

**LAW
&
ORDER**





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Credits

Producer: Scott Gladstein

Designers: Scott Gladstein, Caleb Aylsworth, Jeremiah Zerby, Maverik Bishop

Art: Ash J.H

Graphic Designer: Scott Gladstein

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Questions? Comments? Contact us at:
info@littleredgoblingames.com
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Cops & Robbers

The scales of justice are balanced precariously. One side is weighted down by the villainy of the scum that bring about more anarchy and discord with each new out-lash. They are brought into check by the responsibility of the just and the vigilant. Those that strive to bring justice and order to the world are at constant war with the baser impulses of man- fighting off depravity, indulgences, corruption, lethargy, and greed at every turn. They know they fight a futile war against the forces of chaos as their legions sleeps within each of us and await the day we give in to the weakness of our hearts in a moment of indiscretion.

In the pages of this tome you will find the weapons of the lawful and those creatures of chaos that do battle with them. The judge, an eternal champion of the law, is part lawyer and all executioner. He represents the heavy responsibility man has to overcome their animalistic nature and bring order to the universe. He is countered by the convict- a substitution class for those who have learned wicked ways during their time incarceration at the hands of the law. They see the whole legal system as a joke, corrupt from the core and in the pocket of those who play by the unjust rules of the privileged. Finally we will end with the kinslayer prestige class. While each kinslayer tells their own story, each story is tragic for they have been driven to kill their own kin. Criminal? Hero? You decide.

Happy Gaming,
Little Red Goblin Games LLC

The Judge

A new base class for the Pathfinder Roleplaying Game

"In the name of the gods you have been deemed judge, jury, and executioner. Go with their guidance and rest firm in the righteousness of your cause."

In the courts of the gods, a mortal is represented by a single legal advocate on their behalf. Men and women who serve as the investigators who investigate alleged crime and the mortal judges who prosecute or defend the offenders. These are their tales.

Role:

Tasked by the gods (or sometimes a single lawfully aligned deity), a judge is the mortal representation of law on the mortal plane. They act in the name of law in the same way that a paladin does for the chivalrous ideal of "good". They are pillars of law and have abilities that interrupt the actions of law-breakers. Should criminals continue to break the law they punish them with extreme prejudice- acting as judge jury and executioner.

Alignment:

Any lawful
The vast majority of judges are of the good alignment, and all of them are lawful. Evil aligned judges tend to take "shortcuts" to convict so-called-criminals and are easily corrupted.

Relationships:

Judges have a very hard time working with law-breakers, and they will often point out a possible legal infraction far before it ever becomes an issue. Rogues and barbarians often find themselves at odds with judges due to their flagrant disregard for law and societal norms.

Hit Dice: d8

Starting Wealth: 4d6 x 10 gp (average of 140 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills:

The judge's class skills (and the key ability for each skill) are *Appraise (Int)*, *Craft (Int)*, *Diplomacy (Cha)*, *Knowledge (history) (Int)*, *Knowledge (local) (Int)*, *Knowledge (nobility) (Int)*, *Knowledge (planes) (Int)*, *Knowledge (religion) (Int)*, *Linguistics (Int)*, *Perception (Wis)*, *Profession (Wis)*, *Sense Motive (Wis)*, and *Spellcraft (Int)*.

Skill Points Per Level: 2 + Int modifier

Class Features

All of the following are class features of the judge.

Weapon and Armor Proficiency:

A judge is proficient with all simple weapons, light armor, and shields (except tower shields). Judges are also proficient with all of the following hammers: the battle aspergillum, club, gavel*, greatclub, heavy mace, light hammer, light mace, wargavel*, warhammers.

*Gavels are presented in the weapon section of this supplement

Spells:

A judge casts divine spells drawn from the judge spell list (presented at the end of this entry). He can cast any spell he knows at any time without preparing it ahead of time, assuming he has not yet used up his allotment of spells per day for the spell's level.

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

A judge can cast only a certain number of spells of each spell level each day. His base daily spell allotment is given on Table: Judge. In addition, he receives bonus spells per day if he has a high Intelligence score (see Table: Ability Modifiers and Bonus Spells in the Pathfinder Core Rulebook).

A judge's selection of spells is extremely limited. A judge begins play knowing four 0-level spells and two 1st-level spells of the judge's choice. At each new judge level, he gains one or more new spells as indicated on Table 1-2: Judge Spells Known (Unlike spells per day, the number of spells a judge knows is not affected by his Intelligence score. The numbers on Table #3: Judge Spells Known are fixed).

Upon reaching 5th level, and at every third judge level thereafter (8th, 11th, and so on), a judge can choose to learn a new spell in place of one he already knows. In effect, the judge "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level judge spell he can cast. The judge may swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Orisons:

Judges learn a number of orisons, or 0-level spells, as noted on Table 1-3 under "Spells Known." These spells are cast like any other spell, but they are not expended when cast and may be used again. Orisons prepared using



other spell slots, such as those due to metamagic feats, are expended normally.

Conviction (Su):

Once per day, a judge can call out to the powers of law to aid him in his struggle against criminals. As a swift action, the judge chooses one target within sight to convict. A judge can only convict a target if the judge has either witnessed commit a blatant crime that they have yet to answer for or if they have broken as decree the judge has issued (see below).

The judge adds his Intelligence bonus (if any) to his attack rolls and adds his judge level to all damage rolls made against the target of his conviction. Regardless of the target, a conviction attacks automatically bypass any DR the creature might possess.

In addition, while conviction is in effect, the judge is immune to all mind affecting abilities and skills. This includes Diplomacy checks (that affects your condition towards your opponent) or Intimidate checks made by the convicted target. If the judge targets a creature that did not actu-

ally commit the crime they were accused of, the conviction is wasted with no effect.

