

CHAMPIONS of MAGIC



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CHAMPIONS OF MAGIC

Credits

Producer: Scott Gladstein

Designers: Scott Gladstein, Jeremiah Zerby, Caleb Aylsworth

Art: Andrew "Viking" Bortniak

Graphic Designer: Scott Gladstein



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Questions? Comments? Contact us at:
info@littleredgoblingames.com
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CHAMPIONS OF MAGIC

Not every mage wears robes, a pointy hat, and carries a staff. What a colorless world it would be if everyone's color spray was the same rainbow!

No!

Mages are an ambitious, adventurous, imaginative, and quite frankly- a vain lot.

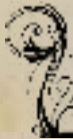
It's unsurprising then that many seek to develop their own unique styles of spellcraft.

Some study the intricacies of a single spell while others pioneer the magic's of space & time. Still others attempt to subjugate fell powers beyond mortal reckoning.

Presented within the pages of this tome are various champions of magic who have carved for themselves a unique place in the history of the arcane arts.

Happy Gaming!

~Little Red



WYTCBLADE

A new base class for the Pathfinder Roleplaying Game.

Some, who are gifted with the ability to commune with the unknown, are not so concerned with the how and the why, but are more interested in the applications of such a gift. They are feared by many, and with good reason. A wutchblade is a warrior who has given himself to the service of an otherworldly patron. Their ability to combine spell and sword make them powerful allies, but cross one and you'll feel that very same power turned upon you.

Role:

Wutchblades are skilled with both spell and sword but more often rely on their martial prowess. They cannot cast magic in heavy armor so many are considered to be light fighters who act as opportunists.

Alignment:

Any non-good

A wutchblade is a warrior who sold their soul to an unknown and otherworldly being. Few truly morally upstanding creatures give themselves so willingly to forces unknown. The pact is a wholly selfish act and is not becoming of good creature. Most wutchblades are

of the chaotic alignment due to their dealings with the unknown. The few truly lawful wutchblades are studious about their pacts and often are aware of the creature with which they make their pact.

HIT DICE: d10

STARTING WEALTH: 3d6 × 10 gp (average 105gp)

In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS:

The wutchblade's class skills are *Craft (Int)*, *Fly (Dex)*, *Heal (Wis)*, *Intimidate (Cha)*, *Knowledge (Arcana) (Int)*, *Knowledge (History) (Int)*, *Knowledge (Nature) (Int)*, *Knowledge (Planes) (Int)*, *Profession (Wis)*, *Spellcraft (Int)*, and *Use Magic Device (Cha)*.

Skill Points Per Level: 2 + Int modifier



TABLE 1-1: THE WYTCBLADE

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1 st	+1	+2	+0	+2	Hex, spell combat, spells, arcane bond (weapon)
2 nd	+2	+3	+0	+3	Arcane resistance
3 rd	+3	+3	+1	+3	Witchcraft (+1)
4 th	+4	+4	+1	+4	Hex
5 th	+5	+4	+1	+4	Bonus feat
6 th	+6/+1	+5	+2	+5	Spell Containment
7 th	+7/+2	+5	+2	+5	Hex, Witchcraft (+2)
8 th	+8/+3	+6	+2	+6	Otherworldly Resilience
9 th	+9/+4	+6	+3	+6	Powered by Spell
10 th	+10/+5	+7	+3	+7	Hex, bonus feat, improved arcane resistance
11 th	+11/+6/+1	+7	+3	+7	Stalwart, Witchcraft (+3)
12 th	+12/+7/+2	+8	+4	+8	Improved Spell Container
13 th	+13/+8/+3	+8	+4	+8	Hex
14 th	+14/+9/+4	+9	+4	+9	Bonus feat
15 th	+15/+10/+5	+9	+5	+9	Improved bond, Witchcraft (+4)
16 th	+16/+11/+6/+1	+10	+5	+10	Major hex
17 th	+17/+12/+7/+2	+10	+5	+10	Otherworld Invulnerability
18 th	+18/+13/+8/+3	+11	+6	+11	Greater Spell Container
19 th	+19/+14/+9/+4	+11	+6	+11	Hex, Witchcraft (+5)
20 th	+20/+15/+10/+5	+12	+6	+12	Spell domination, bonus feat

CLASS FEATURES

The following are class features of the wytcblade.

WEAPON AND ARMOR PROFICIENCY:

A wytcblade is proficient with all simple and martial weapons. A wytcblade is also proficient with light armor. She can cast wytcblade spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a wytcblade wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass wytcblade still incurs the normal arcane spell failure chance for arcane spells received from other classes.

SPELLSCASTING:

Starting at 4th-level, a wytcblade casts arcane spells drawn from the witch spell list. A wytcblade must choose and prepare her spells ahead of time. To learn or cast a spell, a wytcblade must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class

for a saving throw against a wytcblade’s spell is 10 + the spell level + the wytcblade’s Charisma modifier. A wytcblade can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on the table above. In addition, she receives bonus spells per day if she has a high Charisma score (see Table 1-3 of the Pathfinder RPG Core Rulebook). A wytcblade may know any number of spells. She must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour of study.

