

WAR JOURNAL

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WAR JOURNAL II

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WAR JOURNAL

"You did have a plan, right?"

Richter grimaced as he raised his chain at the menacing dark figures that danced around the edge of the torchlight, the links writhing like a live snake and burning with a faint, cold fire. "Well, I was told you were making one so—"

Marlene grunted in pain as a small star-like blade embedded itself in her thigh. She pulled a thick wrapping of bandages from her pouch, breaking the ampule inside and dumping the liquid on the wound. "You mean to tell me we walked into the trap we knew the Midnight Hand was setting for us—" She blocked a further spray of throwing stars with her shield as she pulled the weapon out of her wound, "—And you didn't think to form a plan?"

"Eyes front. Reinforcements." Chester said, the tall figure's canine mask of shadow splitting in a toothy grin as his fist lunged into the shadows, his over-long arm twisting as his hand crunched around something. The shadow knight leaned down to one side, his stance steadied by his arm as he threw a crumpled helmet back into the shadows. "Not that I have a problem with that."

Grey let loose a shout of rage as she split a shambling skeleton's skull with her sword. "Their accursed flunkies! We must be near where they've stored the bodies." She gave a quick whistle as she blocked another skeleton's jerky swipe and plowed the top of its body into the ground with her shield. A flurry of sapphire feathers accompanied a screaming ninja from the shadows with a brilliant-hued vulture clawing at its head. "Stop having fun and find the murder victims." She ordered, and the vulture tilted its head for a moment before giving one last peck for good measure and flew up into the dark city sky.

The battleground was still for a moment as the combatants caught their breath.

"So what do we do when we've found that?" Marlene asked after a moment.

"I... uh... I'm not sure exactly—" Gray responded after a brief hesitation.

"What's the matter? Didn't think to form a plan?" Richter grinned in spite of himself.

"Shut up." Gray stated.

"I have a plan." Chester said, his hand shimmering with dark energy as a shadowy wisp rose from the ground. Its form slowly shifted until its appearance was identical to Chester's. Both figures grinned, speaking in stereo. "We let none of them leave here, alive or otherwise."

"Oh. Well why didn't you say so?" Richter coiled his chain around his arm, the metal burning red hot as a wave of barely perceivable energy moved like a gentle breeze through the area. As the spiked ball at the end of the chain split, the beams of light burning bright as the sun, Richter's hand reached the ground, a silent wave of brilliant energy engulfing the surprised assassins. The last things they perceived were Richter's confident smile and a simple phrase.

"I love it when a plan comes together."



THE MEDIC

A NEW BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Dedicated to more than just providing triage, medics are able-bodied combatants. Their true strength lies in their ability to both fight on the front line, and provide the necessary medical treatment to their allies that can save their lives. The medic's healing is not permanent however, and it is bound by the need for supplies.

TABLE 1-1: THE MEDIC

| LEVEL | BASE ATTACK BONUS | FORT SAVE | REF SAVE | WILL SAVE | SPECIAL |
|------------------|-------------------|-----------|----------|-----------|--------------------------------------|
| 1 st | +1 | +2 | +0 | +2 | Field medicine 1d6, save |
| 2 nd | +2 | +3 | +0 | +3 | Bravery +1 |
| 3 rd | +3 | +3 | +1 | +3 | Field medicine 2d6, supplements |
| 4 th | +4 | +4 | +1 | +4 | Bonus feat, trauma care |
| 5 th | +5 | +4 | +1 | +4 | Field medicine 3d6 |
| 6 th | +6/+1 | +5 | +2 | +5 | Bedside manner, bravery +2 |
| 7 th | +7/+2 | +5 | +2 | +5 | Field medicine 4d6 |
| 8 th | +8/+3 | +6 | +2 | +6 | Bonus feat |
| 9 th | +9/+4 | +6 | +3 | +6 | Field medicine 5d6 |
| 10 th | +10/+5 | +7 | +3 | +7 | Bravery +3, stitch up |
| 11 th | +11/+6/+1 | +7 | +3 | +7 | Field medicine 6d6 |
| 12 th | +12/+7/+2 | +8 | +4 | +8 | Bonus feat |
| 13 th | +13/+8/+3 | +8 | +4 | +8 | Field medicine 7d6 |
| 14 th | +14/+9/+4 | +9 | +4 | +9 | Bravery +4 |
| 15 th | +15/+10/+5 | +9 | +5 | +9 | Field medicine 8d6, raise |
| 16 th | +16/+11/+6/+1 | +10 | +5 | +10 | Bonus feat |
| 17 th | +17/+12/+7/+2 | +10 | +5 | +10 | Field medicine 9d6 |
| 18 th | +18/+13/+8/+3 | +11 | +6 | +11 | Bravery +5, special care |
| 19 th | +19/+14/+9/+4 | +11 | +6 | +11 | Field Medicine 10d6 |
| 20 th | +20/+15/+10/+5 | +12 | +6 | +12 | Angel on the battlefield, bonus feat |

ALIGNMENT:

Compassion is ultimately the goal of a medic. Some warriors bury it under layers and layers of defensive guffawing and bravado but at the end of the day a medic is skilled at saving his friends when their lives are on the line. They are generally of good alignment but neutral medics do exist. Evil medics are rather rare as their selfish ways generally do not include altruistic pursuits.

HIT DICE: d8

STARTING WEALTH: 4d6 x 10gp (Average 140 gp). In addition, the medic begins play with an outfit worth 10 gp or less and 3 healer’s kits.

CLASS SKILLS:

The medic’s class skills are *Climb (Str)*, *Diplomacy (Cha)*, *Handle Animal (Cha)*, *Heal (Wis)*, *Knowledge (dungeoneering) (Int)*, *Knowledge (engineering) (Int)*, *Knowledge (nature) (Int)*, *Knowledge (religion) (Int)*, *Perception (Wis)*, *Profession (Wis)*, *Ride (Dex)*, *Survival (Wis)*, *Swim (Str)*.

Skill Points Per Level: 2 + Int modifier

CLASS FEATURES

The following are class features of the medic.