If the judge has evidence of the crime in the form of a physical object they may present it to the gods as a free action. If the judge presents the evidence to the gods prior to convicting the target, the bonus to damage on the first successful attack increases to 2 points of damage per level the judge possesses. Additionally, if the judge presents evidence of at least the solid quality (see the litigation section below) convicting the target does not use up a use per day of this ability.

A conviction effect remains until the target of the conviction is brought to justice or the next time the judge rests and regains his uses of this ability. At 4th level, and at every three levels thereafter, the judge may convict one additional time per day, as indicated on Table: Judge, to a maximum of seven times per day at 19th level.

Legal Decree (Su):

In a judge's capacity as a law enforcement agent for the gods, he can make decrees that aid in his apprehension

Table 1-1: The Judge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	Aura of law, convict 1/day, detect chaos, legal decrees, orisons
2 nd	+1	+3	+0	+3	Courtroom decorum
3 rd	+2	+3	+1	+3	Arbiter of the divine, legal decrees
4 th	+3	+4	+1	+4	Convict 2/day, psychometry
5 th	+3	+4	+1	+4	Legal decrees, legal tactics
6 th	+4	+5	+2	+5	Eye for detail
7 th	+5	+5	+2	+5	Convict 3/day, legal decrees, psychometric forensics
8 th	+6	+6	+2	+6	Flawless recollection
9 th	+6	+6	+3	+6	Legal decrees
10 th	+7	+7	+3	+7	Convict 4/day, life sentence
11 th	+8	+7	+3	+7	Legal decrees
12 th	+9	+8	+4	+8	Discern lies
13 th	+9	+8	+4	+8	Convict 5/day, legal decrees
14 th	+10	+9	+4	+9	Deputize
15 th	+11	+9	+5	+9	Legal decrees
16 th	+12	+10	+5	+10	Convict 6/day
17 th	+12	+10	+5	+10	Legal decrees
18 th	+13	+11	+6	+11	Death sentence
19 th	+14	+11	+6	+11	Convict 7/day, legal decrees
20 th	+15	+12	+6	+12	Spirit of the law

of law breakers. Issuing a legal decree is an immediate action in reactions to an enemy attempting a given action. The target receives a Will save (DC = 10 + ½ Judge level + Cha) to continue the action if they wish. If the enemy fails their Will save or elects not to take the action, the action is wasted. Any previously declared actions that are reliant on that action are wasted as well (“I move up and attack” would waister both the movement and attack action). They do not have to make the save on subsequent rounds and they are not mechanically prohibited from taking the action, but breaking the legal decree allows the judge to use their conviction class feature on the enemy. If a creature goes against a decree that the judge has issued, he gains a swift action during his next turn that may only be used to place a conviction on a creature that has broken one of his legal decrees in the last round. This does not give the judge more than one swift action during his turn. After a decree has been made it remains in effect for a number of rounds equal to the judge’s Intelligence modifier.

Any given enemy may only have one legal decree placed upon them at a time. Placing a new one on the target replaces the old decree. He has access to any legal decrees a judge of his level may utilize (as indicated on the chart below). A judge can issue any number of decrees per day

Table 1-2: Judge Spells Per Day

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

but can never have any more active at once than his Intelligence modifier.

Aura of Law (Ex):

The power of a judge’s aura of law (see the detect law spell) is equal to his judge level.

Detect Chaos (Sp):

At will, a judge can use detect chaos.

Courtroom Decorum (Ex):

At 2nd level the judge adds ½ of his judge level on all Charisma-based skill checks to sway someone’s opinion.

Arbitrator of the Divine:

At 3rd level, a judge’s knowledge of the law is near flawless. He adds his judge level on all Knowledge checks made in legal matters. He can make any Knowledge check for legal matters untrained if necessary. A judge is also divinely made aware of the laws and customs of one culture each time he puts a rank into Knowledge (local).

Psychometry (Su):

At 4th level a judge can detect the residual imprint of a soul upon an object he touches or take a reading of a person. It takes a judge at least 30 seconds to detect the last imprinted

Table 1-3: Judge Spells Known

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

Table 1-4: Judge Legal Decrees

Name	Prohibited	Level Gained
Excessive Force	Dealing damage that is not non-lethal*	1 st
Contraband	Using a specific item ("potion of fly", "longswords")	1 st
Inciting Chaos	Casting a spell with the chaotic descriptor	1 st
Fleeing the Scene (AKA "HALT!")	Moving away from the judge	3 rd
Brandishing a Weapon	Drawing a weapon	3 rd
Assaulting a Judge	Attacking a character with at least 3 levels in the judge class with a melee or ranged attack	5 th
Assassination	Targeting a creature with a death effect	5 th
Assault	Making a melee or ranged attack	7 th
Brandishing Magic	Casting a Spell or using spell like abilities	9 th
Right to Remain Silent	Speaking/communicating verbally	11 th
Unlawful Detention	Maintaining a grapple	11 th
Murder	Reducing a target below 0 hp	13 th
Arrest	Moving	15 th
Possession with Intent to Use	Using any item (Including magic items, potions, wands) other than equipment	15 th
Trespassing	Taking any action as a creature of the extraplanar subtype	17 th
Opposing the Law	Taking any action as a chaotic aligned creature	19 th

*Morale damage is allowed as well. (See the Tome of Ingenuity by Little Red Goblin Games for more information)

soul on an object or to discern the soul of a person. An object gains an imprint by touch or use and a creature always has its signature visible. The judge is not given a name or physical likeness once the read is complete, but an extremely elaborate display of the creature's truename splayed out in a long string of glyphs. They appear in the air before him and only he can see. He can make a Linguistics check (DC 25) to record a truename in this fashion. It generally takes 2-3 pages of a paper and 5 minutes of studious work while the judge has the object/person handy to study. An imprint can last indefinitely but is overridden by a newer signature.