Through level 3 the wytcblade has no caster level. Starting at level 4 her caster level is her wytcblade level -3.

Hex:

A wytcblade learn a number of magic tricks, called hexes, that grant them powers or weaken foes. At 1st level, a wytcblade gains one hex of her choice. She gains an additional hex every 3 levels. A wytcblade cannot select an individual hex more than once. Unless otherwise noted, using a hex is a standard action that does not provoke an

attack of opportunity. The save to resist a hex is equal to $10 + 1/2$ the wytchblade's level + the wytchblade's Charisma modifier. Other witch hexes based off Intelligence are changed to Charisma. (The complete list of hexes that can be selected by the wytchblade can be found in chapter 2 of the Pathfinder Advanced Player's Guide in the witch's entry.)

New Wytchblade Hexes

Blade Shear: The wytchblade throws her bonded weapon forward. It spins in an ethereal looking state causing phantom slashes across anyone in front of her. This attack deals weapon damage + Charisma modifier to all targets in a 20 foot line. A successful Reflex save halves the damage. The weapon returns to him dealing the damage a second time, and requiring a second save. At 12th level the weapon does twice weapon damage + Charisma modifier. At 18th level the weapon deals three times weapon damage. The Wytchblade can use this hex a number of times per day plus her Charisma modifier. This does attack deals damage as though the weapon had the ghosttouch property. A wytchblade must be at least 6th level to take this hex.

Impossible Slash: The wytchblade channels the otherworldly powers of his masters into his blade. On the next successful attack the enemy may go insane from the tendrils of impossibility reaching into their brain. If the enemy fails a Will save, they are *confused* as the spell. Every round at the start of the turn they get a new Will save until the effect ends after a number of rounds equal to the wytchblade's Charisma modifier. Once they succeed the save the enemy is immune to the confusion effect from impossible slash for 24 hours. This is a mind affecting effect.

Magic Fists: The wytchblade imbues a portion of her magical power into her fists. She may sacrifice a spell slot to fuel her power. She gains an unarmed damage as though she were a monk of 4 levels lower, and her fists gain an enhancement bonus equal to the level of spell that she sacrificed. While her fists are empowered she threatens with them, and they count as magic weapons. At 6th level her fists count

TABLE 1-2: WYTCHBLADE SPELLS PER DAY

LEVEL	1 ST	2 ND	3 RD	4 TH
1 st	-	-	-	-
2 nd	-	-	-	-
3 rd	-	-	-	-
4 th	0	-	-	-
5 th	1	-	-	-
6 th	1	-	-	-
7 th	1	0	-	-
8 th	1	1	-	-
9 th	2	1	-	-
10 th	2	1	0	-
11 th	2	1	1	-
12 th	2	2	1	-
13 th	3	2	1	0
14 th	3	2	1	1
15 th	3	2	2	1
16 th	3	3	2	1
17 th	4	3	2	1
18 th	4	3	2	2
19 th	4	3	3	2
20 th	4	4	3	3

as cold iron or silver for the purposes of bypassing damage reduction. At 12th level her fists count as adamantite for the purposes of bypassing damage reduction. At the 15th level when the wytchblade sacrifices a 4th level spell to empower her fists, they count as being +5 enhancement instead of a +4. At 18th level her fists count as one aspect of her alignment for the purposes of bypassing damage reduction, if the wytchblade is true neutral she gains no benefit from this upgrade. The enhancement bonus cannot go above +5.

Twisted Muscle: The wytchblade channels bad luck. With a simple touch the enemy must roll twice and take the lower result on their next attack roll, caster level check, or skill check. If one of those results comes up a natural 1, the enemy succumbs to the bad juju and takes 1d6 points of negative energy damage. This damage increases by 1d6 for every 2 wytchblade levels after 1st.

Bonded Weapon Modifiers

These hexes grant a wutchblade a bonus to using her bonded weapon. Only one of the following hexes may be applied to the weapon at one time, however it can be applied as a move action or as part of the action of drawing the weapon. She can use these abilities a number of times per day equal to her Charisma modifier.

Blazing Purity: As a standard action the wutchblade can imbue her weapon with the power to burn away the impurities of her own body. The weapon gains the *flaming* quality for a number of rounds equal to 3 plus her Charisma modifier. If the wutchblade is under the effects of a transmutation, enchantment, or necromancy effect, she can remove the effect from herself by taking 1d6 fire damage per effective spell level of the curse. Her next weapon attack deals 1d6 fire damage per effective spell level of the removed effect. At 7th level this ability causes the weapon to gain the *flaming burst* property instead.

