

Everyman Unchained Skills and Options



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Everyman Unchained: Skills and Options

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ABOUT THE AUTHOR

Alexander Augunas has been a freelance writer for various *PATHFINDER ROLEPLAYING GAME* compatible products since 2012. Alex is best known as the writer of Know Direction's tri-weekly blog, *Guidance*, as well as the *PACT MAGIC UNBOUND* series by Radiance House. In addition to writing for Everyman Gaming, LLC, Know Direction, and Radiance House, Alex has worked with companies such as Raging Swan Press, Louis Porter Jr. Design, Amora Game, and Paizo Publishing. Alex is a known kitsune aficionado and hopes to be writing well past his death.

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Author's Preface

When *PATHFINDER UNCHAINED* was released, it promised to help remove some of the unnecessary 'sacred cows' of the game upon which it was based, and it is this line of thinking that ultimately resulted in the inclusion of not one, but three new skill systems in *PATHFINDER UNCHAINED*. I've told this story on the Know Direction Podcast, but when I excitedly implemented one of *PATHFINDER UNCHAINED*'s new skill systems in my home game, it was met with some backlash from my players. Sure, the skill system that I chose did what I wanted it to do for my players (add more skills to characters), but it did so by sacrificing my players' ability to specialize and diversify their skill set, which left a poor taste in my group's collective mouths. Rather than force a system that they weren't happy with on them, I started hammering out a new skill system by drawing on my favorite parts of all of the skill systems in *PATHFINDER UNCHAINED* as well as the standard rules in the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*. The result was the beginning of *EVERYMAN UNCHAINED: SKILLS AND OPTIONS*. In addition to a new skill system, *EVERYMAN UNCHAINED: SKILLS AND OPTIONS* includes a number of other game mechanics changes, including an alternate favored class bonus system and four new variant multiclass options. It is my hope that *EVERYMAN UNCHAINED: SKILLS AND OPTIONS* gives you even more tools to tailor your game to your tastes.

—Alexander Augunas

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The following sections are presented in *EVERYMAN UNCHAINED: SKILLS AND OPTIONS*.

Everyman Skills (p. 4–5): This section includes a new, slightly more advanced skill system intended for GMs and players who want the expansiveness of group skills with the customization options inherent to the standard skills system.

Favored Class Bonuses (p. 6–14): First introduced in *PATHFINDER ROLEPLAYING GAME: ADVANCED PLAYER'S GUIDE*, the alternate favored class bonus subsystem has been a mainstay of the *PATHFINDER ROLEPLAYING GAME* since its creation. This section introduces an alternate rewards system for favored class bonuses that grant characters different options based upon their class, race, and other abilities they have.

Variant Multiclassing (p. 15): *PATHFINDER ROLEPLAYING GAME: PATHFINDER UNCHAINED* introduced a new, alternate multiclassing system called variant multiclassing. This section provides variant multiclassing options for four third-party classes: the dragon paragon, the mystic, the occultist, and the technician.

Citations

The following citations are used in *EVERYMAN UNCHAINED: SKILLS AND OPTIONS*.

^{ACG} *PATHFINDER ROLEPLAYING GAME: ADVANCED CLASS GUIDE*

^{APG} *PATHFINDER ROLEPLAYING GAME: ADVANCED PLAYER'S GUIDE*

About Everyman Skills

What follows is a basic run-down of how skill ranks are determined in the Everyman Skills system, which is detailed in-depth beginning on Page 4.

Kyr'shin, a 9th-level fighter, is being converted from the standard skill system outlined in the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK* to the Everyman Skills system described on Page 4. First, in Everyman Skills, fighters have had their skill ranks improved to 4 + Int. No other class in the *PATHFINDER ROLEPLAYING GAME* has to worry about such a change; Kyr'shin simply lucked out this time! Good for you, Kyr'shin!

After adding his Intelligence bonus of +2 to his total skill ranks per level, Kyr'shin finds that he has a total of 6 skill ranks from character advancement and 4 skill ranks from group skills. Kyr'shin is free to spend his character skill ranks however he wants, but he is required to spend his group skill ranks on skills that belong to any one of the group skills that he's selected. At 1st level, Kyr'shin is required to take the background skill group, so all of his extra skill ranks go into the background group to represent a childhood of hard labor, intensive studies, life on streets, or whatever else Kyr'shin did to pass his time during his youth. (Don't worry, Kyr'shin, I won't tell them!)

Beginning at 2nd level and every 4 levels thereafter, Kyr'shin gets to pick an additional skill group from the list on Page 4, provided that he has a number of skill ranks greater than half his character level in at least one of that group's included skills. Once Kyr'shin has picked his new group, he can spend his 4 group skill ranks on any skill that is included in any group that he has selected. Kyr'shin must spend at least 1 skill group rank on a skill that's included in the background skill group at each level and he can spend a maximum number of group skill ranks per skill per level equal to the number of groups that each skill is included in. For example, if Kyr'shin's second skill group includes a skill that is also in the background skill group, he can spend up to 2 group skill ranks in that skill as a result of his cross-group synergy in that skill. He can continue to spend his character advancement skill ranks however he pleases, and continues to gain skill ranks, group skill ranks, and additional skill groups. That's certainly more skills that a fighter like Kyr'shin is used to!

By 9th level, Kyr'shin has selected a total of three skill groups (including background), has 54 skill ranks from character advancement, and 36 skill ranks spend on skill group skills. Because skills within a skill group are related, his bonus skill ranks are also likely to be closely related in theme as well, giving Kyr'shin a greater variety of skill proficiency without sacrificing the flexibility of the skill rank system.

^{ARG} *PATHFINDER ROLEPLAYING GAME: ADVANCED RACE GUIDE*

^{PU} *PATHFINDER ROLEPLAYING GAME: PATHFINDER UNCHAINED*

^{UCAM} *PATHFINDER ROLEPLAYING GAME: ULTIMATE CAMPAIGN*

^{UC} *PATHFINDER ROLEPLAYING GAME: ULTIMATE COMBAT*

^{UM} *PATHFINDER ROLEPLAYING GAME: ULTIMATE MAGIC*

EVERYMAN SKILLS

The everyman skills system is a hybrid of the standard skill system detailed in the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK* and both the background skills and group skills systems detailed in *PATHFINDER ROLEPLAYING GAME: PATHFINDER UNCHAINED*. Choosing skills is identical to the method described in the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*, except characters gain additional skill ranks to spend on skills that are similar to ones that they already have some training in or that represent non-adventuring hobbies, interests, and talents that the character possesses.

With this system, players gain the flexibility and versatility of the standard skill system while also gaining the ability to gain a noticeable boost to skills that they might otherwise neglect. Like the standard skill system, the everyman skill system is versatile, allowing characters to specialize in some skills and dabble in others, based upon their adventuring needs and talents. However, characters using the everyman skill system gain more skill ranks than characters built under the standard system do, making everyman skills more complicated than many other alternate skill systems.

Skill Ranks

At each level, your character gains a number of skill ranks to spend on skills dependent upon your class plus your Intelligence modifier. You can have a maximum number of ranks (including group skill ranks) in any skill equal to your Hit Dice.