A judge who is studying an object will leave his own imprint on the object, but this is easily distinguished by a judge (a judge may always identify his own imprint). A soulless creature (such as an undead) does not leave an imprint on items.

A judge can use this ability at will, but it renders him exhausted for 5 minutes afterwards. A Fortitude save (DC = the judge's HD + 5) can be made to cut the time in half and reduce the condition to fatigued. A judge cannot perform a

psychometric reading while fatigued or exhausted.

Legal Tactics (Ex):

At 5th level, a judge may apply spins to evidence (see the litigation section below) during litigation.

Eye for Detail (Ex):

By 6th level the judge has honed his senses to focus on what is important. He searches not only for what is there... but also for what is not. He adds half his judge level to Perception checks to spot evidence and on Will saves to disbelieve illusions. A judge is never considered to be surprised and can always act during a surprise round.

Psychometric Forensics (Su):

At 7th level a judge may gather additional information from his psychometric readings by deciphering some of the characteristics of the creature who left a soul imprint on an object. It generally takes the judge five minutes of reviewing his notes and consulting religious texts on the creature/object in question. A character may choose to make a Linguistics check to discern the following information.

Table 1-5: Psychometric Forensics

Name	Description	DC (Linguistics)	Time
Extended Family	You can discern the family (siblings, parents, grandparents, uncles/aunts, cousins).	25	30 min
Immediate Family	You can discern the immediate family (siblings & parents)	30	1 hour
Age Category	You can discern what age category the creature is.	20	30 min
Gender	You can discern the creature's gender.	20	30 min
Last 3	You can discern the last three signatures on an object (rather than the last 1).	35	30 min
Type	You can discern the creature's type, but not subtypes.	20	30 min
Exact Age	You can discern the creature's exact age.	40	1 hour
Race/Subtype	You can discern a creature's exact race and any subtypes, or templates they have on them.	40	1 hour
Lifestyle Detail	You can discern any minor mundane habit the creatures has that is tied to a biological factor (diet, pregnancy status, region of birth/residence, drug addiction, favorite food, recent infections, etc)	45	2 hours (each)
Caster Level	You can discern a creature's approximate caster level (roll 1d4 and add or subtract)	40	1 hour
Alignment	You can discern a creature's alignment.	20	10 min
Physical Quality	You can discern one general physical characteristic of a creature (hair color, eye color, height, weight, build etc)	20	10 min (each)
Minor Physical Detail	You can discern a minor physical characteristic of a creature (favored hand, birthmarks, cowlicks, finger length etc)	45	2 hours (each)
Class	You can discern a character's class. A single reading gives you their total class levels and their levels in one specific class ("He has 10 levels and 7 of them are in Rogue")	45	3 hours (each)
Sins	You can discern any one major acts of corruption that this creature has committed.	50	6 hours (each)
Virtues	You can discern any major acts of virtue that this creature has performed.	50	6 hours (each)

(Nobility) check to know that that the Decards are wealthy landowners in the nearby city.

A character who successfully makes this check is aware of the information requested but may not know the significance. He may have to make additional Knowledge checks to discern the meaning behind something.

All information that a character gets from a reading is provided at the time of contact.

Example: *He may know that the soul imprint is from this family called the "Decards"... or maybe it was the "De'Fards" family but he might need to make a Knowledge*

Example: *If a necromancer touched a staff 60 years ago but was last one to touch it, you could get a read on his caster level. If he had since become a lich and gained significantly*

more levels, you would still get the read from when he was a lower level character.

Flawless Recollection (Ex):

At 8th level the judge has developed a steel-trap mind when it comes to facts. He is considered to be able to perfectly recall any information he witnessed after obtaining 7th level.

Life Sentence (Su):

Sometimes criminal scum doesn't deserve your compassion... or your forgiveness. At 10th level you can have one target of your conviction special ability permanently declared as your target. Selecting a target of this class feature takes 1d4 hours of ritual and prayer. Changing who you have invoked a life sentence on takes just as long. You may only ever have one target permanently declared as a target of your ability.

Discern Lies (Sp):

At will, a judge of 12th level can use *discern lies* as a spell-like ability.

Deputize (Sp):

At 14th level, a judge can expend two uses of his conviction ability to grant the ability to convict to all non-chaotic allies within 10 feet, using his bonuses. Allies must use this convict ability by the start of the judge's next turn and the bonuses last for 1 minute. These convictions may be used on law-breakers or a creature who has violated the deputizing judge's legal decrees. Using this ability is a free action.

Death Penalty (Su):

"Under penalty of death..."

Once per day, a judge of 18th level can impose a fatal sentence upon those who break the law. If a creature breaks a legal decree the judge has made (either by making the Will save or taking a prohibited action after the fact), that creature must immediately make a Fortitude save (DC = 10 + ½ Judge level + Cha) or be killed. A judge must declare that a legal decree is punishable by death when they invoke it upon their target.

Spirit of the Law:

At 18th level a judge becomes a magical creature. He is forevermore treated as a lawful outsider rather than as a humanoid (or whatever the judge's creature type was) for

the purpose of spells and magical effects. Additionally, the monk gains damage reduction 10/chaotic, which allows him to ignore the first 10 points of damage from any attack made by a nonchaotic weapon or by any natural attack made by a creature that doesn't have similar damage reduction. Unlike other outsiders, the judge can still be brought back from the dead as if he were a member of his previous creature type.

Code of Conduct:

A judge must be of lawful alignment and loses all class features except proficiencies if he ever willingly breaks a law or is convicted of a serious crime (in the U.S. legal system this would be akin to a felony crime). Additionally, a judge's code requires that he respect all legitimate legal authorities, and punish those who break the law (or see them brought to justice). A judge may supersede portions of his code in order to hold up other portions, as according to his own ethical direction, though gross violations are subject to investigation and possible excommunication.