Crackling Bond: As a standard action the wutchblade can imbue her weapon with the power to link 2 creatures together by the bonds of fate, and lightning. The weapon gains the *shocking* property for a number of rounds equal to 3 plus her Charisma modifier. When the weapon hits a creature it seeks out another within 10 feet, if there are more than one suitable target it goes for the lowest HD first. Whenever the wutchblade hits the first target after this, the second target suffers the same effects. Damage, or other effects are immediately transferred to the other creature. That creature gets a Will save at the start of its turn to suppress the effects. The effect ends if the creatures are more than 30 feet apart or the first creature dies. At 7th level this ability causes the weapon to gain the *shocking burst* property. Once it is subjected to the effects of this hex, a creature can not be the secondary target of it again for 24 hours.

Shielding Frost: As a standard action the wutchblade can imbue her weapon with the power to deflect the attacks of her enemies. Her bonded weapon gains the *frost* property for a number of rounds equal to

3 plus her Charisma modifier. While this is in effect she also creates armor of ice that shields her from damage, granting DR/bludgeoning of 1 + 1 per 5 levels of wutchblade and cold and fire resist of 5. This resistance goes up by 5 at 7th and 14th level for a total of 15 resistance.

Subsumation: As a standard action the wutchblade can imbue her weapon with the power to eat some of the life force of the enemy. The weapon gains the *corrosive* quality for a number of rounds equal to 3 plus her Charisma modifier. Upon hitting an enemy with her bonded weapon the weapon gains an enhancement bonus of one against that enemy, this bonus stacks up to 5. At 7th level this ability causes the weapon to gain the *corrosive burst* quality instead of the *corrosive* quality.

Spell Combat (Ex):

At 1st level, a wutchblade learns to cast spells and wield his weapons at the same time. This functions much like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, the wutchblade must have one hand free (even if the spell being cast does not have somatic components), while wielding a light or one-handed melee weapon in the other hand. As a full-round action, she can make all of her attacks with her melee weapon at a -2 penalty and can also cast any spell from the wutchblade spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If she casts this spell defensively, she can decide to take an additional penalty on her attack rolls, up to her Charisma bonus, and add the same amount as a circumstance bonus on her concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. A wutchblade can choose to cast the spell first or make the weapon attacks first, but if she has more than one attack, she cannot cast the spell between weapon attacks.

Arcane Bond (Sp):

At 1st level, wutchblade form a powerful bond with their weapon. This bond can manifest itself as the form of a bonded weapon. A bonded weapon is a weapon wutchblade can use to cast additional spells. A wutchblade begins play with the bound weapon at no cost. This weapon

is always of masterwork quality. Weapons acquired at 1st level are not made of any special material. The weapon must be wielded to have effect. If a wutchblade attempts to cast a spell without his bonded weapon in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. A bonded object can be used once per day to cast any one spell that the wutchblade is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the wutchblade, including casting time, duration, and other effects dependent on the wutchblade's level. This spell cannot be modified by metamagic feats or other abilities.

A wutchblade can add additional magic abilities to his bonded weapon as if he has the required item creation feats and if he meets the level prerequisites of the feat. For example, a wutchblade with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat in Chapter 5 of the Pathfinder Core Rulebook).

The magic properties of a bonded weapon, including any magic abilities added to the weapon, only function for the wutchblade who owns it. If a bonded weapon's owner dies, or the item is replaced, the weapon reverts to being an ordinary masterwork weapon of the appropriate type. If a bonded weapon is damaged, it is restored to full hit points the next time the wutchblade prepares his spells. If the weapon of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200

gp per wutchblade level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded weapon. A wutchblade can designate an existing weapon of at least masterwork quality item as his bonded weapon. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded weapon. A wutchblade's bound weapon grants special abilities to its master, as given on the table below. These special abilities apply only when the master wields its bound weapon. The weapons are divided in the categories detailed in the fighter's entry in the Pathfinder Core Rulebook. If a weapon falls into more than one category the wutchblade must decide at the time of creation what weapon type that particular weapon will be considered. At 15th level the bonuses a wutchblade is granted by her bound weapon doubles.

Arcane Resistance (Su):

At 2nd-level, a wutchblade gains a bonus equal to her Charisma bonus (minimum of +1) on saving throws against spells and spell-like effects.

Wutchcraft:

As 3rd level, a wutchblade adds +1 to the Difficulty Class for all saving throws of spells from either the enchantment, transmutation, or necromancy schools. She must select one of these schools at 3rd level. At 7th level she may select another of the schools, and her previous selec-

TABLE 1-3: WUTCHBLADE'S BOUND WEAPON

WEAPON CATEGORY	SPECIAL ABILITY
Axes	+3 on Intimidate checks
Blades, Heavy	+3 on overrun attempts
Blades, Light	+3 on Stealth checks
Close	+3 on disarm attempts
Crossbow	+3 on Survival checks
Double	+3 on dirty fighting attempts
Flails	+3 on trip attempts
Hammers	+3 on bush rush attempts
Monk	+3 on feint attempts
Pole Arms	+3 on sunder attempts
Spears	+1 on attack rolls made during a charge
Thrown	+10 feet to your range increment with ranged attacks
Firearms	+3 on Intimidate checks

tion increases by 1. At 11th level she gains the last effect at +1 and the others increase by 1. At 15th and 19th levels all three increase by 1.

