provokes attacks of opportunity. The scholar may create a number of 5-foot squares equal to 1/2 her class level per day. The mixture can be set alight as part of applying the mixture (or if it is dealt at least 1 point of fire damage), dealing 1d8 points of fire damage per two class levels she possesses to the object, ignoring hardness equal to half her class level.

- **Pyrotechnic Detonation [explosive]**: By adding thermite into her flashbangs, she can cause great devastation to those caught within it, allowing them to cause targets who fail their save against her flashbangs to be blinded for 1d4 rounds, in addition to taking 1d8 points of fire damage per 2 class levels the scholar possesses; creatures who succeed at their Fortitude save against the flashbang take half damage from this effect. If the scholar's flashbangs would normally be capable of blinding due to the scholar having at least 5 ranks in Craft (alchemy), the duration of this effect is doubled.

Tungsten: The scholar has learned how to work with tungsten metal, an incredibly dense and heavy material that is incredibly intensive to work with. When the scholar first gains this imposition she learns how to craft tungsten plates, which cost 1 hour to create per plate. The scholar may only have a number of plates created at a time equal to 1 + her practitioner modifier. A creature may put a tungsten plate under any armour or

clothing for additional protection, at the cost of their maneuverability, granting them both DR 1/adamantine and a -1 armor check penalty for every tungsten plate a creature has equipped.

- **Burdening Blast [explosive]:** The scholar may add tungsten to her flashbangs, causing targets who fail their save to also have a large chunk of tungsten lodged within them, making them take a -2 penalty to attack rolls, AC, and CMD; multiple uses of this ability stack, increasing the penalty by an additional -2 per chunk lodged within the target. The target may remove a single chunk as a standard action, or may remove multiple as a full-round action.

Rage Powers

The following are new rage powers available to chained or unchained barbarians:

Furious Vigor (Ex): While raging, you gain an additional 1 temporary hit point per Hit Die you possess, in addition to a +1 bonus to Fortitude saving throws. Additionally, your rage does not end if you become unconscious, but you must still expend rounds of rage per day each round you remain unconscious.

Shifter Totem, Lesser (Su): Whenever the barbarian would enter a rage, he gains the benefits of the Transformation feat, allowing him to transform as part of entering the rage, gaining the benefits of a single (transformation) Alteration sphere talent that does not cost a spell point, chosen at the time of gaining this rage power. The barbarian only gains the shapechanger subtype while he is raging.

Shifter Totem (Su) (requires barbarian 6, lesser shifter totem): While raging, the barbarian gains the benefits of the Improved Transformation feat; except that he may choose traits that carry an additional spell point cost, expending 3 rounds of rage for every spell point the trait requires. The traits chosen are chosen at the time of gaining this rage power

Shifter Totem, Greater (Su) (requires barbarian 10, lesser shifter totem, shifter totem): While raging, the barbarian gains the benefits of a single shifter bestial trait of his choice, treating his class level as his shifter level.

Rogue Talents

In addition to being available to rogues, the following rogue talents may also be selected by ninjas, unchained rogues, and investigators.

Additionally, characters with the Expanded Sphercasting rogue talent count as possessing the minor magic and major magic rogue talents for the purposes of meeting the prerequisites for feats and rogue talents.

Minor Sphercasting: A rogue with this talent gains the Basic Magical Training feat as a bonus feat. This counts as possessing the minor magic rogue talent for the purposes of qualifying for feats, rogue talents, and prestige classes.

Major Sphercasting (requires minor sphercasting): A rogue with this talent gains the Advanced Magical Training feat as a bonus feat. This counts as possessing the major magic rogue talent for the purposes of qualifying for feats, rogue talents, and prestige classes.

Sage Esotery

Absorb Magic (Chakra Disruptor or Manipulator): Whenever the sage deals damage to an opponent using his chi gong ability, he may spend a ki point as an immediate action to attempt to destroy the bonds of any magic that is benefiting the creature. This otherwise acts as the Counterspell feat, as if attempting to dispel an existing magical effect upon the creature.