Each class has a number of favored skills, called class skills. It is easier for your character to excel with skills that belong to your list of class skills. If you are trained in a class skill (i.e. you possess one or more rank in a class skill), you gain an additional +3 bonus on all skill checks made with that skill. If you have more than one class and both classes grant you a class skill bonus, these bonuses do not stack.

The number of skill ranks that you gain when taking a level in a class is based upon what skill category that class falls into: poor, average, good, or excellent. The number of skill ranks that your character gains based upon which category the your character's class belongs to is shown on Table 2: Skill Ranks, as well as which classes classes belong to each category.

Skill Groups

At 1st level, 2nd level, and every 4 levels thereafter, your character gains additional familiarity with all of the skills belonging to one of the skill groups listed on Table 1: Skill Groups. At 1st level, all characters gain the background skill group, but at subsequent levels your character may select additional skill groups that better reflect your personal interests and experiences. In order to select any skill group other than the background skill group, your character must possess a number of skill ranks in any one of that skill group's included skills greater than half your character level (minimum 1). For

Table 1: Skill Groups

Skill Groups	Included Skills
Aristocratic	Bluff, Knowledge (nobility), Ride, Sense Motive
Artistic	Artistry, Craft, Knowledge (nobility), Perform
Athletics	Acrobatics, Climb, Escape Artist, Fly ¹ , Swim
Background	Appraise, Artistry, Craft, Handle Animal, Knowledge (engineering), Knowledge (history), Knowledge (nobility), Linguistics, Lore, Perform, Profession, Sleight of Hand
Bardic	Knowledge (history), Knowledge (local), Knowledge (nobility), Perform
Conning	Bluff, Disguise, Sleight of Hand, Sense Motive
Covert	Bluff, Disguise, Perception, Stealth
Diplomatic	Diplomacy, Knowledge (local), Knowledge (history), Sense Motive
Eldritch	Knowledge (arcana), Knowledge (planes), Spellcraft, Use Magic Device
Empathic	Diplomacy, Bluff, Intimidate, Sense Motive
Exploring	Knowledge (dungeoneering), Knowledge (geography), Knowledge (nature), Perception, Survival
Gladiatorial	Bluff, Escape Artist, Intimidate, Perform
Healing	Heal, Knowledge (local), Knowledge (nature), Sense Motive
Impish	Disable Device, Disguise, Fly ¹ , Escape Artist, Stealth
Leader	Diplomacy, Intimidate, Knowledge (local), Perform
Mercantile	Appraise, Craft/Profession (any two), Diplomacy
Monastic	Knowledge (history), Knowledge (planes), Knowledge (religion), Linguistics
Natural	Handle Animal, Heal, Knowledge (geography), Knowledge (nature), Survival
Occult	Knowledge (arcana), Knowledge (planes), Knowledge (religion), Use Magic Device
Performer	Acrobatics, Disguise, Fly ¹ , Perform, Sleight of Hand
Priestly	Heal, Knowledge (planes), Knowledge (religion), Spellcraft
Riding	Acrobatics, Handle Animal, Knowledge (nature), Ride
Soldier	Climb, Profession, Ride, Swim
Spelunking	Climb, Knowledge (dungeoneering), Knowledge (nature), Swim
Thieving	Disable Device, Perception, Sleight of Hand, Stealth
Tinkering	Craft, Disable Device, Spellcraft, Use Magic Device

¹ Include Fly in this skill group only if your character possesses a reliable means of flying, such as a magic item, a racial trait, or a spell.

instance, in order to select the covert skill group at 2nd level, you must have at least 2 skill ranks in one of this skill group's included skills: Bluff, Disguise, Perception, or Stealth.

At each level, you gain 4 extra skill ranks to spend on group skills known as group skill ranks. The number of group skill ranks that you gain is not modified by your Intelligence. You can spend your group skill ranks on any skill that is included in one or more of your skill groups, but you are limited in the number of group skill ranks that you can spend on a single skill. Each time you gain a level, you can spend a maximum number of group skill ranks in any given skill equal to the number of skill groups that you have selected that include the skill. For instance, if you have selected one skill group that includes

Table 2: Skill Ranks

Character Level	Skill Ranks per Level ¹				Skill Groups ⁶	Extra Skill Group Ranks ⁷
	Poor ²	Average ³	Good ⁴	Excellent ⁵		
01	2	4	6	8	1	4
02	4	8	12	16	2	8
03	6	12	18	24	2	12
04	8	16	24	32	2	16
05	10	20	30	40	2	20
06	12	24	36	48	3	24
07	14	28	42	56	3	28
08	16	32	48	64	3	32
09	18	36	54	72	3	36
10	20	40	60	80	4	40
11	22	44	66	88	4	44
12	24	48	72	96	4	48
13	26	52	78	104	4	52
14	28	56	84	112	5	56
15	30	60	90	120	5	60
16	32	64	96	128	5	64
17	34	68	102	136	5	68
18	36	72	108	144	6	72
19	38	76	114	152	6	76
20	40	80	120	160	6	80

¹Your character gains a number of skill ranks at each level based upon your class's skill category plus your Intelligence modifier.

²This category includes the arcanist, cleric, magus, paladin, sorcerer, summoner, warpriest, witch, and wizard.

³This category includes the alchemist, barbarian, bloodrager, brawler, cavalier, druid, fighter, gunslinger, monk, oracle, shaman, skald, and swashbuckler.

⁴This category includes the bard, hunter, inquisitor, investigator, ranger, and slayer.

⁵This category includes the rogue.

⁶This is the number of skill groups that your character possesses. At 1st level, all characters must select the background skill group.

⁷Your character gains 4 group skill ranks at each level. These ranks must be spent on skills that are included in one or more your character's skill groups. You may spend a maximum number of group skill ranks in a skill equal to the number of your skill groups that the skill is included in.

Perception, two skill groups that include Bluff, and three skill groups that include Heal, you can spend up to one group skill rank in Perception, two group skill ranks in Bluff, or three group skill ranks in Heal. You must spend a minimum of one group skill rank on a skill that belongs to the background skill group at each level.

Calculating Skill Bonuses

When your character uses a skill, you determine if your character succeeds by making a skill check. When you make a skill check, you roll 1d20 and add that skill's ability score modifier to the result. If you have invested one or more ranks into the skill, you also add the number of skill ranks that you have invested into the skill to the result of your skill check.

You can gain bonuses to skill checks from a variety of sources; specific class features, racial abilities, spells, magic items, and feats can all grant bonuses to your skill checks. Two bonuses of the same type generally don't stack; with the exception of

dodge bonuses, most circumstance bonuses, and racial bonuses, only the better bonus of a given type works. Untyped bonuses always stack, unless they are from the same source.

In addition, each class has a number of favored skills, called class skills. It is easier for your character to become more proficient in these skills, as they represent part of the character's professional training and constant practice. You gain a +3 bonus on all class skills that you put ranks into. If you have more than one class and both grant you a class skill bonus, these bonuses do not stack as they are from the same source.