Bonus Feats:

At 5th level, and at every indicated level thereafter, a wyitchblade gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. The wyitchblade counts as being a fighter of three levels lower for the purposes of qualifying for feats.

Spell Containment (Sp):

Starting at 6th level a wyitchblade's bonded weapon can absorb magical energies from the area around them. Her weapon can hold a spell or spell-like ability of up to 3rd level, either through intentional casting of a spell into the weapon, or through completely avoiding the effect of a spell that targeted them, although this does not include spells created from this effect.

On a successful strike the weapon can release the pent up energies, either targeting the enemy with the spell it stored, or by adding 1d6 damage per level of the spell. At 12th level the wyitchblade's bonded weapon can store up to 6th level spells, and at 18th it can store up to 9th level spells. Any area of effect spells are centered on the target.

Any spells stored in a wyitchblade's bonded weapon must have a target or an area effect. Unsuccessful attempts to penetrate spell resistance count as avoided effects and can be absorbed provided they meet the requirement.

Otherworldly Resilience (Su): A wyitchblade's bonded weapon gains a bonus on saving throws equal to her charisma modifier, even if she is not actively wielding it. It also gains a bonus of 4 to its hardness and 20 to its HP. These bonus increases by 2 hardness and 10 hp every four levels thereafter.

Powered by Spell (Su):

When it contains a spell, a wyitchblade's bonded weapon gains an effect.

- 1st or more: She can sacrifice the spell inside as a free action to deal 1 additional damage per spell level with attacks made until the beginning of your

next turn.

- 3rd or more: In response to an enemy targeting her with an attack she may sacrifice the spell therein to gain a bonus to AC equal to the level of spell.
- 6th or more: The wyitchblade may sacrifice the spell inside to treat it as dispel magic. As an immediate reaction she may attempt to counterspell with it, with a +2 bonus to her caster level.
- 9th or more: She may sacrifice the spell inside to treat it as *greater dispel magic*. As an immediate reaction she may attempt to counterspell with it, with a +4 bonus to her caster level.

Improved Arcane Resistance (Su):

At 10th level the wyitchblade learns to blot out spells that would do them harm. She gains spell resistance = 11 + wyitchblade level. The wyitchblade adds 1 to the spell resistance for each level of witchcraft she has against the spell types they have witchcraft in. At 15th and 19th levels the wyitchblade's general spell resistance improves by one.

Stalwart (Ex):

At 11th level, a wyitchblade can use mental and physical resiliency to avoid certain attacks. If she makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. This ability can only be used if the wyitchblade is wearing light armor, medium armor, or no armor. A helpless wyitchblade does not gain the benefit of the stalwart ability.

Black Cat Strike (Ex):

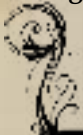
At 13th level a wyitchblade can utilize any hexes with a target with or a spell he knows with a range of touch through her weapon. Instead of the free melee touch attack normally allowed to deliver the spell or the standard action used to target a hex, a wyitchblade can make one free melee attack with her weapon (at her highest base attack bonus) as part of casting the spell or activating the ability. If successful, this melee attack deals its normal damage as well as the effects of the spell or hex. If she crits with the attack, and the effect deals hit point damage, the effect only deals ×2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

Otherworldly Invulnerability (Su):

The wythblade's bonded weapon counts as an artifact for destruction and dispelling effects. Any spells stored inside are erased if the witchblade walks into an *anti-magic field* although the weapon continues to function.

Spell Domination (Su):

At 20th level a wythblade has mastered her innate arcane resistance and can channel it into a focused shield several times a day. Three times per day a wythblade can be treated as if they were immune to spells and spell-like abilities that allow spell resistance for a number of rounds equal to their Charisma modifier. They can activate this ability as an immediate reaction to a spell targeting them or including them in the area.



MAVEN

A new prestige class for the Pathfinder Roleplaying Game.