Associates:

While a judge can adventure with neutral or even chaotic allies, a judge must always avoid working with chaotic outsiders, known criminals, or with anyone who consistently offends his moral code. Under exceptional circumstances, a judge can ally with criminal associates, but only to bring down "a bigger fish". A judge should seek an atonement spell periodically during such an unusual alliance, and should end the alliance immediately should he feel it is doing more harm than good. A judge may accept only henchmen, followers, or cohorts who are lawful.

Design Note: Rogues

Often times a rogue will violate or otherwise exploit laws. This generally comes in conflict with a judge's legal sensibility. This is as it should be. Rogues and judges have very different world views and ultimately are in conflict. It is an age old tale of cops and robbers. Good aligned rogues may be pardoned by a judge for their actions under dire circumstances but evil rogues (and the majority of neutrally aligned rogues) offend the judge in a way he cannot ignore. A creative GM can find a method to allow a judge and a rogue to be in the same party. That being said, it's not generally a good idea to put an evil necromancer in a party with a crusading paladin. The alliance of a rogue and a

Judge's Spell List

1st-Level Judge Spells	2nd-Level Judge Spells	3rd-Level Judge Spells	4th-Level Judge Spells	6th-Level Judge Spells
Acute Senses	Acute Senses	Arcane Sight	Brand, Greater	Analyze Dweomer
Alter Self	Align Weapon (Law)	Banish Seeming	Denounce	Dictum
Alarm	Blistering Invective	Blood Biography	Detect Scrying	Dispel Magic, Greater
Adoration	Bloodhound	Blot	Find Quarry	Find the Path
Command	Calm Emotions	Discern Lies	Forced Repentance	Forbiddance
Compel Hostility	Castigate	Dispel Magic	Glibness	Legend Lore
Comprehend Languages	Confess	Divination	Interrogation, Greater	Overwhelming Presence
Deathwatch	Create Treasure Map	Elemental Speech	Leashed Shackles	Joyful Rapture
Detect Animals or Plants	Detect Thoughts	Enter Image	Litany of Sight	Planar Ally (Archons only)
Detect Chaos/Evil/Good/Law	Discovery Torch	Guiding Star	Mark of Justice	Repulsion
Detect Charm	Enthrall	Hidden Speech	Modify Memory	Scrying, Greater
Detect Secret Doors	Fairness	Illusory Script	Order's Wrath	Seeming
Detect Snares and Pits	Find Traps	Invisibility Purge	Reprobation	
Detect Undead	Follow Aura	Litany of Eloquence	Sending	
Diagnose Disease	Knock	Locate Creature	Serenity	
Disguise Self	Locate Object	Locate Creature	Soothe Construct	
Forced Quiet	Perceive Clues	Magic Circle against Chaos	Speak with Plants	
Horn of Pursuit	Protection from Chaos, Communal	Malicious Spite	Tireless Pursuers	
Identify	Qualm	Misdirection	Zone of Silence	
Innocence	Scent Trail	Nondetection		
Interrogation	See Alignment	Obscure Object		
Keen Senses	See Invisibility	Secret Page		
Know the Enemy	Share Language	Seek Thoughts		
Lock Gaze	Share Memory	Share Language, Communal	5th-Level Judge Spells	0-Level Judge Spells (Origins)
Magic Aura	Status	Speak with Animals	Atonement	Brand
Negate Aroma	Tongues	Speak with Dead	Break Enchantment	Detect Magic
Negative Reaction	Undetectable Alignment	Unadulterated Loathing	Castigate, Mass	Detect Poison
Peacebond	Whispering Wind	Witness	Command, Greater	Guidance
Persuasive Goad			Commune	Know Direction
Protection from Chaos			Dispel Chaos	Light
Restore Corpse			Divine Pursuit	Mending
Tireless Pursuit			False Vision	Read Magic
Vocal Alteration			Scrying	Sift
Zone of Truth			Symbol of Scrying	Unwitting Ally
			Tongues, Communal	
			True Seeing	
			Utter Contempt	

Table 1-6: Judge Favored Class Bonus

Race	Bonus
Human	Add one spell known from the judge spell list. This spell must be at least one level below the highest spell level the judge can cast.
Dwarf	+1/2 on Litigation checks while acting as the defender.
Halfling	Add +1/2 on Diplomacy and Sense Motive checks during divine trials.
Elf	Add +1 on caster level checks made to overcome the spell resistance of chaotic creatures.
Gnome	Add +1/2 on Bluff and Sense Motive checks during divine trials.
Orc/Half-Orc	+1/2 on Litigation checks while acting as the prosecutor.
Race*	Bonus
Tao Reavæn	Add +1/4 to the DC of your Legal Decrees.
Sproutlings	Add +1/2 on Knowledge (nature), Knowledge (Geography) and Survival checks during divine trials.
Pariah	+1/2 on Litigation checks while defending or prosecuting pariah or draconic creatures.
Ratels	+1/2 on Litigation checks while acting as the prosecutor.
Lizardfolk	+1/2 on Litigation checks while defending or prosecuting dragon or draconic creatures. This includes kobolds, sorcerers with the draconic bloodline, and dragon disciples

*These classes can be found in Little Red Goblin Games "Racial Guide" book.

Gavels

Ceremonial hammers, gavels are iconic regalia of those who hold office in the upmost esteem. The traditional gavel was not designed for combat but none the less it can be used as by those trained in its use for combat. For those with a more martial mindset, the wargavel is a large steel hammer that much resembles its smaller counterpart. Though its size would suggest it would be wielded in two hands, it is balanced as a one handed weapon.

Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Weight	Type	Special
Gavel	7 gp	1d8	1d10	X2	2 lbs.	Bludgeoning	Simple, Light

*If you take exotic weapon proficiency "gavel" you are considered to be trained in both the gavel and wargavel.

judge would be similarly inadvisable.