WEAPON AND ARMOR PROFICIENCY:

Medics are proficient with all simple and martial weapons and with light and medium armor. They are proficient with all shields (including tower shields).

FIELD MEDICINE (EX):

At 1st level a medic can, as a standard action, expend 1 use of a healer’s kit (as described in Chapter 6 of the Pathfinder Core Rulebook) to patch up a wound temporarily. This provokes an attack of opportunity. Expending a use of a healer’s kit grants a target 1d6 temporary hit points plus the medic’s Wisdom modifier. This amount increases by an additional 1d6 temporary hit points for every odd medic level after first. The temporary hit points from field medicine stack with other instances of temporary hit points.

These hit points cannot cause the total hit points of a character to go above its maximum (Example: If a fighter has 50 hit points total but has only 25 left then he could only have 25 temporary hit points from this class feature). Any that exceed this maximum are immediately lost. A medic may apply a healer's kit an unlimited number of times per day, though each time it consumes one use of a healer's kit. The temporary hit points granted by this ability only last for a number of hours equal to the medic's Wisdom modifier (Minimum 1).

Each use of field medicine refreshes the duration of existing temporary hit points it granted.

When the party takes an extended rest, the medic can provide additional care. This costs an additional use of the medical kit per subject, and when the rest is completed any remaining temporary hit points are converted into actual hit points. The medic may only provide additional care for up to 2 creatures per medic level.

SAVE (EX):

At 1st level a medic can apply a quick fix to resuscitate a target. She can apply some basic first aid to an unconscious creature as a standard action, healing it for 1d6 points of damage plus 1 for every two medic level she possess. She can only use this ability on a creature that is below 0 hit points. She can use this ability a number of times per day equal to 3 + her Wisdom modifier.

SUPPLEMENTS (EX):

A medic can infuse some small concoctions into her allies. These remedies cost 10 gp's worth of herbs and fruit. These stimuli can have varying effects. A supplement takes 1 hour to prepare, but they can be taken at any time as a standard action, or applied to a subject as a standard action. A supplement lasts one minute, unless otherwise specified. A creature who is unwilling to be under the effects of a supplement may make a Fort save upon application DC 10 + 1/2 medic level + Intelligence modifier to negate the effects.

Battering Brew: This concoction gives a creature a +2 alchemical bonus to damage, but it takes 1 damage when it makes an attack. The bonus to damage increases by +2 and the damage taken increases by +1 for every 5 medic levels after 3rd maximum +8 bonus to damage and 4 damage taken at 18th level.

Quickening Quaff: This admixture gives a creature a +10 alchemical bonus to movement speed, but it takes a -1 penalty on attack rolls. For every 7 medic levels after 3rd the bonus to movement speed goes up by 10 and the penalty to attack rolls increases by 1.

Focus Font: This brew allows a creature who takes it to achieve better mental clarity, but it causes hesitation. You gain a +1 bonus to AC and +1 bonus to concentration checks to cast spells while threatened or from movement while mounted but a -1 penalty on damage rolls by 1. The bonus to concentration checks and the penalty on damage rolls increases by 1 for every 5 medic levels after 3rd.

Rest Replacement: This compound allows the taker to shrug off the lack of sleep with the use of certain plants. It reduces the necessary amount of sleep by 2 hours, but this keeps them wired and jumpy. They take a -1 penalty on Will saves for the remainder of the day. The amount of necessary sleep goes down by 2 hours and the Will penalty increases by 1 every 6 levels after 3rd to a minimum of 2 hours sleep at 15th level. This does not stack with other sleep reductions, such as from a *ring of sustenance*.

TRAUMA CARE (EX):

A 4th level medic can spend one minute to repair 1d4 points of ability damage to a single ability score on one creature. This also removes the fatigued condition and improves the exhausted condition to fatigued. She can do this a number of times per day equal to her Wisdom modifier. Using this ability consumes 3 charges of a healer's kit.

At 8th level, the medic's trauma care restores 1d8 ability damage, and 1d4 ability drain. It also allows for a new save versus poison or disease that does not count against the subject on a failed save.

At 12th level, the medic's trauma care restores all ability damage to a single ability score, 1d8 ability drain, and removes the exhausted, nauseated, and stunned conditions.

BEDSIDE MANNER:

At 5th level, when a medic provides any amount of healing it is increased by half (+50%). This does not apply to restoring subdual damage, morale damage, or temporary hit points granted. When using the field medicine class feature, count all 1s and 2s rolled on the dice as 3s.

BRAVERY (EX):

Starting at 2nd level, a medic gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

BONUS FEATS:

At 4th level, and at every 4th level thereafter, a medic 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 medic counts her medic level as her fighter level for the purposes for qualifying for these bonus feats.

STITCH UP (EX):

At 10th level, by spending a full-round action stitching a target up, a medic can turn an amount of temporary hit points restored by the field medicine ability into actual hit points (This does not count as healing for the purposes of bedside manner). She can convert twice her medic level + her Wisdom modifier in temporary hit points per turn. Using this ability consumes a charge of a healer's kit.

RAISE (EX):

At 15th level a medic can restore life to a recently deceased corpse. If she gets to a dead creature within a number of rounds equal to her Wisdom modifier she can use 5 charges of a healer's kit to act as if she had cast *raise dead* on a target as a cleric of the same level. This takes a full round action.

SPECIAL CARE (EX):

A 18th level medic who uses trauma care also restores 1d2 negative levels (temporary or permanent) as well and the amount of ability drain her trauma care can restore is increased to 1d8.

ANGEL ON THE BATTLEFIELD (EX):

A medic of 20th level or higher can bring someone back from the dead so long as she gets to them in time. It's a medical miracle, but a medic of great talent can piece someone back together even if there are only a few pieces left. Once per day a medic can bring someone who has been dead for hours equal to her Wisdom modifier. She must expend 10 charges of a healer's kit. If she does it acts as if she had cast *true resurrection* on a target as a cleric of the same level.