The term "maven" refers to a person who has a wealth of knowledge in a given field but in game terms a maven is a man with a wealth of knowledge about a certain spells. Hyper-specialized, a maven twists and warps only several spell to do a great many things. In the hands of a maven,

TABLE 2-1: THE MAVEN

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	SPELLS PER DAY
1 st	+0	+0	+0	+1	Primary studied spell, mavenhood, metamagic feat	+1 level of existing class
2 nd	+1	+0	+0	+1	Aegis arcanum (light), casting proficiency	+1 level of existing class
3 rd	+1	+1	+1	+2	Metamagic feat, secondary studied Spell	+1 level of existing class
4 th	+2	+1	+1	+2	Aegis arcanum (medium)	+1 level of existing class
5 th	+2	+1	+1	+3	Metamagic feat, casting proficiency	+1 level of existing class
6 th	+3	+2	+2	+3	Aegis arcanum (heavy), final studied spell	+1 level of existing class
7 th	+3	+2	+2	+4	Metamagic feat	+1 level of existing class
8 th	+4	+2	+2	+4	Aegis arcanum (shield)	+1 level of existing class
9 th	+4	+3	+3	+5	Metamagic feat	+1 level of existing class
10 th	+5	+3	+3	+5	Master maven	+1 level of existing class

a *fireball* could freeze an opponent, explode a building, or be cast in a myriad of artistic different ways. Mavens general have a very scientific and analytic mindset, examining magic as just another field of academic study. To them a spell is nothing but a tool and innovating on the design or practicality of that tool is an interesting venue to a creative mind.

Role:

Maven can make excellent combat casters, though their role is often wholly determined by what spells they chose to study. A *fireball* maven would have a very different role than a maven who specialized in the create pit spell. Maven have the same HD per level as a wizard or sorcerer so they are not designed to fight on the front line.

Alignment:

Maven can be of any alignment, though they tend towards the lawful alignments. Often times a maven is a caster who studies the use of just a few specific spells. It takes a very keen analytic mind to improve upon what a thousand mages beforehand have studied. It also takes great mental fortitude to dedicate yourself to studying a microcosm of the vast selection of spells a magic user has access too.

Maven in Your Game:

How does a maven fit into a campaign? Maven can represent science's interest in magic and players may find a maven piled behind old books and scrolls in the deepest corner of a library. Alternately, a maven might be a character who has found some way to exploit a spell by some fluke and had perfected the use of that spell.

HIT DICE: d6

REQUIREMENTS:

Spells: A maven must be able to cast 3rd level arcane spells

Knowledge: Spellcraft 6 ranks

Feats: At least one metamagic feat

CLASS SKILLS:

The maven's class skills are *Appraise (Int)*, *Craft (Int)*, *Fly (Dex)*, *Knowledge (all) (Int)*, *Linguistics (Int)*, *Perception (Wis)*, *Profession (Wis)*, *Spellcraft (Int)*, *Use Magic Device (Cha)*

Skill Points per level: 2 + Intelligence Modifier

Studied Spell (Ex):

At first level a maven picks an arcane spell of 3rd level or lower and dedicates his study to it. This spell becomes his primary tool of the arcane, the base from which he manipulates the magical energies that surround the worlds. At 3rd level a maven may select another spell of 3rd level or lower and gain that as a studied spell. When casting his primary studied spell he gains 1 augmentation point. At 6th level he gains a final studied spell, and when casting his primary or secondary studied spells gains an augmentation point. 2 free augmentation points on primary, 1 on secondary.

Mavenhood (Ex):

At 1st level a maven can sacrifice a spell of higher level to cast their studied spell. If maven sacrifices a spell slot of a higher level, he may use the excess arcane power to make improvements his spell. For every one level higher the sacrificed spell slot is than the specialized spell cast, the maven earns one augmentation point. These augmentation points can be used for many unique uses (see table 1-2 "Maven Spell Augmentations"). Using augmentation points is considered part of the action to cast the spell.



A maven may spend as many augmentation points as he wishes on a given spell at once (provided he has them to spend). No matter what level spell slot you spend to cast the spell as (when you are earning augmentation points) the spell's level effective level does not increase (I. E effects like spell turning, or spell immunity, or spell-storing weapons).

Design Note: Healing Spells & the Maven

Attack spells are those that deal hit-point damage. Spells who do not deal hit point damage should be treated as debuff spells, even if they require an attack roll.

Meta Magic Feat

At 1st level and every odd level thereafter, a maven gains a bonus feat. At each such opportunity, he can choose a metamagic feat. The maven must still meet all prerequisites for a bonus feat, including caster level minimums.

TABLE 2-2: ATTACK SPELL AUGMENTATIONS

AUGMENTATION	AUGMENTATION POINT COST	RESULT
Damage Type I	1	Change the damage type of a spell that deals damage to fire, cold, acid, or electricity damage.
Meta Magic	1	Reduce the level increase of a metamagic feat applied to this spell by 1 (to a minimum of 0) per augmentation point.
Defensive	1	Each augmentation point spent in this way grants the caster +1 deflection modifier to AC. Also grants +1 on casting defensively.
Damage Type II	1	Change the damage type of a spell that deals damage to sonic. Alternatively you could deal bludgeoning, piercing, or slashing. Physical damage done in this way overcomes DR/magic.
Irresistible	1	The save DCs of the spell are increased by 1 per augmentation point.
Caster Level	1	Increase the maven's caster level by 1 for the purposes of casting of this spell per augmentation point.
Shape Change I	1	Change the shape of your spell to a 15ft cone, 10ft burst, 30ft line, or a ray. Any spells that don't have a save DC gain a Reflex save. The Reflex save results in half damage if the spell does half damage.
Damage Type III	2	Change the damage type of a spell that deals damage to force.
Reduced Time	3	A maven can cast his studied spell as a move action.
Limitless	3	Any existing variable maximums (such as the maximum of 10d6 damage with fireball) are removed.
Shape Change II	3	Change the target type to 20ft Burst, 30ft Cone, 120ft line. Any spells that don't have a save DC gain a Reflex save. The Reflex save results in half damage if the spell does half damage.
Inverse Damage	3	Change the damage of the spell into positive energy