Favored Class Bonus

At 1st level, your character chooses one class to be your favored class. Each time you gain a level in one of your favored classes, you gain one of the following benefits: +1 hit point, +1 skill rank, or +1 towards an alternate favored class bonus, if such an option is available for your race and class. You can spend extra skill ranks gained as a favored class bonus on any skill.

FAVORED CLASSES

Each character begins play with a single favored class of her choosing—typically, this is the same class as the one she chooses at 1st level. The choice of favored class cannot be changed once the character is created. A character cannot select a prestige class as her favored class.

Whenever a character gains a level in her favored class, she gains 1 class rank. At each level, a character can spend her class rank to gain a favored class bonus based upon her race and favored class. Unless noted otherwise, favored class bonuses always stack with themselves.

Many favored class bonuses add only 1/2, 1/3, 1/4, or 1/6 to a roll (rather than 1) each time the reward is selected, or add 1/2, 1/3, 1/4, or 1/6 to a class ability (such as adding to a bloodrager's number of bloodrages per day or a monk's total number of ki points). When applying such a benefit to a die roll, or class ability, always round down (minimum 0). You may thus need to select such a favored class bonus several times before the benefit applies.

Some options may have a fixed numerical limit, after which selecting such a favored class reward again has no effect.

If a favored class bonus adds to the bonus granted by an existing class feature, such as trap sense, that favored class bonus provides no benefit to a character without that ability.

Class Options

These favored class bonuses are available to characters that have selected the indicated class as their favored class. For example, only a character that has selected gunslinger as her favored class can select the favored class options listed as gunslinger options.

In addition to detailing favored class bonuses for all of the alternate, base, core, and hybrid classes in *PATHFINDER ROLEPLAYING GAME*, this section also includes options for the dragon paragon (*DRAGON COMPANION HANDBOOK*), the mystic (*LIBER INFLUXUS COMMUNIS*), the occultist (*PACT MAGIC UNBOUND: GRIMOIRE OF LOST SOULS*), and the technician (*AGE OF ELECTROTECH*).

Alchemist

- » Add 1 extract formula from the alchemist formula list to the character's formula book. This formula must be at least 1 formula below the highest formula level the alchemist can create.
- » Add +1/2 to the amount of damage dealt by the alchemist's bomb class feature.
- » Add +10 minutes to the duration of the alchemist's mutagens.
- » Gain 1/6 of a new alchemist discovery.
- » Select 2 alchemist class skills. Add +1/2 on skill checks made with both skills.

Antipaladin

- » Add +1 foot to the size of each of the antipaladin's aura class

features. This favored class bonus has no effect unless the paladin has selected it five times (or another increment of 5).

- » Add +1/6 to the penalty on saving throws that creatures takes from each of the antipaladin's aura class features.
- » Gain 1/6 of a new cruelty.
- » Select 2 antipaladin class skills. Add +1/2 on skill checks made with both skills.
- » Select damage or healing. Add +1 to the amount of damage or healing done by the antipaladin's touch of corruption class feature.

Arcanist

- » Add 1/6 to the number of points the arcanist gains in her arcane reservoir each day and the total number of points in her arcane reservoir.
- » Add one spell from the arcanist spell list to the arcanist's spellbook. The spell must be at least 1 spell level below the highest spell level the arcanist can cast.
- » Gain 1/6 of a new arcanist exploit.
- » Select 2 arcanist class skills. Add +1/2 on skill checks made with both skills.



- » Select 2 arcanist exploits. Add +1/4 to the arcanist's effective class level when determining the effects of these arcanist exploits.

Barbarian

- » Add +1 foot to the movement speed bonus granted by the fast movement class feature. This favored class bonus has no effect unless the barbarian has selected it five times (or another increment of 5).
- » Add +1 to the barbarian's total number of rounds of rage per day.
- » Add +1/3 to the bonus that the barbarian gains from the danger sense or trap sense class feature.
- » Select 1 rage power that grants a numeric bonus to the barbarian while she is raging. Increase the bonus that rage power grants to the barbarian by +1/4.
- » Select 2 barbarian class skills. Add +1/2 on skill checks made with both skills.

Bard

- » Add +1 to the bard's total number of bardic performance rounds per day.
- » Add +1/2 to the bard's bardic knowledge bonus.
- » Add one spell known from the bard spell list. This spell must be at least 1 spell level below the highest spell level the bard can cast.
- » Select one bardic performance. Add +1/2 to the bard's level when determining the effects of that performance.
- » Select 2 bard class skills. Add +1/2 on skill checks made with both skills.

Bloodrager

- » Add +1 to the bloodrager's total number of bloodrage rounds per day.
- » Add +1 foot to the movement speed bonus granted by the fast movement class feature. This favored class bonus has no effect unless the bloodrager has selected it five times (or another increment of 5).
- » Add +1/2 to the bonus that the bloodrager gains from the blood sanctuary class feature.
- » Gain 1/6 of a new bloodline feat, as the bloodrager class feature.
- » Select 2 bloodrager class skills. Add +1/2 on skill checks made with both skills.

Brawler

- » Add +1 foot to the movement speed bonus granted by the fast movement class feature. This favored class bonus has no effect unless the brawler has selected it five times (or another increment of 5).
- » Add +1/4 to the number of times per day that the brawler can use the martial flexibility class feature.
- » Gain 1/6 of a new bonus feat, as the brawler class feature.
- » Select 2 brawler class skills. Add +1/2 on skill checks made

with both skills.

- » Select 2 combat maneuvers. Add +1/2 to the brawler's CMD when resisting those combat maneuvers.

Cavalier

- » Add +1/3 to the cavalier's bonus on damage rolls against the target of his challenge.
- » Add +1/4 to the cavalier's banner bonus.
- » Add +1/4 to the number of times per day that the cavalier can use the tactician class feature.
- » Gain 1/6 of a new bonus feat, as the cavalier class feature.
- » Select 2 cavalier class skills. Add +1/2 on skill checks made with both skills.

Cleric

- » Add +1/2 to the amount of damage that the cleric deals with her channel energy class feature.
- » Add +1/2 to the amount of damage that the cleric heals with her channel energy class feature.
- » The cleric adds +1/2 to the amount of damage dealt by inflict spells or healed by cure spells. This favored class bonus applies to inflict spells if the cleric can spontaneously cast inflict spells or cure spells if the cleric can spontaneously cast cure spells.
- » Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.
- » Select 2 cleric class skills. Add +1/2 on skill checks made with both skills.

Dragon Paragon

- » Add +1 foot to the size of the dragon paragon's paragon presence class features. This favored class bonus has no effect unless the dragon paragon has selected it five times (or another increment of 5).
- » Add +1/4 to the dragon paragon's natural armor bonus to AC from the natural armor class feature.
- » Gain 1/6 of a new heritage feat, as the dragon paragon class feature.
- » Select one heritage power at 1st level that is normally usable a number of times equal to 3 + the dragon paragon's Charisma modifier. The dragon paragon adds +1/2 to the number of uses per day of that heritage power.
- » Select 2 dragon paragon class skills. Add +1/2 on skill checks made with both skills.