MEDIC ARCHETYPES

DOCTOR

The doctor is a formally trained healer who has access to the best medical technology and research available to her. While their surgery takes a longer time than trauma care and more resources, it can restore full capability far more easily with only a single treatment.

WEAPON AND ARMOR PROFICIENCY:

Doctors are proficient with all simple and martial weapons, and with light and medium armor. They are proficient with light shields and bucklers.

HEALING HANDS (EX):

At 2nd level, whenever the doctor restores hp using one of her class features, the Heal skill or uses her surgery class feature, she may spend one additional use of his med kit to heal that creature additional hp equal to her Wisdom modifier. This extra healing is not increased by bedside manner. This replaces the medic's bravery class feature.

SURGERY:

At 4th level, the doctor can spend ten minutes to repair 1d8 points of ability score damage to a single ability score and remove the fatigued condition or improve the exhausted condition to fatigued on one creature. She may do this a number of times per day equal to her Wisdom modifier. Using this ability consumes 5 charges of a healer's kit.

At 8th level, the doctor's surgery repairs all ability score damage to a single ability score and 1d8 points of ability score drain to a single ability score. This also removes the exhausted condition.

At 12th level, the doctor's surgery restores all ability score damage to all ability scores and all ability score drain to a single ability score. This also removes any of the following conditions: blinded, confused, deafened, diseased, feeble-minded, insanity, nauseated, poisoned, and sickened.

REVIVE (EX):

At 15th level, the doctor may expend ten uses of a med kit to cast *resurrection* on a creature that has died within 1 minute per point of his Wisdom modifier (minimum 1). This replaces the medic's raise class feature.

REHABILITATE (EX):

At 18th level, the doctor's surgery removes all negative levels from the affected creature and removes ability score drain from all ability scores. This replaces the standard medic's special care class feature.



THE SHADOW KNIGHT

A NEW BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

The shadow knight fights for a cause, whether good, evil, or somewhere in-between. However, even if a shadow knight should lose faith in her cause their power still remains. Thus even a powerful shadow knight can change their goals without fear of vulnerability. The personal power that comes with being a shadow knight can tempt many to selfish ends. Because of that tendency, organizations of shadow knights use stealth, subterfuge, and trickery to get the edge over their foes. Some believe the powers of darkness to be inherently evil, but in reality they show no preference for any particular moral standing in their users. Because of this, many creatures whose motives fall outside of a more stringent religious organization such as a church may find new purpose amongst the shadows.

The powers granted to a shadow knight are certainly deceptive, but in the minds of some shadow knights whatever they must do to achieve their goals is far more important than a sense of fair play (Especially when no one knows who to blame for unfair play in the aftermath). Many shadow knights take no public recognition for their deeds, but some less secretive organizations may allow the shadow knight to share information with her close allies regarding the group's exploits. Regardless of their purpose, all shadow knights understand the world they live in is rarely as simple as good or evil. Their conviction fuels their goals no matter what they may be. For a shadow knight, sometimes their conviction is all that remains concrete in their twisted world of shadows.

ROLE:

Protected by the powers of darkness, shadow knights appear where least wanted and strike when least expected. Even when caught in the spotlight, a shadow knight needs only a moment in the dim to disappear once again. With some ability to confuse opponents and save herself and allies from harm, the shadow knight can act to save allies as well as disrupting enemies.

TABLE 2-1: THE SHADOW KNIGHT

| LEVEL | BASE ATTACK BONUS | FORT SAVE | REF SAVE | WILL SAVE | SPECIAL |
|------------------|-------------------|-----------|----------|-----------|---|
| 1 st | +1 | +2 | +2 | +0 | Night fighting, shadow assault 1/day |
| 2 nd | +2 | +3 | +3 | +0 | Cloak of shadows |
| 3 rd | +3 | +3 | +3 | +1 | Night fighting (darkvision), night mirage (cloak), shade |
| 4 th | +4 | +4 | +4 | +1 | Dusk hunter, shadow assault 2/day, uncanny dodge (cloak) |
| 5 th | +5 | +4 | +4 | +1 | Creeping shadows (cloak), night phantasm (cloak), shadow bond |
| 6 th | +6/+1 | +5 | +5 | +2 | Night fighting (+30 ft), shade |
| 7 th | +7/+2 | +5 | +5 | +2 | Shadow assault 3/day, steeled shadows |
| 8 th | +8/+3 | +6 | +6 | +2 | Improved uncanny dodge (cloak) |
| 9 th | +9/+4 | +6 | +6 | +3 | Evasion (cloak), night fighting (+60 ft), shade |
| 10 th | +10/+5 | +7 | +7 | +3 | Midnight bastion, shadow assault 4/day |
| 11 th | +11/+6/+1 | +7 | +7 | +3 | Dark raid (cloak) |
| 12 th | +12/+7/+2 | +8 | +8 | +4 | Night fighting (magical darkness), shade |
| 13 th | +13/+8/+3 | +8 | +8 | +4 | Late escape, shadow assault 5/day |
| 14 th | +14/+9/+4 | +9 | +9 | +4 | Umbral mantle |
| 15 th | +15/+10/+5 | +9 | +9 | +5 | Night fighting (total concealment), shade |
| 16 th | +16/+11/+6/+1 | +10 | +10 | +5 | Improved evasion (cloak), shadow assault 6/day |
| 17 th | +17/+12/+7/+2 | +10 | +10 | +5 | Dusk zephyr |
| 18 th | +18/+13/+8/+3 | +11 | +11 | +6 | Night fighting (detect concealed), shade |
| 19 th | +19/+14/+9/+4 | +11 | +11 | +6 | Midnight raid (cloak), shadow assault 7/day |
| 20 th | +20/+15/+10/+5 | +12 | +12 | +6 | Dark ascendant |

ALIGNMENT:

Any. While shadow knights may act together to fulfill a common goal, each one's motive for doing so may be completely different from her fellows.