TABLE 2-3: BUFF SPELL AUGMENTATIONS

AUGMENTATION	AUGMENTATION POINT COST	RESULT
Healing	1	This spell heals 1d6 damage per augmentation point spent at time of casting.
Meta Magic	1	Reduce the level increase of a metamagic feat applied to this spell by 1 (to a minimum of 0) per augmentation point.
Guiding	1	While the buff is in effect this character also receives a +1 competence to attack rolls. It can be taken up to 4 times, and lasts a round per caster level.
Strengthening	1	While the buff is in effect this character also receives a +1 competence bonus on damage rolls. It can be applied up to 4 times on an effect and lasts a round per caster level.
Defending	2	While the buff is in effect it gives a +1 deflection modifier to AC per 2 augmentation points spent.

TABLE 2-3: BUFF SPELL AUGMENTATIONS (CONT.)

AUGMENTATION	AUGMENTATION POINT COST	RESULT
Swift	2	While the buff is in effect it gives a +10 foot enhancement bonus to movement speed per 2 augmentation points spent.
Bolstering	2	While the buff is in effect it gives a +1 bonus to saves per 2 augmentation points spent.
Hardening	2	While the buff is in effect it gives a 1 DR/- per 2 augmentation points spent
Share the wealth	2	Changes the range from personal to touch
Reduced Time	3	A maven can cast his studied spell as a move action.
Cataclysmic	3	While this buff is in effect the recipient gains +1 bonus to their critical multiplier.
Mass	4	This augmentation changes the target from touch or single target (not personal) to one target per level, none of whom can be more than thirty feet apart.

TABLE 2-3: DEBUFF SPELL AUGMENTATIONS (CONT.)

AUGMENTATION	AUGMENTATION POINT COST	RESULT
Hurt	1	This deals 1d6 points of damage per augmentation point spent at time of casting. Saving against the spell also saves against the damage, saves for partial deal ½ damage.
Distracting	1	While this debuff is in effect the target takes a -1 penalty on attack rolls, this can be taken up to 4 times.
Weakening	1	While this debuff is in effect the target takes a -1 damage penalty, this can be taken up to 4 times.
Meta Magic	1	Reduce the level increase of a metamagic feat applied to this spell by 1 (to a minimum of 0) per augmentation point.
Recurring Pain	2	This deals 1d6 damage per 2 augmentation points spent. They take this damage immediately if they suffer the effects of the debuff, then again each round for four rounds at the start of their turn. If the spell effect is removed, any remaining damage is negated.
Harrying	2	While the debuff is in effect the target takes a -1 penalty to their AC per 2 augmentation points spent.
Crippling	2	While the debuff is in effect it reduces the target's movement speed by 10 feet down to a minimum of half speed.
Vulnerable	2	While the debuff is in effect it reduces the target's save by 1 per 2 augmentation points spent.
Softening	2	While the debuff is in effect it increases damage against the target by 1 per 2 augmentation points.
Reduced Time	3	A maven can cast his studied spell as a move action.
Debilitating	3	Once per round while the debuff is in effect you can force the target to reroll one d20 roll.
Mass	4	Changes target type to 1 target per level none of whom can be more than thirty feet apart.

Aegis Arcanum (Ex):

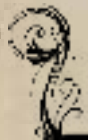
At 2nd level a maven learns to apply his craft in light armors. He gains proficiency in light armor, and reduces the arcane spell failure chance by 10%. At 4th level the maven gains proficiency in medium armor and reduces the arcane spell failure chance of medium armor by 15. At 6th level he gains proficiency in heavy armor and reduces the arcane spell failure chance by 20%. When casting his studied spell while wearing armor with which he is proficient, the maven ignores the arcane spell failure chance. At 8th level, the maven gains shield proficiency and reduces the arcane spell failure chance by 5%, he ignores this chance while casting his studied spell, provided he has a free hand to cast with.

Casting Proficiency (Ex):

At 2nd level, a maven gets eschew materials, and may choose between +1 save DC on your studied spell, Weapon Focus (Ray), Spell Penetration, or a +2 bonus on casting their studied spell defensively. This stacks with combat casting. At 5th level a maven may select a second benefit from this list.