Druid

- » Add +1/2 to the bonus that the druid gains from the resist nature's lure class feature.
- » Add +1/3 to the druid's natural armor bonus when using wild shape.
- » Gain 1/6 of a new bonus feat. This bonus feat must be Spell Focus: conjuration or a feat that lists Spell Focus: conjuration

or wild shape as a bonus feat.

- » Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the druid's Wisdom modifier. The druid adds +1/2 to the number of uses per day of that domain power.
- » Select 2 druid class skills. Add +1/2 on skill checks made with both skills.

Fighter

- » Add +1/2 to the bonus that the fighter gains from the bravery class feature.
- » Add +1/4 to the bonus that the fighter gains from the armor training class feature.
- » Gain 1/6 of a new bonus feat, as the fighter class feature.
- » Select 2 fighter class skills. Add +1/2 on skill checks made with both skills.
- » Select 2 combat maneuvers. Add +1/2 to the fighter's CMD when resisting those combat maneuvers.

Gunslinger

- » Add +1/4 to the number of grit points in the gunslinger's grit pool.
- » Gain 1/6 of a new bonus feat, as the gunslinger class feature.
- » Select one gunslinger deed that requires an attack roll, such as pistol whip or utility shot. The gunslinger gains a +1/4 bonus on attack rolls made using the selected deed.
- » Select one firearm. Reduce the misfire chance for that type of firearm by 1/4. You cannot reduce the misfire chance of a firearm below 1.
- » Select 2 gunslinger class skills. Add +1/2 on skill checks made with both skills.

Hunter

- » Add one spell known from the hunter spell list. This spell must be at least one level below the highest spell level the hunter can cast.
- » Add +1 to the hunter's total number of minutes of animal focus per day.
- » Add +1/2 on wild empathy checks and on Handle Animal skill checks.
- » Gain 1/6 of a new teamwork feat, as the hunter class feature.
- » Select 2 hunter class skills. Add +1/2 on skill checks made with both skills.

Inquisitor

- » Add one spell known from the inquisitor spell list. This spell must be at least 1 spell level below the highest spell level the inquisitor can cast.
- » Add +1/6 to the number of times per day that the inquisitor can use her judgment class feature.
- » Gain 1/6 of a new teamwork feat, as the inquisitor class feature.
- » Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the inquisitor's

Wisdom modifier. The inquisitor adds +1/2 to the number of uses per day of that domain power.

- » Select 2 inquisitor class skills. Add +1/2 on skill checks made with both skills.

Investigator

- » Add 1 extract formula from the investigator formula list to the character's formula book. This formula must be at least 1 formula level below the highest formula level the investigator can create.
- » Add +1/4 to all inspiration rolls that the investigator makes.
- » Add +1/4 to the number of times per day that the investigator can use his inspiration class feature.
- » Gain 1/6 of a new investigator talent.
- » Select 2 investigator class skills. Add +1/2 on skill checks made with both skills.

Occultist

- » Gain 1/6 of a new binder secret.
- » Gain 1/6 of a new pact augmentation.
- » Select one binder secret with a limited number of uses per day. Add +1/4 to the number of times per day that the occultist can use the selected binder secret.
- » Select 2 occultist class skills. Add +1/2 on skill checks made with both skills.
- » Select one constellation. Reduce the number of rounds that the major granted abilities of spirits belonging to the selected constellation are expended for after they are used by 1/6. This bonus stacks with the benefit of the Rapid Recovery feat[†] and similar effects.

Oracle

- » Add one spell known from the oracle spell list. This spell must be at least 1 spell level below the highest spell level the oracle can cast.
- » Add +1/2 to the oracle's level when determining the effects of her oracle's curse class feature.
- » Gain 1/6 of a new revelation. This revelation must be one that is available to you through your mystery or oracle archetype.
- » Select one revelation. Add +1/2 to the oracle's level when determining the effects of that revelation.
- » Select 2 oracle class skills. Add +1/2 on skill checks made with both skills.

Magus

- » Add one spell from the magus spell list to the magus's spellbook. The spell must be at least 1 spell level below the highest spell level the magus can cast.
- » Add +1/4 to the number of points in the magus's arcane pool.
- » Gain 1/6 of a new magus arcana.
- » Select one magus arcana usable only once per day. The magus adds +1/6 to the number of times it can be used per day. A

magus can only apply this favored class bonus to each magus arcana once.

- » Select 2 magus class skills. Add +1/2 on skill checks made with both skills.

Monk

- » Add +1 foot to the movement speed bonus granted by the fast movement class feature. This favored class bonus has no effect unless the monk has selected it five times (or another increment of 5).
- » Add +1/3 to the dodge bonus granted by the monk's AC bonus class feature.
- » Add +1/4 to the number of points in the monk's ki pool.
- » Gain 1/6 of a new ki power; if using the revised monk from *PATHFINDER ROLEPLAYING GAME: PATHFINDER UNCHAINED*, this may be any ki power that the monk qualifies for. Otherwise, this may be any ki power available to a qinggong monk of the monk's level (*PATHFINDER ROLEPLAYING GAME: ULTIMATE MAGIC*).
- » Select 2 monk class skills. Add +1/2 on skill checks made with both skills.

Mystic

- » Add +1/4 to the mystic's level to determine the amount of damage that she deals with her elemental strike. For every level that the mystic's effective level exceeds 20, she gains a +1 bonus on damage rolls made with her elemental strike.
- » Add +1/4 to the number of points in the mystic's ki pool.
- » Gain 1/6 of a new elemental technique.
- » Gain 1/6 of a new mystic talent.
- » Select 2 mystic class skills. Add +1/2 on skill checks made with both skills.

Paladin

- » Add +1 foot to the size of each of the paladin's aura class features. This favored class bonus has no effect unless the paladin has selected it five times (or another increment of 5).
- » Add +1/6 to the bonus on saving throws provided by each of the paladin's aura class features.
- » Gain 1/6 of a new mercy.
- » Select 2 paladin class skills. Add +1/2 on skill checks made with both skills.
- » Select damage or healing. Add +1 to the amount of damage or healing done by the paladin's lay on hands class feature.

Ninja

- » Add +1/2 to the total amount of damage that the ninja's sneak attack class feature deals on each successful attack.
- » Add +1/3 to the bonus that the ninja gains from the no trace class feature.
- » Add +1/4 to the saving throw DC of any poison that the ninja applies to her weapons.
- » Gain 1/6 of a new ninja trick.
- » Select 2 ninja class skills. Add +1/2 on skill checks made with both skills.

Ranger

- » Add +1/4 to the number of opponents that the ranger can select when using hunter's bond to grant a bonus to allies. All selected creatures must be of the same type (and subtype, if the creature is a humanoid or an outsider).
- » Add a +1/4 dodge bonus to the ranger's Armor Class against attacks made by each of his favored enemies.
- » Gain 1/6 of a new combat style feat, as the ranger class feature.
- » Select one favored terrain type. The ranger gains a +1/4 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks while he is within this terrain. If the ranger selected one of his existing favored terrain types, the bonuses stack. The ranger can select this favored class bonus up to two times per favored terrain type.
- » Select 2 ranger class skills. Add +1/2 on skill checks made with both skills.