HIT DICE: d10

CLASS SKILLS

The shadow knight's class skills are *Acrobatics (Dex)*, *Appraise (Int)*, *Bluff (Cha)*, *Climb (Str)*, *Craft (any) (Int)*, *Diplomacy (Cha)*, *Disguise (Cha)*, *Escape Artist (Dex)*, *Intimidate (Cha)*, *Knowledge (local) (Int)*, *Knowledge (history) (Int)*, *Knowledge (nobility) (Int)*, *Knowledge (planes) (Int)*, *Knowledge (religion) (Int)*, *Perception (Wis)*, *Profession (Wis)*, *Sense Motive (Wis)*, *Sleight of Hand (Dex)*, *Spellcraft (Int)*, *Stealth (Dex)*, *Swim (Str)*, *Use Magic Device (Cha)*.

Skill Points: 4 + Int modifier.

CLASS FEATURES

The following are class features of the shadow knight.

WEAPON AND ARMOR PROFICIENCY:

A shadow knight is proficient with all simple and martial weapons, light and medium armor, and shields (except tower shields).

SHADOW ASSAULT (SU):

Once per day, a shadow knight may call upon the powers of darkness for aid in battle against a foe shrouded in shadow. As a swift action, the shadow knight chooses one target in dim light or darker conditions within sight to assault. The shadow knight gains a bonus equal to her shadow knight level on all damage rolls against the target of her shadow assault. If the target of shadow assault is flatfooted, an outsider, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the shadow knight possesses. Regardless of the target, shadow assault attacks automatically bypass any DR the creature might possess.

In addition, while shadow assault is in effect, the shadow knight gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the shadow assault. If the shadow knight targets a creature that is not in dim light or darker conditions, the shadow assault is wasted with no effect.

The shadow assault effect remains until the target of the shadow assault is dead or the next time the shadow knight rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the shadow knight may shadow assault one additional time per day, as indicated on Table: Shadow Knight, to a maximum of seven times per day at 19th level.

NIGHT FIGHTING (EX):

A shadow knight is a capable combatant even when darkness falls. She ignores concealment from dim light. At 3rd level, she gains darkvision 60 ft., or adds +30 ft. to her existing darkvision if it was already 60 ft. or better. At 6th level, she may see through magical darkness that is treated as dim light. At 9th level, her darkvision improves to 120 ft., or she adds +60 ft. to her existing darkvision if it was already 90 ft. or better. At 12th level, the shadow knight may see through magical darkness. At 15th level, the shadow knight suffers no penalty while blinded or when trying to attack an invisible opponent and suffers no miss chance when attacking a creature with total concealment. At 18th level, whenever the shadow knight is attacked or targeted by an effect used by a concealed or invisible opponent, she may detect what square(s) that creature occupies after the attack if she is still conscious.

CLOAK OF SHADOWS (SU):

At 2nd level, the shadow knight can protect herself with a cloak of the very shadows she uses to hide. As a standard action while in dim light or darker conditions, a shadow knight may draw a cloak of shadows around her. This cloak conceals the shadow knight's features, preventing observers from recognizing them. The cloak may not be used to disguise the shadow knight as another creature, but it allows the wearer to make a Disguise check to avoid being identified while it is active. The cloak remains on the shadow knight until she enters an area of bright illumination or until she rests. The shadow knight may end her cloak of shadows as a free action when making a saving

throw to grant her a bonus equal to her Charisma modifier on that saving throw (minimum 1). She gains double the normal bonus on her saving throw if she attempts to save against a spell with the shadow descriptor.

Other class features (such as shades) that the shadow knight gains may require her to end her cloak of shadows as part of the cost of activating the ability or are tied to her cloak of shadows remaining active. These are marked with (cloak)

SHADES:

At 3rd level, and every 3 levels thereafter, a shadow knight can select one shade. While she is in dim light or darker conditions or a creature is the target of her shadow assault, the shadow knight gains access to various abilities. She may select one of the following shades when she gains this class feature.

Blur (Sp): The shadow knight is continuously under the effects of a *blur* spell with a caster level equal to her shadow knight level.

Riposte (cloak) (Su): The shadow knight becomes adept at striking back against those who expose themselves. She may end her cloak of shadows as an immediate action to make an attack of opportunity against a creature that misses her with an attack within her reach.

Swift as Shadows (Su): Gain a +10 ft. bonus to all move speeds. This bonus increases by +10 ft. every 3 levels after 3rd, to a maximum of +60 ft. at 18th level. The shadow knight may move at full speed using Stealth without penalty.

Shadow Blend (Su): While standing in dim light or darkness, the shadow knight can seemingly fade away into shadow. She may use Stealth even while being observed while in dim light or darkness. Creatures with true seeing negate this effect. At 15th level the shadow blend shade works even while being observed by creatures with true seeing.

At 6th level:

Clinging Shadows (Su): For the target of your shadow assault, the shadows are smothering and thick like a dank fog. The target of your shadow assault treats areas of dim light or darkness as difficult terrain and the range of any darkvision they possess is halved.

Shadow Snare (Su): When a creature you can perceive moves through an area of dim light or darkness, as an immediate action you may choose to force them to make a Reflex save (DC 10 + ½ shadow knight level + Charisma modifier) or stop their movement. A successful save negates the effect. If the creature is the target of your shadow assault, a successful save instead results in them losing half their movement from that action unless they have evasion.

Dark Avenger (Su): When a creature successfully makes an attack against you while this shade is active, you may choose to make an attack of opportunity against that creature if that creature is in dim light or darkness or is the target of your shadow assault.

Mirror Image (cloak) (Sp): You may end your cloak as a standard action to cast *mirror image* as a spell-like ability. Your effective caster level for this spell-like ability is equal to your shadow knight level. While this *mirror image* effect is active, you may end your cloak of shadows to make one image move up to your speed away from you as a swift action. Doing so removes one duplicate image from the spell. It moves like a creature and provokes attacks of opportunity with its movement. It has an AC equal to 10 + your Size, Deflection and Dexterity modifiers and disappears when struck. Creatures that target an image with an effect requiring that they target a creature have that action fail with no effect. If that action is an attack, doing so causes the image to disappear. It moves up to your speed at the start of your turn. Separated images last until the end of the spell.