Divine Trials

The trials of the Gods, arbitrated by their mortal agents of law- the judges, are not bound by normal mortal codes. They work differently than mortal trials. They take place in a church or other place where mortals go to feel close to the Gods. They generally take 1-2 hours and the only ones able to participate are two judges. One is called the prosecutor and the other is called the defender. They each represent one or more creatures. The prosecutor is the judge who seeks to prove that the creature the defender is representing is guilty of a crime they are accused of. The defender must do all that they can to prove the creature innocent in the eyes of the gods.

There is no codified body of laws. The opinion of the Gods is the only deciding factor in a case. They generally care about truth and ethical considerations but their will is absolute. It should be noted that the judges are dealing with the collective will of the whole pantheon of the gods and often times they are unaware (on a conscious level) that they are involved in a trial. Often times an idol is used to represent them in the actual physical world so that the judges actually speak to it.

A trial begins once charges are brought against a creature for some unethical act. This might be something as trivial as theft of property or as serious as the assassination attempt of a High Priest. The charges must be brought (officially) by a member of the clergy of a deity, though they

often act as a proxy for mundane folk.

A trial proceeds when the judge accepts the case. They investigate the case and gather evidence. Judges often have help with this part (many times they involve adventurers-plot hook plot hook) but once they have decided if they want to go to trial, they request the presence of another judge (or other law officer).

During a divine trial the Gods determine how severe the crime is. This limits how many pieces of evidence can be submitted. A judge can only accuse a creature of their HD + 3. The GM determines the severity using the chart 2-1: Crime & Evidence Allowed.

Who Judges the Judges?

Decisions are decided upon by the subconscious mind of the deity's of the pantheon. This should reflect the social contract of the setting.

The Set Up

Once the severity of the crime has been determined judges must gather evidence. They are given twice the number of days of the severity of the crime (a crime with a severity of 2 gives the judges 4 days)

The outcome of the case is based on the determined severity of the crime. Each judge may present a certain number of pieces of evidence based on the severity of the crime. Evidence is graded on a scale reflected on the chart below. The goal of each side is to present the most damning evidence and collect the most conviction points.

Litigation Checks

A litigation check is a d20 roll that you add litigation points to. Every character has a number of litigation points during a trial equal to their Diplomacy bonus (feats can improve this).

Table 2-1: Crime & Evidence Allowed

Level	Amount of Evidence Allowed	Description
I	2	Theft of less than 100 gp, offenses where no one was actually harmed or lasting damage was sustained, other trivial cases, preventing the course of justice, corruption of a minor official (an aid)
II	3	Theft in excess of 1,000 gp, assault, manslaughter, or other violent crimes, unlawful detention (less than 24 hours), negligent homicide, corruption of an official (a town guard), impersonating a judge
III	4	Theft in excess of 10,000 gp, pre-meditated murder, theft of religious iconography, sex crimes, kidnapping (more than 24 hour), corruption of a major official (governor) or legal official (judge)
IV	5	Theft in excess of 100,000 gp, corruption of a high official (royalty), anything between 3 & 5
V	6	Genocide, ethnocide, mass murder, contract murder of a high religious figure, regicide, deicide

Modifiers

- If you are the accessory of a crime the severity of the crime is reduced by 1.
- If the offense is perpetrated against a judge while in the course of an investigation.
- Embezzlement, fraud, bribery, blackmail, etc is based on the price of the crime elevated by 1 level of severity. Other crimes committed in the act of this should be considered as well.

- Self-defense/self-preservation reduces it by 1 level of severity.
- The act of corrupting an official not only depends on the level of the official but on the crime they ignore or perpetrate. A person corrupting an official is considered an accessory to a crime they commit.
- Insanity or the involuntary loss of mental faculties reduces an offence by 2 levels of severity.
- A crime with a severity of 5 cannot be further increased.

The Trial

Judges submit their evidence before the trial so both sides know what is going to be presented during the case of the trial. This is called the reveal phase.

After the reveal phase the trial phase starts. Both judges must try the case to the best of their ability.

The prosecutor (the judge accusing the defendant of a crime) starts the 2nd phase (call the trial phase). He has 1 minute to present a piece of evidence. He then applies any spins he would like to it.

Once the prosecutor has presented their first piece of evidence the defender (the judge defending the accused) attempt to refuse this. He makes his case in less than 1 minute and applies any spins he would like.

Both judges then partake in an opposed litigation check. If the prosecutor wins the evidence is in and he gets a number of conviction points equal to the quality of the evidence. If the defender wins the evidence is not in and the prosecutor gets no conviction points.

Next the step is the defenders presentation of evidence. This transpires in the same way as the prosecutor's presentation of evidence except the roles are reversed.

The prosecutor and defender take turns presenting evidence until there is no more evidence to present. After all the evidence has been presented the sentencing phase begins. The total number of conviction points are tallied up for each judge. If the prosecutor has the most, the accused is sentenced by the gods. If the defender wins he is off the hook, though he can be tried again for the same crime in 1d4 years.

When the gods sentence a mortal for a crime they commit they generally do so with a punishment befitting the crime. The gods... are cruel however. A man who has murders another may suffer the pain of death every night only to wake up every morning alive once again. A man who has stolen might have his hands swollen to the point of non-functionality for a number of days equal to 1/2 the amount of GP he stole.

Note: Non-Judges

Table 2-2: Evidence Quality

Evidence Quality	Conviction Point Value	Description
Shaky	1	Evidence that is unsubstantiated, unreliable, dubious, or otherwise circumstantial. "I have the statements of some drunk bar patrons who claim the defendant was there!"
Honorable Testimony	2	The sworn testimony of an honorable, non-chaotically aligned creature based on facts rather than conjecture. The account must be first hand. "I have the sworn statement of Sir Ironheart of Hearthmorn Castle that the accused committed the murder and that he saw it with his own two eyes."
Physical Proof	3	A piece of undisputable physical proof of the crime committed (a murder weapon). "This is the knife used to commit the murder."
Psychometry	3	A psychometric reading of a truename on an item. "This is a reading off a knife found at the scene of the murder that identifies the accused as the last person to touch the knife."
Damning	5	An item (or pair of items) that prove beyond a reasonable doubt that the accused committed the crime.
Confession	20	The un-coerced, un-recanted, confession of the accused to the crime they committed.