Rogue

- » Add +1/2 to the total amount of damage that the rogue's sneak attack class feature deals on each successful attack.
- » Add +1/2 to the rogue's trapfinding bonus.
- » Add +1/3 to the bonus that the rogue gains from the danger sense or trap sense class feature.
- » Gain 1/6 of a new rogue talent.
- » Select 2 rogue class skills. Add +1/2 on skill checks made with both skills.

Samurai

- » Add +1/4 to the samurai's banner bonus.
- » Add +1/4 to the samurai's bonus on damage rolls against the target of his challenge.
- » Add +1/4 to the number of times per day that the cavalier can use the resolve class feature.
- » Gain 1/6 of a new bonus feat, as the samurai class feature.
- » Select 2 samurai class skills. Add +1/2 on skill checks made with both skills.

Shaman

- » Add one spell from the cleric spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 spell level below the highest spell level the shaman can cast.
- » Select one shaman hex. Add 5 feet to the range of the selected shaman hex. Multiple bonuses from this ability can apply to the same hex, to a maximum of an additional 30 feet for any single hex. The shaman cannot select a hex with a range of touch or personal with this ability.
- » Gain 1/6 of a new shaman hex.
- » Select one shaman hex. Add +1/2 to the shaman's level when determining the effects of that shaman hex.
- » Select 2 shaman class skills. Add +1/2 on skill checks made with both skills.

Skald

- » Add one spell known from the sorcerer spell list. This spell must be at least 1 spell level below the highest spell level the sorcerer can cast.
- » Add +1 to the skald's total number of raging song rounds per day.
- » Gain 1/6 of a new rage power.
- » Select one raging song. Add +1/2 to the skald's level when determining the effects of that performance.
- » Select 2 skald class skills. Add +1/2 on skill checks made with both skills.

Slayer

- » Add a +1/4 dodge bonus to the ranger's Armor Class against attacks made by each of his studied targets.
- » Add +1/4 to the slayer's studied target bonus on skill checks.
- » Gain 1/6 of a new slayer talent.
- » Select one slayer talent. Add +1/4 to the slayer's studied target bonus on slayer class ability DCs against all of the slayer's studied targets.
- » Select 2 slayer class skills. Add +1/2 on skill checks made with both skills.

Sorcerer

- » Add one spell known from the sorcerer spell list. This spell must be at least 1 spell level below the highest spell level the sorcerer can cast.
- » Add +1/3 to the sorcerer's caster level with her bloodline spells.
- » Gain 1/6 of a new bloodline feat, as the sorcerer class feature.
- » Select one bloodline power at 1st level that is normally usable a number of times equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.
- » Select 2 sorcerer class skills. Add +1/2 on skill checks made with both skills.

Summoner

- » Add one spell known from the summoner spell list. This spell must be at least 1 spell level below the highest spell level the summoner can cast.
- » Add +1/4 to the summoner's shield ally bonus (maximum +2).
- » Add +1/6 to the eidolon's evolution pool.
- » Add +1/6 to the number of times per day that the summoner can cast his *summon monster* spell-like ability.
- » Select 2 summoner class skills. Add +1/2 on skill checks made with both skills.

Swashbuckler

- » Add +1/4 to the number of panache points in the swashbuckler's panache pool.
- » Add +1/4 to the number of times per day that the swashbuckler can use the charmed life class feature.

- » Add +1/4 to the swashbuckler's level when determining the extra damage that she deals because of the precise strike deed. If the swashbuckler has the Slashing Grace^{ACG} feat or another similar effect, she gains this benefit when wielding the appropriate weapon for the feat or effect as well.
- » Gain 1/6 of a new bonus feat, as the swashbuckler class feature.
- » Select 2 swashbuckler class skills. Add +1/2 on skill checks made with both skills.

Technician

- » Add 1 tinker schematic from the technician's schematic list to the character's tinker manual. This schematic must be at least 1 schematic level below the highest schematic level the alchemist can create.
- » Add +1/4 to the technician's battery pool.
- » Gain 1/6 of a new innovation.
- » Select 2 technician class skills. Add +1/2 on skill checks made with both skills.
- » Select one school of magic. Add +1/3 to the technician's caster level when determining the duration of tinkers that belong to the chosen school of magic (maximum +1).

Warpriest

- » Add a +1/3 bonus to the amount of damage that the warpriest deals when wielding his deity's favored weapon or a weapon that he selected with the Weapon Focus feat.
- » Add +1/4 to the number of times per day that the warpriest can use his blessings class feature.
- » Add +1/4 to the number of times per day that the warpriest can use his fervor class feature. The warpriest cannot use these extra uses of fervor to cast warpriest spells.
- » Gain 1/6 of a new bonus feat, as the warpriest class feature.
- » Select 2 warpriest class skills. Add +1/2 on skill checks made with both skills.

Witch

- » Add one spell from the witch spell list to the witch's familiar. This spell must be at least 1 spell level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.
- » Add +1/4 to the witch's caster level when determining the effects of the spells granted to her by her patron.
- » Gain 1/6 of a new witch hex.
- » Select one witch hex. Add 5 feet to the range of the selected shaman hex. Multiple bonuses from this ability can apply to the same hex, to a maximum of an additional 30 feet for any single hex. The witch cannot select a hex with a range of touch or personal with this ability.
- » Select 2 witch class skills. Add +1/2 on skill checks made with both skills.

Wizard

- » Add one spell from the wizard spell list to the wizard's

spellbook. The spell must be at least 1 spell level below the highest spell level the wizard can cast.

- » Add +1/3 to the wizard's caster level when determining the duration of spells that belong to his arcane school.
- » Gain 1/6 of a bonus feat, as the wizard class feature.
- » Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.
- » Select 2 wizard class skills. Add +1/2 on skill checks made with both skills.

Companion Options

These favored class bonuses are available to characters that possess an animal companion, eidolon, or familiar. Each time a character gains a companion bonus, she chooses one such creature to apply the benefit to. If the character ever replaces that creature, her new companion gains these bonuses.

- » Add +1 hit point to the companion.
- » Add +1 skill rank to the companion.
- » Add +1/3 to the companion's natural armor bonus to AC.
- » The companion gains 1/6 of a bonus feat. The creature must meet all of the feat's prerequisites, if any. The creature must be physically able to use the selected feat.
- » The companion gains DR 1/magic. Every subsequent time that the companion gains this bonus, the DR increases by 1/2 (maximum DR 10/magic).

Racial Options

These favored class bonuses are available to characters of the indicated race, regardless of which class the character selected to be her favored class.

In addition to detailing racial favored class bonuses for all of the common, featured, and uncommon races in *PATHFINDER ROLEPLAYING GAME: ADVANCED RACE GUIDE* as well as several monstrous creatures from *PATHFINDER ROLEPLAYING GAME: MONSTER CODEX*, this section also includes racial favored class options for a number of the *PATHFINDER ROLEPLAYING GAME*'s more esoteric races, as well as three Third-Party races: dragons (*DRAGON COMPANION HANDBOOK*), mutamorphs (*AGE OF ELECTROTECH*), and nashi (*AGE OF ELECTROTECH*).