At 9th level:

Deeper Darkness (cloak) (Sp): End your cloak of shadows as a standard action to cast *deeper darkness* as a spell-like ability. Treat its effective spell level as being ½ your shadow knight level. Your effective caster level for this spell-like ability is equal to your shadow knight level. While this *deeper darkness* effect is active and you are in its area with your cloak of shadows active you may see within it

normally. Allies within 10 feet of the shadow knight while her cloak of shadows is active may see within any magical darkness effect normally until the end of their next turn.

Displacement (Sp): The shadow knight is continually under the effects of a *displacement* spell using her shadow knight level as her caster level, but only while in darkness or targeting a creature with her shadow assault.

Reign of Darkness (Su): As a standard action, you can cast forth a roving cloud of shadows. You make a 40-foot radius burst of dim light within 100 feet that moves up to 60 feet in a direction you designate. You may see within this cloud normally. The cloud moves at the end of each of your turns for up to 1 minute or until this shade ends. You may change its direction at the start of your turn. By spending a swift action while the cloud is active, you may create a diversion to hide from creatures that can see the cloud, provided part of the cloud's area is within 100 feet. The cloud appears to subtly undulate and writhe for the effect's duration. A successful DC (10 + ½ shadow knight level + shadow knight's Charisma modifier) Perception check reveals that there is nothing present to create a disturbance in an unoccupied square. If the Perception check is made on an area actually occupied by a creature, use that creature's opposed Stealth roll instead.

Silencer (Su): When the shadow knight successfully attacks the target of her shadow assault for the first time, she may choose to make that creature make a Will save (DC 10 + ½ shadow knight level + Charisma modifier) or become affected by a *silence* effect for a number of rounds equal to the shadow knight's Charisma modifier. This effect cannot be dispelled.

At 12th level:

Choking Shadows (Su): The target of your shadow assault finds it difficult to describe their peril. When in areas of dim light, they must make a Concentration check (DC 10 + ½ shadow knight level + Charisma Modifier + spell level) whenever they try to cast a spell or lose that spell. The DC increases to (DC 10 + ½ shadow knight level + Charisma Modifier + double spell level) in areas of darkness.

Dream of Mirrors (Su): The shadow knight must have the mirror image (cloak) shade in order to select this shade. Once per round, when making an attack, the shadow knight may attack as though she was occupying a space occupied by an image she separated from her *mirror image* effect, provided the image is standing in an area of dim light or darkness. In addition, illusions from the mirror image (cloak) shade standing in dim light or darkness appear real even under scrutiny of *true seeing*.

Shadow Jump (cloak) (Su): End your cloak as a standard action to transport yourself as though by a *dimension door* spell. You must move from a location with at least some dim light to another with at least some dim light. You may travel up to 40 ft at 12th level, with the number of feet doubling every 2 levels thereafter (to a maximum of 640 ft at 20th level). You may end your cloak of shadows an additional time to bring along a touched ally.

Twilight Flicker (Su): Once per day, when the shadow knight is dealt damage while this shade is active, she may choose to reduce the damage by her shadow knight level plus her Charisma score as a non-action. Any additional effects from that attack are negated. The shadow knight may choose to enter stealth as a free action on her next turn if she is in an area of dim light or darkness after activating this ability.

At 15th level:

Fear of the Dark (Su): Whenever the shadow knight kills or knocks a target in an area of dim light or darkness unconscious, all enemy creatures within 60 ft. of that creature must make a Will save (DC 10 + ½ shadow knight level + Cha modifier) or hear their death in the creature's cries. Any who succeed on the Will save are shaken for 1 round. Any who fail the Will save are panicked for 1 round and shaken for 1 round thereafter and take a -4 penalty on saving throws against death effects while so panicked. This is a mind-affecting fear effect that works even on creatures immune to fear and suppresses their immunity to fear while the creature is so affected. A creature that is killed while under a silence effect does not trigger this shade.

Midnight Elimination (Su): When attacking an opponent who is unaware of the shadow knight and is the target of her shadow assault: Upon being struck by the shadow knight's first attack, the target must make a Fortitude save (DC 10 + ½ shadow knight level + Cha modifier) or die. A successful save negates the death effect. The shadow knight may instead choose to reduce the target to -1 hp on a failed saving throw.

Grim Specter (cloak) (Su): When in an area of dim light or darkness, you may end your cloak of shadows as a standard action to gain the benefit of an *ethereal jaunt* spell, using your shadow knight level as your caster level. Doing so does not provoke an attack of opportunity. While in darkness and ethereal, your weapons gain the *ghost touch* property.

Void Mind (Su): While this shade is active, the shadow knight is treated as being under the effects of a *mind blank* spell. This effect cannot be dispelled.

NIGHT MIRAGE (CLOAK) (SU):

At 3rd level, the shadow knight becomes capable of guiding allies through darkness. While the shadow knight's cloak of shadows is active, all allies within 10 feet of her gain the benefit of her night fighting class feature.



UNCANNY DODGE (CLOAK) (SU): At 4th level, the shadow knight's cloak of shadows provides her with a preternatural sense of incoming danger. This ability functions as the barbarian class feature in Chapter 3 of the Pathfinder Core Rulebook, except that it only functions while the shadow knight's cloak of shadows is active.

DUSK HUNTER (EX):

At 4th level, the shadow knight gains a bonus on damage rolls equal to her Charisma modifier against a creature who is denied its Dexterity bonus to AC.

CREEPING SHADOWS (CLOAK) (SU):

At 5th level, the shadow knight becomes capable of bringing shadows into being near her. She may create a single blot of dim light within 100 feet of her with a 5 foot radius as a standard action while her cloak of shadows is active, or as a swift action if she ends her cloak of shadows. This blot lasts of a number of rounds equal to her Charisma modifier (minimum 1). She may use *darkness* as a supernatural ability with an effective caster level equal to her shadow knight level by ending her cloak of shadows as a standard action. She may spend a standard action or a move action if she ends her cloak of shadows to increase the radius of one darkness effect within 100 feet by 10 feet for 1 round per shadow knight level.