These judges do not need to be of the judge class but non-judges cannot use spins (a serious liability) without feats.

Spins

-Question Quality

Once per trail, when refuting evidence, you can call into question the authenticity of evidence. If the evidence is fake the presenter of the evidence must make a Bluff check to try to deceive you. If they are not successful the evidence is reduced to shaky.

-Rake Mud

You call into question the Judge or their reason behind perusing the trail. You may make a Diplomacy or Intimidate check against the judge. If you succeed they cannot apply litigation points to their roll for this evidence.

-Counter-Point

Once per trail, you can issue a counter point by issuing a directly contradictive piece of evidence. This can only be done if both pieces of evidence cannot both be true. The pieces of evidence go into a "push", the winner being awarded the points for both of them (as if they had both been entered successfully). A single evidentiary hearing ensues. This is represented by an opposed Intelligence check between the judges.

-Objection!

You object to a violation in the rules of the court (such as talking while the other judge is talking). If your objection was valid, the judge gets a -3 on all Charisma based skill checks for the remainder of the trail as the court of the gods now holds that judge in contempt. If your objection is not accepted, the penalty is imposed on yourself.

-Recess

Once per trail a judge can call a recess. This is a delay of the proceedings for 24 hours if sufficient reason is presented.

-Total Victory

If the first piece of evidence a judge presents is of damning quality or higher, and it goes unrefuted, he can call for a final judgment immediately. This only takes into consideration the evidence already submitted prior to this point.

New Feats

Spinmaster

Even though your not a judge you are able to spin in a courtroom.

Prerequisites: Int 13

Benefit: You can use spins as if you were a judge of your level -3. If you have levels in judge this is instead equal to your judge level +2.

Studious Litigator

Through study and hard word you rise above others in regards to your legal knowledge.

Prerequisites: None

Benefit: You gain an additional bonus to your pool of litigation points equal to your Intelligence modifier at the beginning of a trial.

Aggressive Prosecutor

Once you bite down you just don't let go.

Prerequisites: Intimidate 4 ranks

Benefit: You gain a +3 bonus to all Litigation checks made when acting as a prosecutor in a divine trail.

Creative Defender

You have a special calling for defending the innocent... and perhaps the not so innocent.

Prerequisites: Diplomacy 4 ranks

Benefit: You gain a +3 bonus to all Litigation checks made when acting as a defender in a divine trail.

The Convict

A substitution class for the base class in the Pathfinder Roleplaying Game.

Prison does thing to the soul of a man. It makes him bitter and resourceful. Any open wounds become infected with hate and bitterness. A disdain for the law and those who uphold it courses through their veins.

Career criminals one and all, convicts know only the darker side of life. Taking this substitution class represents the skills and talents a convict gains while incarcerated.

What is a Substitution Class?

Introduced in the "Substitution Class" book by Little Red Goblin Games, a substitution class is a class that in some way replaces existing class levels (much like a fallen paladin gaining antipaladin levels). For more information please see that book.

Substitution Limits:

A character loses up to 1 level per year of incarceration in a prison in one of their existing character classes and gains equal levels in the convict substitution class.

Hit Dice: As previous class

Skill Points: As previous class

Class Skills: As previous class

Class Features

All of the following are class features of the convict substitution class.

Weapon and Armor Proficiency:

Convicts gain no additional proficiencies with weapons.

They gain no extra proficiencies with armor.

Sneak Attack (Ex):

This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (1st, 3rd, 5th, 7th, and 9th). If a convict gets a sneak attack bonus

from another source, the bonuses on damage stack.

Shiv (Ex):

Incarceration has taught a convict a valuable lesson when it comes to survival. The man with the weapon wins. At 2nd level, if a convict is without a weapon, he may take 1 hour to fashion himself a "shiv". A shiv is an improvised weapon with the same profile as a dagger or a sap (these weapons have their statistics listed in Chapter 6 of the Pathfinder Core Rulebook). He may only fashion a shiv once per day for every day he possess.



Convict Talents:

Prison teaches you all sorts of things. Some learn how to survive on less than nothing, others find religion, some come to terms with their crimes, others become harder men. The only constant is that each man has his own journey and when they are finally set free (or escape) they are a changed man. At 3rd level every other level thereafter (5th, 7th, and 9th) they gain a convict talent from the following list. Unless otherwise noted, a convict can only take a given convict talent once.

- **Spell Thug**
When a new odd convict level is gained, the character gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before entering into this substitution class.
- **Keeping the Faith**
When a new odd convict level is gained, the character gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before entering into this substitution class.
- **Too Much Time to Read (Ex)**
What do you do when you've paced enough to wear holes in your shoes and finished creating an artistic masterpiece out of paint chips... well I guess there is always something to read or a story to hear. A1 convict may add his ½ convict level to all Knowledge checks he makes.
- **Spot the Law (Sp)**
You can use detect law a number of times per day equal to ½ your convict level at will.
- **Down with the Man (Ex)**
Once per day a convict can declare one melee or ranged attack he makes to be a sneak attack (the target can be no more than 30 feet distant if this sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used only against lawful targets, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack). At 10th level, a convict can use this ability twice per day.
- **Evade Arrest (Sp)**
You gain a +5 bonus to Escape Artists checks, picking locks that are restraining you, and to your CMD against grapple checks.
- **Pigsticker**
A convict gains a +1 to hit and damage against lawful characters. If their target possesses levels of the judge, paladin, or cleric (lawful aligned) character classes this bonus is improves to +3 to hit and damage.
- **Padfoot'en (Ex)**
A convict leaves no trace or scent trail while moving and tracking the subjects is impossible by non-magical means (as if by pass without trace). A convict also gains a +4 bonus on Stealth checks.