Aasimar

- » Gain 1/6 of a alternate racial trait or a standard racial trait that the aasimar does not possess.
- » Select Wisdom or Charisma. The aasimar adds +1/6 to the selected ability score.

Android

- » Add +1/4 to the number of times per day that the android can use the nanite surge racial trait.
- » Select Dexterity or Intelligence. The android adds +1/6 to the selected ability score.

Boggard

- » Reduce the number of minutes that the boggard must wait in between uses of his terrifying croak racial trait by 5 (minimum 5 minutes) and add 1 hit point to the boggard's tongue.
- » Add +1/6 to the boggard's Constitution score.

Catfolk

- » Add +1/4 to the number of times per day that the catfolk can use the cat's luck racial trait.
- » Select Dexterity or Charisma. The catfolk adds +1/6 to the selected ability score.

Changeling

- » Gain 1/6 of a alternate racial trait or a standard racial trait that the changeling does not possess. A changeling cannot gain a second hag racial trait with this bonus.
- » Select Wisdom or Charisma. The changeling adds +1/6 to the selected ability score.

Dhampir

- » Select Dexterity or Charisma. The dhampir adds +1/6 to the selected ability score.
- » The dhampir gains a +1/2 bonus on saving throws against energy drain effects (maximum +4).

Dragon

- » Add +1/4 to the number of times per day that the dragon can use its breath weapon racial trait.
- » Select Strength or Charisma. The dragon adds +1/6 to the selected ability score.

Drow

- » Add +1/4 to the drow's spell resistance.
- » Select Dexterity or Charisma. The drow adds +1/6 to the selected ability score.

Duergar

- » Select 1/6 of a 1st-level illusion or transmutation spell on the sorcerer/wizard spell-list. The duergar can cast the selected spell-like ability once per day. Each time the duergar selects this bonus, choose a different spell.
- » Select Constitution or Wisdom. The duergar adds +1/6 to the selected ability score.

Dwarf

- » Select Constitution or Wisdom. The dwarf adds +1/6 to the selected ability score.
- » Select one racial trait that the dwarf possesses that grants a dodge bonus. Add +1/3 to the dodge bonus that the dwarf gains from the selected racial trait (maximum +2 per trait).

Elf

- » Add +1/2 on Spellcraft checks and either Knowledge

(arcana) or Use Magic Device checks. Additionally, the elf can use these skills untrained.

- » Select Dexterity or Intelligence. The elf adds +1/6 to the selected ability score.

Fetchling

- » Add +5 feet to total distance that the fetchling can see with the darkvision racial trait.
- » Select Dexterity or Charisma. The fetchling adds +1/6 to the selected ability score.

Gathlains

- » Improve the gathlain's Fly speed maneuverability by +1/4 step (maximum perfect).
- » Select Dexterity or Charisma. The fetchling adds +1/6 to the selected ability score.

Gillman

- » Add +1 to the number of days that the gillman can spend without fully submerging herself in water before she risks internal organ failure, painful cracking of the skin, and death.
- » Select Constitution or Charisma. The gillman adds +1/6 to the selected ability score.

Ghoran

- » Reduce the number of days that it takes the ghoran's ghoran seed to sprout by 1/4.
- » Select Constitution or Charisma. The ghoran adds +1/6 to the selected ability score.

Goblin

- » Add +1/2 to the amount of fire damage that the goblin deals from all sources, both magical and mundane. The goblin cannot add this bonus more than once per attack, even if the attack deals fire damage from multiple effects.
- » Add +1/6 to the goblin's Dexterity score.

Gnome

- » Add +1/4 to the saving throw DC of any illusion spells that the gnome casts.
- » Select Constitution or Charisma. The gnome adds +1/6 to the selected ability score.

Grippli

- » Add +1/4 to the number of times per day that the grippli can use the toxic skin racial trait^{ARG}. If the grippli does not possess this racial trait, he gains it the first time he receives this bonus.
- » Select Dexterity or Wisdom. The grippli adds +1/6 to the selected ability score.

Half-Elf

- » Select 1/6 of a skill that the half-elf has selected with Skill Focus. The half-elf can take 10 with the selected skill even

if stress and distractions would normally prevent her from doing so. Each time the half-elf gains this bonus, she selects a different skill that she has also selected with Skill Focus.

- » Select one ability score. The half-elf adds +1/6 to the selected ability score.

Half-Orc

- » Add +1/4 to the number of times per day that the half-orc can use the orc ferocity racial trait.
- » Select one ability score. The half-orc adds +1/6 to the selected ability score.

Halfling

- » Add +1/4 to the number of times per day that the halfling can use the adaptive luck racial trait. If the halfling does not possess this racial trait, he gains it the first time he receives this bonus.
- » Select Dexterity or Charisma. The halfling adds +1/6 to the selected ability score.

Hobgoblin

- » Add +1/4 to the hobgoblin's natural armor bonus to AC. If the hobgoblin also gains a natural armor bonus to AC from a racial trait, these bonuses stack.
- » Select Dexterity or Constitution. The hobgoblin adds +1/6 to the selected ability score.

Human

- » Gain 1/6 of a "heart of the" racial trait that the human doesn't already possess.
- » Select one ability score. The human adds +1/6 to the selected ability score.

Ifrit

- » Add +1/6 to the ifrit's caster level when casting spells or spell-like abilities with the fire descriptor.
- » Select Dexterity or Charisma. The ifrit adds +1/6 to the selected ability score.

Kasatha

- » Add +1/6 to the dodge bonus that the kasatha gains from the defensive training racial trait.
- » Select Dexterity or Wisdom. The kasatha adds +1/6 to the selected ability score.

Kitsune

- » Add +1/4 to the saving throw DC of any enchantment spells that the kitsune casts.
- » Select Dexterity or Charisma. The kitsune adds +1/6 to the selected ability score.

Kobold

- » Add +1/6 to the kobold's Dexterity score.
- » Select Strength or Constitution. Reduce the kobold's racial

penalty to the chosen ability score by 1/3 (minimum 0).

Lashunta

- » Add +1 foot to the size of the lashunta's telepathy racial trait. This favored class bonus has no effect unless the paladin has selected it five times (or another increment of 5).
- » Select Intelligence or either Strength (if the lashunta is male) or Charisma (if the lashunta is female). The lashunta adds +1/6 to the selected ability score.

Merfolk

- » Add +1/2 to the caster level of all spells that the merfolk casts with the water descriptor, but only to determine the range of those spells.
- » Select Dexterity, Constitution, or Charisma. The merfolk adds +1/6 to the selected ability score.

Mutamorph

- » Add +1/4 to the mutamorph natural armor bonus to AC. If the mutamorph also gains a natural armor bonus to AC from a racial trait, these bonuses stack.
- » Select one ability score. The mutamorph adds +1/6 to the selected ability score.

Nagaji

- » Add +1/4 to the nagaji's natural armor bonus to AC. If the

nagaji also gains a natural armor bonus to AC from a racial trait, these bonuses stack.