If the dispel attempt is successful, the sage may spend an additional ki point to re-establish the magical bonds upon himself, treating himself as the effect's target, and gaining the benefits of the effect for a number of rounds equal to the sage's casting ability modifier.

The sage must be at least 6th level to take this esotery.

Disrupt Acumen (Chakra Disruptor or Manipulator): Whenever the sage deals damage to an opponent using his chi gong ability, the opponent must succeed at a Will save or be unable to identify spells and sphere effects being cast using Spellcraft, even if normally able to automatically (such as when seeing a creature cast a sphere effect with the Magical Signs drawback) for a number of rounds equal to his casting ability modifier (minimum 1). The sage can spend a ki point when activating this ability to also have the creature be unable to benefit from Divination sphere abilities on a failed save for the duration.

Ki Trance (Enhancer, Infuser, or Manipulator): Whenever the sage or an ally within reach would attempt a concentration check, he may spend a ki point as an immediate action to instill a temporary trance of utter calm, granting him or the ally a competence bonus to the concentration check equal to the number of chi gong dice he possesses.

The sage may also use this ability whenever he would need to make a Will saving throw against a spell or effect to add a bonus equal to the number of chi gong dice he possesses to his roll.

Sorcerer Bloodlines

The following sorcerer bloodlines provide new options for bloodlines using Spheres of Power. Instead of bloodline spells, the sorcerer gains a bloodline sphere, granting them the sphere as a bonus sphere and allows them to treat their caster level as being one higher when using that sphere. This does not stack with an incanter's sphere specialization or sphere sorcerer's focus sphere class feature.

Phoenix

Within your family's ancestry, the warmth of a phoenix helped save your ancestors' life. Whether this help was in the form of

guidance, support, or resurrection, this phoenix's warmth radiated throughout your bloodline, driving you towards empathy and kindness.

Class Skill: Heal.

Bloodline Sphere: Life

Bonus Feats: Contingent Spell, Dodge, Extra Magic Talent (Life), Improved Initiative, Iron Will, Lightning Reflexes, Robustness, Skill Focus (Heal), any feat with the Life sphere as a prerequisite.

Bloodline Arcana: Whenever you would use your *cure* Life sphere ability, you may reroll results of 1s and 2s. You must take the new result, even if it is worse, or results in the same roll.

Bloodline Abilities: You have a natural inclination towards healing and restoration.

Healing Warmth (Su): At 1st level, whenever you would use a Life sphere ability on an ally, they gain fire resistance 5 until the beginning of your next turn. This resistance stacks with other sources of fire resistance.

Inner Flame: At 3rd level, you gain fire resistance 5 and may use your Charisma score instead of your Constitution score when determining when hit point damage would kill you. This resistance stacks with other sources of fire resistance. At 9th level, your fire resistance increases to 10.

Radiant Shroud (Su): At 9th level, you can release a burst of radiant flame as a free action for a number of rounds per day equal to your class level. While this flame is active, all enemies within a 15-foot radius who start their turn within the area must succeed at a Reflex saving throw (against your Life sphere DC) or suffer 1d6 point of fire damage per 2 class levels you possess (Reflex halves). These rounds do not need to be consecutive.

Wings of Flame (Su): At 15th level, as a standard action, you may cause bright, feathery wings to grow from your back, which perpetually burn with a radiant light, shedding light as a torch, and giving you a fly speed of 60 feet with average maneuverability. You may dismiss the wings as a free action.

Rise from the Ashes (Su): At 20th level, the essence of the phoenix allows you to rise from the ashes, even from deadly injuries. You become immune to fire damage. Additionally, whenever you die, you instead return back to life after 1d4 rounds (unless your body is completely destroyed), becoming fully healed, as if brought back by the True Resurrection Advanced Life sphere talent. You may only use this ability once per week.

Vampiric

At some point within your family's ancestry, a member was most likely the source of sustenance for a vampire, or some other creature that relies on blood to survive. No matter the source, it commonly manifests in similar abilities to that of a vampire, though whether or not these powers are embraced or forced back for another generation is up to the will of the individual.