NIGHT PHANTASM (CLOAK) (SU):

At 5th level or higher, when the shadow knight attacks a creature that is unaware of her while her cloak of shadows is active she does not break her stealth. Until the end of the shadow knight's next turn after she attacks a creature that is unaware of her, all auidial Perception checks to hear her automatically fail.

SHADOW BOND (SU):

At 5th level, a shadow knight forms a secret pact with the esoteric sources of her power. This bond can take one of two forms. Once the form is chosen, it cannot be changed. The first type of bond allows the shadow knight to enhance her weapon as a standard action by calling upon the aid of a formless spirit for 1 minute per shadow knight level. At 5th level, this spirit grants the weapon a +1 enhancement bonus. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the weapon,

stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: *defending, disruption, frost, freezing burst, keen, menacing, merciful, returning, speed, and throwing*. Adding these properties consumes an amount of bonus equal to the property's cost (see Table: Melee Weapon Special Abilities). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The formless spirit imparts no bonuses if the weapon is held by anyone other than the shadow knight but resumes granting the bonus if returned. The shadow knight can choose another weapon to apply her bond to by reducing the overall enhancement bonus granted by the shadow bond by +1. A shadow knight can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

If a weapon bonded with a formless spirit is destroyed, the shadow knight loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the shadow knight takes a -1 penalty on attack and weapon damage rolls.

The second type of bond allows a shadow knight to gain the service of a shadow. This companion has all of the normal statistics of a shadow, except that it cannot create spawn and deals 1d6 points of negative energy damage instead of Strength damage with its touch attack. It has hit points equal to half the shadow knight's total hp. For the purpose of effects related to hit dice, treat the shadow as having the same number of hit dice as the shadow knight. The shadow uses the shadow knight's alignment, base attack bonus and base saving throws as its own and receives a +4 bonus on Will saves to halve the damage from positive energy. The shadow companion cannot be turned or rebuked. A square that the shadow occupies is treated as an area of dim light unless the shadow is in an area of bright light. The shadow companion benefits from a shadow knight's shades while her shadow assault is active as though it were the shadow knight.

Once per day, as a full-round action, a shadow knight may magically call her shadow to her side. This ability is the equivalent of a conjuration (summoning) spell of a level equal to one-third the shadow knight's level. The shadow immediately appears adjacent to the shadow knight. A shadow knight can use this ability once per day at 5th level, and one additional time per day for every 4 levels thereafter, for a total of four times per day at 17th level.

At 8th level, the shadow's touch attack also deals 1d6 points of Strength damage.

At 11th level, the shadow gains the ability to make a second touch attack at a -5 penalty when making a full attack action.

At 14th level, a shadow knight's shadow companion deals extra damage and gains the shadow knight's Charisma modifier as a bonus on damage rolls against the target of the shadow knight's shadow assault in addition to its normal bonuses.

At 17th level, the shadow companion becomes what it has been all along: A manifestation of the shadow knight's personality. It takes no damage from negative energy, heals from positive energy, and may choose to be treated as a creature of the same type as the shadow knight for the purposes of effects instead of undead (unless of course the shadow knight is herself undead). The shadow gains the shadow knight's subtypes as well. It still retains all other abilities of the undead type. Once per day, as a swift action, the shadow companion can choose to switch places with the shadow knight, provided she is on the same plane. When the two switch, the shadow takes on her appearance. Discerning the true shadow knight requires a Perception check opposed by the shadow knight's Disguise check. Until the start of the shadow's next turn when it uses this ability, the shadow companion can make attacks and deal damage as though it were using the shadow knight's currently wielded weapons, to a maximum number of attacks equal to the shadow knight's Charisma modifier (min 1). This deals damage as normal for those weapons instead of the shadow's touch attack damage. Alternately when using this ability the shadow may remain in place and assume the appearance of the shadow knight.

STEELED SHADOWS (SU):

At 7th level, the shadow knight's cloak is formed with a number of "layers" equal to her Charisma modifier (minimum 1). A cloak with multiple layers allows the shadow knight to pay the cost of any ability that requires her to end her cloak of shadows by removing one layer. When the last layer is removed the cloak of shadows ends normally. The shadow knight may now remake her cloak of shadows as a move action. Whenever the shadow knight ends her cloak, she may end her cloak one additional time non-action to reduce damage from the next attack that hits her before the start of her next turn by her Charisma modifier.

IMPROVED UNCANNY DODGE (CLOAK) (SU):

At 8th level, the shadow knight gains improved uncanny dodge as the barbarian class feature in chapter 3 of the Pathfinder Core Rulebook as long as her cloak of shadows is active.

EVASION (CLOAK) (SU):

At 9th level, before making a saving throw a shadow knight can end her cloak of shadows as a free action to gain the benefits of evasion as per the monk class feature against a single effect.

MIDNIGHT BASTION (SU):

At 10th level, a shadow knight can pass on one of the powers of darkness to an ally, at least temporarily. While the shadow knight's shades are active, she may spend a standard action to grant the benefit of one of her shades of her choice to an ally within 60 feet. The creature uses their own Charisma score for the purpose of determining the effects of shades and their character level in place of their shadow knight level. This benefit lasts for 1 hour or until a new shade is chosen. A creature may only gain the benefit of this class feature from a single shadow knight at once. If the shadow knight who is granting a shade loses the benefit of her shades, the effect of midnight bastion ends for all creatures receiving a shade from that shadow knight.

DARK RAID (CLOAK) (SU):

At 11th level, a shadow knight can choose to share the benefit of her shadow assault with allies within 10 feet while her cloak of shadows is active. Treat each ally as a shadow knight of the same level as the shadow knight, using the shadow knight's Charisma in place of their own for the effects of shadow assault or any shades. The shadow knight can also end her cloak of shadows as a swift action to grant dark raid's benefit to one creature within 10 feet of the shadow knight for a number of rounds equal to the shadow knight's Charisma modifier or until that creature enters an area of bright light.