Table 3-1: The Convict

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	Sneak attack +1d6
2 nd	+1	+3	+0	+3	Shiv
3 rd	+2	+3	+1	+3	Convict talent, sneak attack +1d6
4 th	+3	+4	+1	+4	Improvised escape artist
5 th	+3	+4	+1	+4	Convict talent, reputation for violence, sneak attack +1d6
6 th	+4	+5	+2	+5	Shiv training
7 th	+5	+5	+2	+5	Convict talent, sneak attack +1d6
8 th	+6	+6	+2	+6	Imposing size
9 th	+6	+6	+3	+6	Convict talent, sneak attack +1d6
10 th	+7	+7	+3	+7	Anarchic weapon

- **Rogue Talents**

In addition a convict can select any of the following rogue talents:

-From the Pathfinder Core Rulebook: Fast Stealth, Ledge Walker, Powerful Sneak, Quick Disable, Rogue Crawl, Slow Reactions.

-From the Pathfinder Advanced Player's Guide: Befuddling Strike, Charmer, Coax Information, Fast Fingers, Fast Picks, Hard to Fool, Obfuscate Story, Steal the Story, Survivalist

-From Ultimate Combat: Black Market Connections, Convincing Lie, Deft Palm, False Friend, Iron Guts, Underhanded

Improvised Escape Artist (Ex):

At 4th level a convict has learned full well the usefulness of a hidden spoon or crafted metal shaving in escaping. A comb can be a lock-pick, a rough surface can cut rope in time. All these things are reinforced by your overwhelming dislike of confinement. You can apply your convict level to your Escape Artist checks instead of your Dexterity modifier.

Reputation for Violence (Ex):

You've gain a bit of cred. No one messes with you unless they want a broken rib... or worse. You can choose to appear as chaotic evil at will. This causes you to function as chaotic evil for all intents and purposes (including spells and supernatural ability). Changing back to your normal alignment is a free action.

Shiv Training (Ex):

At 6th level a convict turns shanking someone an art. Simply throwing someone up against a jail cell door and placing the tip of a sharpened spoon between their ribs would attract far too much attention. A convict may make a Sleight of Hand check to make an attack unnoticed. This is opposed by the target's Perception. This can only be attempted when the target is flatfooted. If you successfully shank the target without them knowing, the target is aware at the start of their next turn (painfully so).

Imposing Size (Ex):

How do you make yourself look more intimidating to a fellow con? The same way you would do it to a bear! At 8th level you can make yourself look bigger and badder than they could ever be. No one wants to mess with the 6'8 300lb beast sitting in the corner jail cell. If you don't have to fight, you don't have to die. You gain a +4 bonus to Intimidate checks. For every size category you are larger than a target, this bonus improved by a +2.

Anarchic Weapon (Su):

At 10th level a convict can imbue one of his weapons with the anarchic weapon special ability as a swift action. This ability only functions while the convict wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to the convict before the duration expires. This ability lasts for a number of rounds per day equal to the convict level. These rounds do not need to be consecutive. The convict never suffers a level penalty for wielding an anarchic weapon created by this ability.

Design Note: Lawful Convicts

There are some convicts who are able to keep the faith and remain lawful. Many will become at the very least neutral due to the hardship inflicted upon him at the hands of a cruel penal system. Regardless of their alignment, they gain the anarchic weapon ability.



The Kinslayer

A new prestige class for the Pathfinder Roleplaying Game.

Once you've tasted the blood of a kin- it call to you and compels you to seek out more...and more...until it's all gone...

Some kinslayers are simply moral crusaders fighting a bloody war against an establishment while others are nothing shy of serial killers. Whatever their reason- the crime of "kinslaying", or the mass killing one of your one blood, is a crime that some cultures consider most heinous. In some lands it is simply punishable by death, but in others, where

the offense carries a social taboo, death is too good for you. Torture and solitary confinement are a kinslayer's only companions and in time even they fade into the dull gray background of prison life. Hatred grows and old malice festers in incarceration. When presented with an opportunity for freedom, a kinslayer most often takes it by force.

Role:

The role of a kinslayer is a bloody one wrought with sorrow. Experts in the chaos of combat, they excel in at the art of killing their targets in the quickest and dirtiest fashion possible. Their hatred of their kin is only rivaled by their prowess in eliminating them. Should they come across one they will show them nothing resembling mercy in any fashion.

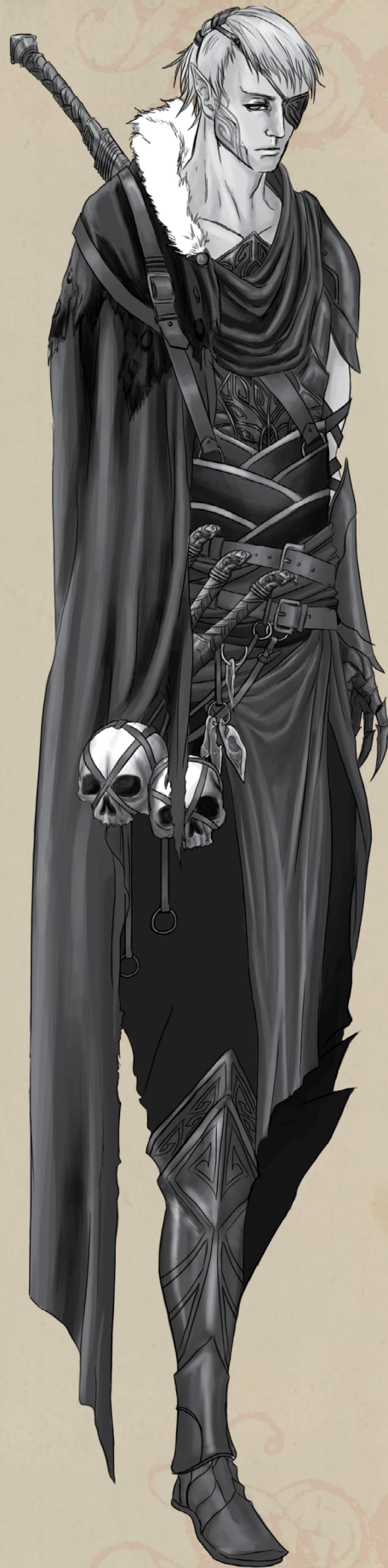
Alignment:

Though the path to becoming a kinslayer is as varied as there are reasons for murder, all grow a deep-seated hate for those who simply act as agents of the Law. Incarceration pits "them" against "us", "guards" against "prisoners". This hatred generally compels one towards an evil alignment, but some are able to resist. It is rare to see a kinslayer who is of Good alignment. Man's will alone is not strong enough to stop the change- but some cling to religion or philosophy to stay strong. Nothing is strong enough to resist the dislike of the law however. All kinslayers are considered to be of Chaotic alignment. Prison life has taught them that there are safety in numbers and are rarely seen alone. Should a kinslayer become non-chaotic he loses all class features.

Race:

There are several special cases that may play into the kinslayer's kinslaying abilities. Half races must select one of their heritages to hunt (this can make for a great role-playing experience!). Alternately, characters afflicted with things like lycanthropy or vampirism which changes your type/subtype may be used to make an interesting kinslayer. Of course, please consult your GM before you select what your kin is.

Some races persecute the crime of kinslaying differently. In goblin or orc society claiming the life of another is not something so heinous. In elven society where violence is more shunned and life is longer it can be a terrible crime.



That is not to say there cannot be orcish kinslayers, they are just generally roleplayed differently.

Requirements

Base Attack Bonus: +5

Special: The character must have committed the crime of murdering their own kin.

Class Skills

The kinslayer's class skills are *Acrobatics (Dex)*, *Bluff (Cha)*, *Climb (Str)*, *Diplomacy (Cha)*, *Disable Device (Int)*, *Disguise (Cha)*, *Escape Artist (Dex)*, *Intimidate (Cha)*, *Linguistics (Int)*, *Perception (Wis)*, *Sense Motive (Wis)*, *Sleight of Hand (Dex)*, *Stealth (Dex)*, *Swim (Str)*, and *Use Magic Device (Cha)*.

Class Features

All of the following are class features of the kinslayer prestige class.

Weapon and Armor Proficiency:

Kinslayers gain no additional proficiencies with weapons. However, they suffer no penalty for using improvised weapons. They gain no extra proficiencies with armor.

Favored Enemy (Kin) (Ex):

At 1st level, a kinslayer becomes adept at tracking his own kind. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his same type and subtype. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A kinslayer may make Knowledge skill checks untrained when attempting to identify these creatures.

At 1st level and every four levels thereafter (5th and 9th) the bonus against creatures of his same type and subtype increases by +2.

Kinslaying (Ex):

Having felled many of his own kind, a kinslayer has become adept at the art of murder. Anytime he is dealing damage to his own kind (same type and subtype) he gains an extra 1d6 damage at 2nd level. This increases by 1d6 every two kinslayer levels thereafter. If a kinslayer scores a critical hit with a kinslaying attack, this extra damage is not multiplied. A ranged kinslaying attack always deal kinslaying damage so long as the target is within 30 feet.

Any attack that a kinslayer decides to deal kinslaying damage on can never deal nonlethal damage. The attack must be aimed to murder the target as quickly and efficiently as possible. The kinslayer must be able to see the target well enough to pick their favorite target area and must be able to reach such a spot. A kinslayer cannot apply this extra damage while striking a creature with concealment.

Track (Kin) (Ex):

The scent of blood is upon the wind!

With an unfailing determination, a kinslayer will not rest until his prey has been caught. A 3rd level kinslayer may add half his level (minimum) to Survival skill checks made to follow or identify tracks of his own kin.

Bane (Su):

At 3rd-level, a kinslayer can imbue one of his weapons with the bane weapon special ability as a swift action. He must select one creature type when she uses this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the type can be changed as a swift action. This ability only functions while the kinslayer wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to the kinslayer before the duration expires. This ability lasts for a number of rounds per day equal to the kinslayer's level. These rounds do not need to be consecutive.

Intimidate (Kin) (Ex):

Through word of mouth, stories told around campfire, and maybe even wanted posters, a kinslayer of 7th level has made such a name for himself that anyone who values their life knows who he is. A kinslayer can apply ½ his kinslayer level to any Intimidate checks made against his own kin.

Greater Bane (Su):

At 9th level, whenever a kinslayer uses his bane ability, the amount of bonus damage dealt by the weapon against creatures of the selected type increases to 4d6.

Avenger (Ex):

At 10th level a kinslayer suffers no injury from his kin without repercussion. The kinslayer deals one additional damage per kinslayer level against members of his kin who have struck him in the previous round.

Sidebar:

Playing as a kinslayer can be a challenging roleplaying experience. Like a Paladin, it has an overpowering dislike for specific enemies. This does NOT mean a kinslayer has to kill his kin the moment he lays eyes on them. Kinslayers are not compelled by any requirement to attack their own kin on sight. In fact, a kinslayer can work with his own kin (particularly if they are in the kinslayer's party). Sometimes a kinslayer's dislike extends only to a certain group of the race he has sworn to hate. A human kinslayer who hunts his own clansmen might not have an issue with the merchant in town.



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Version 1.0a

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