- » Select Strength, or Charisma. The nagaji adds +1/6 to the selected ability score.

Nashi

- » Add 1/2 skill to the nashi's list of class skills.
- » Select Constitution or Intelligence. The nashi adds +1/6 to the selected ability score.

Orc

- » Add +1/6 to the orc's Strength score.
- » Select one of the following weapons: falchion, greataxe, or any one weapon with "orc" in its name. The orc adds +1/3 on all attack rolls made to confirm a critical hit while wielding the chosen weapon (maximum +4 per weapon).

Oread

- » Add +1/6 to the oread's caster level when casting spells or spell-like abilities with the acid or earth descriptor.
- » Select Strength or Wisdom. The oread adds +1/6 to the selected ability score.

Ratfolk

- » Add +1/3 to the bonus on attack rolls that the ratfolk gains from flanking with another creature using the swarming racial trait (maximum +2).
- » Select Dexterity or Intelligence. The ratfolk adds +1/6 to the selected ability score.

Samsaran

- » Select one spellcasting class that casts the same type of spells as your favored class (such as arcane or divine). Add 1/2 of a spell from the selected class's spell list to spell list of the samsaran's favored class. The spell must be at least 1 spell level below the highest spell level the samsaran can cast.
- » Select Intelligence or Wisdom. The samsaran +1/6 to the selected ability score.

Strix

- » Add +1 foot to the strix's fly speed. This favored class bonus has no effect unless the strix has selected it five times (or another increment of 5).
- » Add +1/6 to the strix's Dexterity score.

Suli

- » Add +1/4 to the number of times per day that the suli can use the elemental assault racial trait.
- » Select Strength, or Charisma. The suli adds +1/6 to the selected ability score.

Svirfneblin

- » Add +1/4 to the saving throw DC of any illusion spells that the svirfneblin casts.



- » Select Dexterity or Wisdom. The svirfneblin adds +1/6 to the selected ability score.

Sylph

- » Add +1/6 to the sylph's caster level when casting spells or spell-like abilities with the air or electricity descriptor.
- » Select Dexterity or Intelligence. The sylph adds +1/6 to the selected ability score.

Syrinx

- » Add +1/2 to the amount of damage that the syrinx deals on damage rolls with attacks, spells, and spell-like abilities against opponents without the ability to fly.
- » Add +1/6 to the syrinx's Wisdom score.

Tengu

- » Select Dexterity or Wisdom. The tengu adds +1/6 to the selected ability score.
- » Select one weapon that belongs to the light blades or heavy blades fighter weapon group or that is classified as an eastern weapon in Pathfinder Roleplaying Game: Ultimate Combat. The tengu adds +1/3 on all attack rolls made to confirm a critical hit while wielding the chosen weapon (maximum +4 per weapon).

Tiefling

- » Gain 1/6 of an alternate racial trait or a standard racial trait that the tiefling does not possess.
- » Select Dexterity or Intelligence. The tiefling adds +1/6 to the selected ability score.

Traxian

- » The traxian gains fire resistance 1 if he was born during the summer or cold resistance 1 if he was born during the winter. Each time this reward is selected, increase this resistance by +1. This resistance does not stack with resistance gained from other sources.
- » Select Constitution or Wisdom. The traxian adds +1/6 to the selected ability score.

Trox

- » Add +1 foot to the trox's burrow speed. This favored class bonus has no effect unless the trox has selected it five times (or another increment of 5).
- » Add +1/6 to the trox's Strength score.

Undine

- » Add +1/6 to the undine's caster level when casting spells or spell-like abilities with the cold or water descriptor.
- » Select Dexterity or Wisdom. The undine adds +1/6 to the selected ability score.

Vanara

- » Add +1 foot to the vanara's climb speed. This favored class

bonus has no effect unless the vanara has selected it five times (or another increment of 5). If the vanara has the tree stranger racial trait, the adds +1/5 on all trained Knowledge skill checks that the vanara makes instead. Each time this reward is selected, increase the bonus by +1/5.

- » Select Dexterity or Wisdom. The vanara adds +1/6 to the selected ability score.

Vishkanya

- » Add +1/4 to the number of times per day that the vishkanya can use the toxic racial trait.
- » Select Dexterity or Charisma. The vishkanya adds +1/6 to the selected ability score.

Wayang

- » Add +1/4 to the number of times per day that the wayang can use the light and dark racial trait.
- » Select Dexterity or Intelligence. The wayang adds +1/6 to the selected ability score.

Wyrwood

- » Add +1/6 to the wyrwood's size category for the purpose of determining the number of bonus hit points it gains from its construct traits.
- » Select Dexterity or Intelligence. The wyrwood adds +1/6 to the selected ability score.

Wyvarans

- » Add +1 foot to the wyvaran's fly speed. This favored class bonus has no effect unless the wyvaran has selected it five times (or another increment of 5).
- » Select Dexterity or Wisdom. The wyvaran adds +1/6 to the selected ability score.

Universal Options

These favored class bonuses are available to all characters, regardless of their race or which class is their favored class.

- » Gain 1 additional hit point.
- » Gain 1 additional skill rank.
- » Gain a +1/3 bonus on one type of saving throw (Fortitude, Reflex, or Will; maximum +2).
- » Gain 1/6 of a bonus feat. This bonus feat must include the character's race as a prerequisite or be selected from the following list: Additional Traits^{APG}, Dodge, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Skill Focus, Weapon Focus.
- » Select 1 weapon. Reduce the penalty for not being proficient for that weapon by 1. When the nonproficiency penalty for a selected weapon becomes 0 because of this favored class bonus, the character becomes proficient with the selected weapon.
- » Select 1 weapon. Gain a +1/3 bonus on attack rolls made to

confirm a critical hit with the selected weapon (maximum +4). This bonus doesn't stack with Critical Focus. When your bonus with a single weapon reaches +4, you are treated as though you had the Critical Focus feat for the purpose of meeting feat prerequisites.

- » Select one racial trait that the character possesses that grants a racial bonus. Add +1/3 to the racial bonus that the character gains from the selected racial trait (maximum +2 per racial trait).
- » Select one spell-like ability that the character gains from a racial trait or a feat that includes the character's race as a prerequisite. Add +1/4 to the number of times per day that the character can use the selected spell-like ability.
- » Select one type of energy that the character has energy resistance against as a racial trait. Add +1 to the character's resistance against the selected energy type.

Feats

The following feats are designed to work with the revised favored class bonus system. The following types of feats are described below.

Story Feats

Introduced in *PATHFINDER ROLEPLAYING GAME: ULTIMATE CAMPAIGN*, story feats reflect an often all-consuming goal that shapes a character's life. Story feats include a number of unifying elements that are detailed in *PATHFINDER ROLEPLAYING GAME: ULTIMATE CAMPAIGN*. They incorporate a triggering event and include nebulous prerequisites that can only be met after talking with the GM.

Untyped bonuses from multiple story feats do not stack, as all story feats are considered to be a single source.

Multiple Companion Training

You are able to provide multiple companion creatures with the benefits of your favored class bonuses.