LATE ESCAPE (CLOAK) (SU):

At 13th level, the shadow knight learns to use the powers of darkness to avoid an untimely demise. After an attack has successfully hit her or she fails a saving throw against an effect that deals hit point damage, the shadow knight may spend an immediate action to end her cloak of shadows and reduce the damage taken from the attack by her Charisma modifier. This stacks with the effect of steeled shadows.

UMBRAL MANTLE (SU):

At 14th level, the shadow knight's form is almost imperceptible when they are swathed in shadow. The shadow knight may reform her cloak of shadows as a swift action. Whenever the shadow knight ends her cloak, she may end her cloak one additional time to force the next attack before the end of her next turn that succeeds on a roll for miss chance from concealment against her to reroll, or alternatively when a creature could normally negate her miss chance from concealment, it has to roll miss chance regardless. This ability ends when her cloak of shadows ends or is reformed.

IMPROVED EVASION (CLOAK) (SU):

At 16th level, the shadow knight's ability to avoid danger improves. This ability functions as the evasion (cloak) class feature, but provides improved evasion instead. In addition, when activating this ability, the shadow knight may end her cloak of shadows an additional time to grant evasion to an ally within 10 feet against the effect she is saving against.

DUSK ZEPHYR (CLOAK) (SU):

At 17th level, a shadow knight can whisk herself away from danger at the drop of a hat. As a non-action when an attack misses her or when she uses her evasion (cloak) class feature to take no damage on a successful save, she may end her cloak of shadows to move up to 1/2 her move speed. This movement provokes attacks of opportunity as normal. If the triggering attack was part of a full attack, the shadow knight must move to a square within the triggering creature's reach unless used against that creature's last attack. When activating this ability, she may end her cloak of shadows an additional time to grant herself DR 10/- until the end of her next turn or until she enters an area of normal or bright illumination, whichever comes first.

MIDNIGHT RAID (CLOAK) (SU):

At 19th level, the shadow knight's dark raid improves in effectiveness. The shadow knight may now end her cloak of shadows as a swift action to grant dark raid's benefit to all allies within 10 feet for a number of rounds equal to her Charisma modifier, provided she spends a use of shadow assault. A creature receiving this benefit may choose to instead receive no benefit from the shadow knight's shadow assault and instead gain her own shadow assault, still being treated as per dark raid for determining damage and other effects. This shadow assault may be activated by the creature as a swift action within one hour of being received, and lasts for a number of rounds equal to the shadow knight's Charisma modifier or until the user enters an area of bright light.

DARK ASCENDANT (SU):

At 20th level, a shadow knight's voyage into darkness has left only darkness within. She permanently becomes an outsider with the (native) subtype. She is immune to cold and negative energy damage. While her cloak of shadows is active, she may use *shadow walk* as a spell-like ability with a caster level equal to her shadow knight level at will. She may end her cloak of shadows when reduced to 0 hit points or fewer to become a living mass of shadows. While in this form, the shadow knight is immune to damage but can take no actions other than moving. Any damage that put the shadow knight into that state is suppressed for the effect's duration. Even if the shadow knight was effectively killed, she can still take this form. She gains a fly speed equal to her normal land speed. At the end of each round

after the first in this form, the shadow knight must end her cloak of shadows or the effect ends. If the shadow knight enters an area of bright light while in this shape, it immediately ends, deals 5d6 points of damage to her, and ends her cloak of shadows.

SHADOW KNIGHT ARCHETYPES

SHADOW OF THE BEAST

Keepers of a nightmarish creature beyond the veil of reality, the shadows of the beast bind themselves to the unreal entity. Some do it for power, while others serve in an attempt to sate the endless hunger of the creature her shadows refer to only as “the Beast”. All the servants of the beast are sure to feed it though, for the whispered words they hear sometimes in dream or nightmare say if the beast grows hungry enough, it will awaken to devour the world.

BOND OF THE BEAST (SU):

At 5th level, a shadow of the beast gains a closer bond with the beast, allowing them to summon part of its massive form to do battle as a standard action. The beast appears for 1 minute per level of shadow of the beast. This can take the form of writhing tendrils, fleshy tubes ending in fanged gasping maws, or even wispy hair-like strands covered in countless tiny razor sharp barbs. Regardless of its form, the beast’s touch has the same effect. The shadow of the beast may make a melee touch attack using the beast in place of a normal attack once per round. The reach of this attack is equal to the shadow knight’s normal reach +5 feet. The reach extends by 5 feet every 4 levels, to a maximum of +20 feet at 17th level. The touched creature takes 3d6 points of damage, plus 1d6 for every odd level of shadow of the beast after the fifth (Maximum 10d6). The shadow of the beast reduces the same amount of dice of damage from that creature’s next attack against her before the end of her next turn (Min 0). Roll this amount when damage is dealt. This ability does not reduce additional damage from scoring a critical hit.

At 8th level, the shadow of the beast may spend an immediate action when hit with a melee attack by an adjacent creature to make an attack using the beast on that creature.

At 11th level, the shadow of the beast also may deal the same amount of dice of damage to one creature adjacent to the touched creature. The effects of the bond apply to that

creature as well. In addition, the bond of the beast doubles the amount of damage reduced on a successful critical hit. At 14th level, instead of receiving protection the shadow of the beast may bind the victim of a successful beast attack to the spot with a spontaneous mass of fleshy restraints. That creature is treated as entangled, and must either deal the amount of damage rolled for the attack to the restraints or make a Strength check (DC 10 + ½ shadow of the beast level + Charisma modifier) to free themselves.

At 17th level, the beast’s endless hunger continues to consume those it feasts upon. When the bond of the beast reduces damage to the shadow of the beast or deals damage to a creature through a successful attack, the shadow of the beast regains hp equal to her Charisma modifier.

This replaces the shadow knight’s shadow bond normally gained at 5th level.