Master Maven (Ex):

3 times per day a maven of 10th level may cast one of his studied spells as a supernatural ability. Spells cast in this fashion can't be disrupted in combat, doesn't provoke attacks of opportunity, aren't subject to spell resistance, counterspelling, or *dispel magic* (This still does not allow them to function in antimagic areas). When casting their spell in this way the maven gains a number of augmentation points equal to $\frac{1}{2}$ their casting modifier.



TIME TRAVELER

A new prestige class for the Pathfinder Roleplaying Game.

Time is constant; it's there in the best of times and there in the worst of times. For some however... time is not so rigid, it has become a fluid thing that one can manipulate. By bending the very laws of the timescape, they gain a unique dimension of freedom.

Role

A time traveler is a versatile class in its own right and augments the existing abilities of the previous class. A fighter who frees himself from the time stream generally relies on his "a moment in time" class feature to avoid serious damage and augments his martial prowess with his temporal abilities. Spell casters gain a greater understanding of time-based spells (like *haste*, *slow*, and *timestop*) and they only benefit from the unique class features of the class.

Alignment

Time travelers are often "out of sync" with the universe. Their newfound lack of restriction generally cause them develop a sense of independence and a thirst for freedom, be it personal or legal. This tends to mean that a larger percent of time travelers are of the chaotic alignment. Lawful time travelers are often more scientific in their approach and may have stumbled upon the secret of temporal freedom after years of arcane research.

HIT DICE: d8

REQUIREMENTS:

Knowledge: Arcana 5 ranks, the Planes 5 ranks

Spellcasting: Must be able to cast *haste* or *slow*.

Special: If you are unable to cast *haste* or *slow* a character can qualify for this prestige class by meeting an existing time traveler of at least 5th level and learning the secrets of temporal freedom from them.

CLASS SKILLS

The time traveler's class skills are *Craft (Int)*, *Diplomacy (Cha)*, *Disguise (Cha)*, *Escape Artist (Dex)*, *Knowledge (the arcana) (Int)*, *Knowledge (the planes) (Int)*, *Linguistics (Int)*, *Perception (Wis)*, *Spellcraft (Int)*, and *Use Magic Device (Cha)*.

Skill Points: 2 + Int

CLASS FEATURES

All of the following are class features of the time traveler.

Weapon and Armor Proficiency:

A time traveler does not gain any additional proficiencies.

TABLE 3-1: THE TIME TRAVELER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	SPELLS PER DAY
1 st	+0	+0	+0	+1	A moment in time (1/day)	--
2 nd	+1	+0	+0	+1	Time flow, temporal weapon	+1 level of existing class
3 rd	+2	+1	+1	+2	A moment in time (2/day), time stasis	+1 level of existing class
4 th	+3	+1	+1	+2	Whispers of the past, precognition	+1 level of existing class
5 th	+3	+1	+1	+3	The eternal self, a moment in time (3/day)	--
6 th	+4	+2	+2	+3	Chronological distortion	+1 level of existing class
7 th	+5	+2	+2	+4	A moment in time (4/day), time warp	+1 level of existing class
8 th	+6	+2	+2	+4	Echo strike	+1 level of existing class
9 th	+6	+3	+3	+5	A moment in time (5/day), foresight	--
10 th	+7	+3	+3	+5	Lord temporal	+1 level of existing class

A Moment in Time (Su):

At 1st level a time traveler can bend time and space to return to an earlier point in history. At any point during his turn a time traveler can set a “recall point” in time as a free action. When he sets a recall point the player must record the time traveler’s hp, any conditions active on him, his location, and equipment. Any time within the next 3 rounds the time traveler can return to state he was in at the time he placed the recall point. Reversing his personal time like this is a standard action. At 4th level this becomes a movement action and at 9th levels a swift.

Any items that are expended are still expended and any piece of equipment that is no longer on his person does not travel back in time with him. Abilities and spells that are expended by the time traveler are still expended. Spell durations active on the time traveler have their durations reset or reversed if he travels back in time. A time traveler retains his memory of the events that have transpired. This ability functions only while the time traveler is conscious, not if she is unconscious or dead. If he becomes unconscious or dead the recall point is dismissed and it counts as having been expended.

At 1st level a time traveler can rewind his own personal time once per day. He gains the ability to use this ability one additional time per day at every odd level thereafter. A time traveler can place a recall point in time three times per

day per time traveler level. Only one recall point can exist on the time stream per time traveler, placing one erases all previous ones from that time traveler (recall points exist outside of time).

Background Lore: The Timescape

Before time was called such the timescape existed and when all time ceases to be, only the timescape will remain. The timescape is more a “place” removed from the timeline itself. The timescape is representative of the flow of time and is often visualized as a long hallway or path. Each time traveler visualizes it differently but it always has a distinct (but unreachable) beginning and a distinct end. Distance on the path is connected to the progression of time. It has an inexorably tied with the rest of the universe. Ever marching forward (when time is not being manipulated) the timescape is eternal.