Class Skill: Stealth.

Bloodline Sphere: Blood

Bonus Feats: Dodge, Great Fortitude, Lightning Reflexes, Skill Focus (Stealth), Sphere Focus (Blood), Thanatopic Spell, Threnodic Spell, Toughness, any feat with the Blood sphere as a prerequisite, and any necrosis feat.

Bloodline Arcana: You gain the Blood Thirst feat as a bonus feat. Additionally, you may select necrosis feats as if you possessed the Death sphere.

Bloodline Abilities: Your pseudo-vampiric nature emerges in strange ways, allowing you to embrace the essence of the night

Fangs (Su): At 1st level, you can grow sharp fangs as a free action. These fangs are treated as natural weapons, allowing you to make a bite attack that deals 1d4 points of damage plus your Strength modifier (1d3 if you are Small). At 5th level, the damage increases by one step to 1d6 points of damage (1d4 if you are Small). You may retract these fangs as a free action.

Necrotic Instincts (Su): At 3rd level, you may use your class level instead of your base attack bonus when making a bite attack, or when calculating your CMD when a creature would attempt to break your grapple. Additionally, your bite attack gains the grab universal monster ability.

Undead Fortitude (Su): At 9th level, whenever you would attempt a saving throw, you may spend a spell point as an immediate action to add your Charisma modifier as a bonus to the saving throw.

Dominating Gaze (Su): At 15th level, as a standard action, you may spend 2 spell points to force a creature that you can see within 60 feet to succeed at a Will saving throw or immediately fall under your influence, as the *powerful charm* of Entrhall Mind sphere talent. While the creature is under your influence, they are treated as a willing target for your *blood control*.

Vampiric Soul (Su): At 20th level, as long as you would have *blood control* active on a creature, you gain fast healing 5, immunity to mind-affecting effects and any unwilling effect that requires a Fortitude save, and DR 10/magic and silver.

Warden Reinforcements

Boon of Extrication (requires urgency, Warp sphere): The warden gains the Imbue Teleport Warp talent as a bonus talent. If the warden imbues a *teleport* on a guarded ally, it lasts for as long as the guarded ally is guarded.

Close to the Heart (requires confidence, Gladiator sphere): The warden gains the Motivational Audience Gladiator talent as a bonus talent. If the ally that would perform an action that would allow the warden to *boast* is the warden's guarded ally, the warden does not have to expend his martial focus when using the Motivational Audience talent.

Desperate Shift (requires urgency, warden 4, Warp sphere): As part of beginning his guard, the warden may expend an attack of

Warden Vigils

opportunity to *teleport* his guarded ally or himself up to 20 feet, plus 5 feet per 5 warden levels you possess.

Drain Confidence (requires confidence, detain class feature): Whenever the jailer would use his detain ability, on a failed save, the creature's natural charisma and confidence begins to drain from them. As long as the creature is detained, at the start of their turn, they suffer 2 points of Charisma damage.

If the jailer would amplify his detain ability, the jailer also gains a +1 bonus to Charisma ability checks and Charisma-based skill checks for as long as the creature is detained.

The jailer may choose to use this ability without the target suffering any of the other effects of his detain ability, potentially allowing him to use this ability out of combat. When used in this way, the creature must instead succeed at a Will saving throw instead of a Reflex saving throw; in addition to gaining a new saving throw against the effect whenever they would spend a move action to attempt to break free.

Share the Spotlight (requires confidence, Gladiator sphere, warden 4): Whenever the warden would use a *boast* that would normally affect himself (and only himself), he may spend an attack of opportunity (in addition to the regular action cost of the *boast*) to instead have the *boast* affect an ally within his *boast* range, as if they were the one who used the *boast* (still using the warden's statistics). If the chosen ally is his guarded ally, he does not need to spend the attack of opportunity as part of using this reinforcement.

Confidence

A warden of confidence is incredibly secure and confident, or at least, shows enough confidence to be inspirational to his allies. These wardens are more focused on themselves than most wardens, but always act as a source of inspiration and assurance for their allies, even if they do get in the way sometimes.