Prerequisite: Must have two or more of the following: animal companions, eidolons, or familiars.

Benefit: When you select a favored class bonus that grants a bonus to a companion creature, such as an animal companion, an eidolon, or a familiar, that bonus applies to all animal companions, eidolons, and familiars that you possess. If you gain a new companion after selecting this feat, the benefits are retroactive.

Eclectic

You have a talent for picking up different vocations.

Benefit: Choose an additional favored class and gain +1 in any favored class option that you qualify for whenever you take a level in that class. If you choose a class in which you already have levels, the benefits of this feat are retroactive.

Special: If you are human or have the human subtype, you can select this feat multiple times. Each time you select it, choose an additional favored class.

Characters with Multiple Favored Classes

Although most characters only have a single favored class, effects such as the multitiered racial trait or the Eclectic feat can grant characters multiple favored classes. Each time a character gains a level in any of her favored classes, she gains a favored class bonus that she can spend on a broad category of bonuses based upon her class, race, whether or not she has a companion creature, and so on. When she gains a favored class bonus, a character may only spend that bonus on a class option that corresponds to the class that granted her the favored class bonus.

For example, a half-elf with fighter and rogue as her favored classes cannot spend her rogue favored class bonuses on fighter options, nor can she spend her fighter favored class bonuses on rogue options. She can, however, spend both fighter and rogue options on universal favored class bonuses, bonuses relating to her race, or companion bonuses if she has a companion creature such as an animal companion or a familiar.

Fast Learner

Your progress grants you extra versatility.

Prerequisites: Int 13, human.

Benefit: When you gain a level in a favored class, you can gain +1 hit point and +1 skill rank as a single universal favored class option. Alternatively, you can choose a different favored class bonus. If you have previously selected +1 hit point or +1 skill rank as a favored class bonus, the benefits of this feat are retroactive.

Nemesis (Story)

A past enemy seeks your ruin.

Prerequisites: You must have at least one enemy who wishes to cause you great harm. If you have multiple enemies, the GM may keep the specific nemesis secret, or have your enemies work together against you. If your nemesis is not already a challenging foe, it either advances in strength to become a challenging foe or allies with others to achieve a higher challenge rating.

Benefit: Having a nemesis drives you to excel in training. For each new level you gain in a favored class, you can choose two benefits instead of one. You may not choose the same benefit twice at a given level. The benefits of this feat are retroactive.

Goal: Slay your nemesis. Causing your nemesis's death through your direct actions qualifies even if you do not strike the fatal blow, but another killing your nemesis without your involvement doesn't count.

Completion Benefit: You gain a +2 inherent bonus to an ability score of your choice.

Special: Thwarting your plans becomes an all-consuming goal for your nemesis. Your nemesis gains a +2 bonus on attack rolls and damage rolls against you. Whatever you try to achieve, your nemesis seeks to tear down.

VARIANT MULTICLASSING

Introduced in *PATHFINDER ROLEPLAYING GAME: PATHFINDER UNCHAINED*, variant multiclassing is an optional system that allows a character to trade out half her feats in order to gain the benefits of a secondary class. Whether these rules are used to enable a character to gain the benefits of multiclassing without sacrificing advancement in their primary class or by allowing characters to modify the abilities that they gain from increasing their experience, regardless of their class levels.

At 1st level, a character using this system selects one secondary class. Once selected, this choice is permanent (though a character using the retraining rules in *PATHFINDER ROLEPLAYING GAME: ULTIMATE CAMPAIGN* can retrain her secondary class by paying half the cost of retraining all her class levels). A character who selects this option doesn't gain feats at 3rd, 7th, 11th, 15th, and 19th level, but instead gains secondary features from her secondary class. If the GM allows you to combine variant multiclassing and standard multiclassing, you cannot gain levels in your secondary class.

This section provides variant multiclassing options for several Third-Party classes, including the dragon paragon (*DRAGON COMPANION HANDBOOK*, Everyman Gaming, LLC), the mystic (*LIBER INFLUXUS COMMUNIS*, Amora Game), the occultist (*PACT MAGIC UNBOUND: GRIMOIRE OF LOST SOULS*, Radiance House), and the technician (*AGE OF ELECTROTECH*, Radiance House).

Dragon Paragon

A character who chooses dragon paragon as his secondary class gains the following secondary class features. Only dragons and kobolds can select dragon paragon as a secondary class.

Heritage: At 1st level, he must select a heritage that corresponds with his sept (if he is a dragon) or his scale color (if he is a kobold). He treats his character level as his effective dragon paragon level for all heritage powers.

Heritage Power: At 3rd level, he gains her heritage's 1st-level heritage power.

Improved Heritage Power: At 7th level, he gains his heritage's 3rd-level heritage power.

Dragon Exemplar: At 11th level, he gains the dragon exemplar class feature of a dragon paragon of his character level – 7.

Greater Heritage Power: At 15th level, he gains his heritage's 9th-level heritage power.

True Heritage Power: At 19th level, he gains his heritage's 15th-level heritage power.

Mystic

A character who chooses mystic as her secondary class gains the following secondary class features.

Elemental Path: At 1st level, she selects an elemental path.

Ki Pool: At 3rd level, she gains the ki pool class feature of a mystic of her character level – 2, with a number of ki points equal to 1/2 her character level. She also gains the path basics ability of her elemental path.

Elemental Strike: At 7th level, she gains the elemental strike class feature of a mystic of her character level – 2.

Elemental Technique: At 11th level, she gains one elemental technique from the list available to her elemental path, as a mystic of her character level – 6. She cannot gain the Extra Elemental Technique feat^{LIC}.

Improved Elemental Technique: At 15th level, she gains one additional elemental technique.

Greater Elemental Technique: At 19th level, she gains one additional elemental technique.

Occultist

A character who chooses occultist as her secondary class gains the following secondary class features.

Occult Knowledge: At 3rd level, she gains the occult knowledge class feature.

Bind Spirit: At 7th level, she gains the Amateur Occultist feat^{GLS}.

Constellation Aspect: At 11th level, she gains a constellation aspect whenever she seals a good back with a spirit that belongs to the constellation that she selected with Amateur Occultist. She cannot select the Extra Constellation Aspect feat^{GLS}.

Improved Bind Spirit: At 15th level, her maximum spirit level when using Amateur Occultist increases to 2nd level and she can use Amateur Occultist to seal a pact with any spirit whose Knowledge Tasks she has completed, regardless of which constellation it belongs to.

Additional Spirit: At 19th level, she can seal pacts with two spirits simultaneously.

Technician

A character who chooses technician as her secondary class gains the following secondary class features.

Trade: At 1st level, he selects a trade. He treats his character level as his effective technician level for all trade abilities.

Trade Ability: At 3rd level, he gains his trade's 1st-level trade ability.

Electrotechnology: At 7th level, he gains Electrotech Proficiency as a bonus feat.

Improved Trade Ability: At 11th level, he gains his trade's 3rd-level trade ability.

Greater Trade Ability: At 15th level, he gains his trade's 9th-level trade ability.

Master Trade Ability: At 19th level, he gains his trade's 15th-level trade ability.

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