When a time traveler manipulates time, it almost always utilizes the timescape in some fashion. Most look at time manipulation in a similar way to moving (walking, running, swimming, etc) and time travel is generally achieved by moving forward or back on the timescape. The time traveler’s “a moment in time” class feature marks a “location” on the timescape that he can easily go back to for example.

On the timescape time does not move for those on it as it exists outside of the flow of time. Generally the sensation

of having done something on the timescape is similar to suddenly having the memory of what you did there rather than actually experiencing it.

Time Flow (Sp):

A time traveler of 2nd level can sacrifice a spell slot of 3rd level or higher to cast haste or slow as a spell like ability. A time traveler must make a touch the target in order to activate this ability (he may be the subject of this ability of he wishes). Activating this ability is a standard action.

Temporal Weapon (Su):

A time traveler of 2nd level can touch a weapon and transfers some of his ability to manipulate time into it. This touch gives the weapon the speed property and the wielder gains a +2 insight bonus on attack rolls. The property remains for a number of rounds equal to half your Intelligence modifier + half your time traveler level. While this effect is active, the time traveler cannot use his "a moment in time" class feature. At 5th level this bonus improves to a +3 bonus and at 8th level this bonus becomes a +4.

Time Stasis (Su):

At 3rd level, you can temporarily remove yourself from time altogether. You vanish completely for 1 round. No magic or divinations can detect you during this time, as it exists outside of time and space—in effect; you cease to exist for the duration of this ability. At the end of the duration, you reappear unharmed in the space it last occupied (or the nearest possible space, if the original space is now occupied). You can use this ability once per day at 3rd level, plus one additional time per day at 7th level.

Whispers of the Past (Su):

A time traveler of 4th level gains a level of familiarity with the time stream. Clearing his mind, he becomes aware of whispers from the past echoing in the time stream. Dedicating one minute to simply listening to whispers of the time stream he gains a +3 insight bonus to Knowledge checks pertaining to that location

on events that have occurred within the last 50 years per time traveler level.

In addition, if he takes an additional minute to listen, he may make a Perception check to attempt to hear any audio that occurred recently. He may

listen to whispers that occurred no longer than 1 hour per time traveler level ago. He must define a period of approximately 10 minutes of audio to listen to. The DC of the Perception check to clearly distinguish the audio is equal to 1 for every 30 minutes in the past it was. If he wishes to search another 10 minutes of audio he must concentrate for another 1 minute.

Precognition (Su):

At 4th level a time traveler can offer a little smirk and say "I knew that was going to happen so I set up a little surprise for you". He may ready an (as of yet) un-described action. At any point before his next turn he may describe what his readied action was and trigger it. Using this ability consumes one use of the "a moment in time" class feature's uses per day.

The Eternal Self (Sp):

A time traveler of 5th level no longer takes penalties to his ability scores for aging and cannot be magically aged against his will.

Any such penalties that he has already taken, however, remain in place. Age bonuses still accrue, and the time traveler does not die when his time is up.

In addition, a time traveler has threefold aspect (as de-



scribed in the Advanced Players Guide) constantly active on himself. Unlike the spell, true seeing or Perception checks do not reveal the "true natural appearance" of the time traveler as this represents the time traveler actually changing his physical age. He may change his appearance by expending all of his uses of his a moment in time class feature for a day as part of a ritual that takes 12 hours to perform.

Chronological Distortion (Su):

A time traveler of 6th level has developed a degree of mastery over his *haste* and *slow* spells. He's become so adept that he increases the bonuses from haste on attack rolls, AC, and Reflex saves to a +3 (instead of a +1). Likewise, he increases the penalties from slow on attack rolls, AC, and Reflex saves to a -3. These bonuses apply to spells cast by the time traveler rather than those affecting the time traveler.

Time Warp (Sp):

A time traveler of 7th level has the ability to stop time for a brief moment. This functions as *time stop*. Activating this spell like ability is a standard action that only lasts for 1d2 + 1 rounds. A time traveler can only use this ability once per day.

Echo Strike (Su):

A time traveler of 8th level can perfectly echo a strike he did last turn. This ability allows him to make a melee or ranged attack with the same dice roll as he did last turn. He must make the same kind of attack as their attack the previous turn (example: a full round attack using Power Attack or a single attack as a standard action). The action and response is perfectly mimicked as a result of a time loop. This ability only echoes the dice rolls for hitting and damaging. A confirmation roll is still required if the time traveler is echoing a critical hit. A time traveler can use this ability three times per day.

Foresight (Sp):

At 9th level the time traveler always has foresight active on himself. He is never surprised or flat-footed. In addition, the spell gives him a general idea of what action you might take to best protect himself and gives him a +2 insight bonus to AC and on Reflex saves. This insight bonus is lost whenever he would lose a Dexterity bonus to AC.

Lord Temporal (Su):

At 10th level a time traveler can manipulate the time stream to such a degree that once per day he may take a second turn after he has just gone in the initiative order.



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VERSION 1.0A

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