Vigil Sphere: Gladiator

Confident Guard: A confident warden's guard feels encouraging and incredible. At 3rd level, the warden's guarded allies gain a morale bonus to saving throws against fear and to the DC of any check to *demoralize* them equal to twice the warden's guard bonus. Additionally, once per round, the warden may use boasts by expending an attack of opportunity instead of an immediate action when the boast would benefit his guarded ally.

Inspiring Audience: At 7th level, whenever the warden or one of his guarded allies would make an attack roll or be attacked, the warden may spend a spell point to allow any allies within 30 feet of them to spend an immediate action to grant them a +2 morale bonus to the attack roll or AC (to a maximum bonus of +6).

Grandiose Display: At 11th level, whenever the warden would use a *boast*, he may spend a spell point to apply one of the (boast) talents used as part of the *boast* to all of his guarded allies.

Inner Confidence: At 15th level, whenever the warden would guard himself (this does not include simply benefiting from his

guard ability, like when using his self-sufficiency ability), he may spend a spell point to treat his guard bonus as being 1 higher when determining the benefits that he receives from his guard.

Complete Assurance: At 19th level, the warden may expend his martial focus or spend a spell point when using his *patrol* ability to grant all allies within his area of *patrol* immunity to hostile emotion and fear effects, in addition to increasing any morale bonus the ally is benefiting from by 2 until the end of his next turn. If the warden would reactivate his *patrol* before the end of his next turn, he can keep extending the duration of this ability by one additional round without paying the associated costs.



Urgency

A warden of urgency is a manipulator of space and reality, commonly in an attempt to ensure that they are always by their allies' side. These wardens are experts in manipulating and distorting the battlefield, teleporting into battle and distorting reality around them.

Vigil Sphere: Warp

Urgent Guard: An urgent warden's guard feels strange and sudden. At 3rd level, the warden's guarded allies gain a miss chance equal to 5 x the warden's guard bonus. Additionally, as part of beginning his guard, the warden may *teleport* the guarded ally up to 10 feet.

Distorting Patrol: At 7th level, the warden may spend a spell point when using his *patrol* ability to cause time and space to distort and shift. Whenever an enemy within the warden's area of *patrol* would attempt to cast a spell or use a sphere ability that has a range greater than touch, the enemy reduces the range of the spell by 20 feet, plus 10 feet at 10th level and every 4 class levels thereafter (minimum 10 feet). If a spell would have no valid targets due to this, the spell fails, keeping any spell points spent. If the warden would reactivate his *patrol* before the end of his next turn, he can apply this ability without spending a spell point.

Warp Beacon: At 11th level, allies benefiting from the warden's guard that are within his guard range may spend a swift action to immediately *teleport* to an adjacent unoccupied square to the warden. If the ally is beyond the warden's guard range, the ally must instead spend a full-round action and have the warden spend a spell point to teleport to his side.

Reality Burst: At 15th level, the warden may spend a spell point when using his *patrol* ability to cause those within it to buckle and warp. Whenever an enemy would end their turn within the warden's area of patrol, they must succeed at a Will saving throw or be teleported up to 20 feet in a square of the warden's choice (otherwise following the normal Warp sphere *teleport* rules). If the warden would reactivate his *patrol* before the end of his next turn, he can apply this ability without spending a spell point.

Boundless Vanguard: At 19th level, whenever a guarded ally would be successfully attacked (as long as the warden is aware of the attack), the warden may spend a spell point as an immediate action or by expending an attack of opportunity to instantly *teleport* in front of the guarded ally, suffering the damage instead of his guarded ally (with resistances and damage reduction applying normally).

Additionally, the warden and his guarded allies may use his warp beacon vigil ability regardless of whether or not they are within his guard range, and may be used regardless of whether or not the warden and the guarded ally are on the same plane or not.

Special: If the warden is using the custodian archetype and possesses the Eternal Guardian class feature, he does not need to spend a spell point when using this vigil ability.

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For Pathfinder 1st edition.