SHADOW KNIGHT ARCHETYPES

NIGHT WARRIOR

A night warrior is one who seeks to combat the creatures of darkness wherever she may find them. Her prowess in battle against such nightmarish foes is bolstered by the powers of darkness themselves. The more fearsome among the night warriors are sometimes feared as much as the monsters they hunt for many reasons; their appearance, their methods or demeanor, anything that reminds even a bit of the creatures they hunt. This is not without reason, as some say there are those who enter the night warriors because of a past encounter with an infectious creature of darkness that carry the same taint within their blood as well.

SHADOW ASSAULT (SU): As the standard shadow assault, except that the night warrior deals 2 points of damage per night warrior level with her first successful attack against creatures with the (extraplanar) or (shapechanger) subtypes in addition to outsiders and undead, but not against flatfooted creatures.

CLOAK OF SHADOWS (SU):

As the standard cloak of shadows, except that the night warrior may instead choose to end her cloak of shadows as a non-action after being successfully hit by an attack or taking damage from an effect to gain fast healing equal to her Charisma modifier (minimum 1) until the end of her next turn. This may not restore more hp than the triggering attack, but additional sources of damage from the attack (such as poison or abilities that deal damage as a result of that successful attack and/or failed saving throw) stack together to determine the total from the attack. This replaces the standard cloak of shadow's ability to grant a bonus on saving throws.

STEELED SHADOWS (CLOAK) (SU):

As the standard steeled shadows, except that whenever the night warrior chooses to end her cloak of shadows she may choose to end her cloak of shadows an additional time to reduce damage she takes from creatures that she has damaged since the start of her last turn by her Charisma modifier until the end of her next turn. This replaces the normal steeled shadows cloak ability.

UMBRAL MANTLE (CLOAK) (SU):

As the standard umbral mantle, except that when the night warrior makes an attack of opportunity against a creature who has or is attacking her she may end her cloak of shadows to deal additional damage equal to her Charisma modifier to that creature. This replaces the normal umbral mantle cloak ability.

DUSK ZEPHYR (CLOAK) (SU):

At 17th level, the night warrior learns to be as formless as the wind. While her cloak of shadows is active, she gains a bonus to AC equal to her Charisma modifier against attacks of opportunity. When she ends her cloak of shadows, the night warrior may end her cloak an additional time to move 5 feet. This movement does not provoke an attack of opportunity if the movement is made into an area of dim light or darker illumination. This replaces the dusk zephyr class feature.

FIST OF DARKNESS

A fist of darkness is a member of an order who blends unarmed fighting techniques with the esoteric arts of shadow. Despite their name, the fists of darkness use a variety of weaponry, though all know the basics of unarmed combat.

NIGHT FIGHTING (EX):

Treat the fist of darkness' night fighting class feature as though it were 3 levels lower. The fist of darkness gains the Improved Unarmed Strike feat as a bonus feat.

CLOAK OF DARKNESS (SU):

As the cloak of shadows class feature, except that when the fist of darkness makes a successful attack while in an area of dim light or darkness, she may draw a cloak of shadows around herself. This replaces the shadow knight's ability to form a cloak of shadows as a standard action.

ENDLESS SHADOWS (SU):

As the steeled shadows class feature, except that on each successful attack while in an area of dim light or darkness the fist of darkness forms one additional layer on her cloak of shadows, up to a maximum number of layers equal to her Charisma modifier. This replaces the shadow knight's ability to reform her cloak of shadows as a move action.

ECLIPSE MANTLE (SU):

As the umbral mantle class feature, except that when the fist of darkness scores a critical hit or is successfully critically hit, she gains an additional layer on her cloak of shadows. This replaces the shadow knight's ability to reform her cloak as a swift action.



THE BROTHER OF THE VULTURE

A NEW PRESTIGE CLASS FOR THE PATHFINDER ROLEPLAYING GAME.

Though the old gods are dead, their power still remains in the heart of the faithful. The last vestiges of their power reside in the iconography that persists after their demise. These icons are a grim reminder of what happens when one betrays his allegiances. Such is the story of one such forgotten god, the Vulture King.

The Vulture King was once a local god of a small farming culture that time has since forgotten. His followers were killed by the hands of a wicked marauding army, and when his followers died- he nearly did as well. It was only by chance that he retained an iota of divine power.

In the years following the massacre of his people his likeness, a four winged vulture with a crown, became a popular symbol for the local tribesmen who had taken over the small farming settlement. The use of the symbol grew with the power of the local tribesmen. Several decades later, the banner of the Vulture King had become the heraldry of a chivalrous order known as the "Order of the Vulture".

The Vulture King came in a vision to the leader of the order and told him the tale of his near demise when his followers were wiped out. The Vulture King explained that man must always have faith- be it in himself, in a god, or even simply in a cause. The Vulture King did not ask to be worshiped, but the message was clear. His purview had been keeping watch over the dead when he was at his full power, and he wanted to order to do the same in his absence. A secret sect grew in the following years and the old god's likeness was emblazoned on their heraldry.

The "Brotherhood of the Vulture" became a secret order dedicated to the destruction of the undead and those who employ them. The brotherhood of the vulture is not bound by religion or political allegiance; the order tasks itself with the destruction of undead. They are few in number, but their members include high ranking officials from almost every order and faith who oppose the undead. It is seen by its members as a sort of committee for the destruction

of the undead. Many members have their own agendas outside the order, but they set aside that to face a bigger threat. As the shadows creep across the land, perhaps it's now time to raise the banner of the Vulture King in earnest once more...

BECOMING A BROTHER OF THE VULTURE

Meeting the prerequisites to become a brother of the vulture is not difficult for a cleric, paladin, or other divine spellcaster. In order to join what the clandestine order, a character must first learn of its existence. After hearing about the brotherhood of the vulture, a character can make a DC 25 Knowledge (nobility), or Knowledge (religion) check to learn about their existence. The next stage is to find a member of the order on good terms and stand an overnight vigil in a graveyard. During the order's brightest years, this was simply a ceremony, but now the world is a bit darker and the things that the brothers once hunted now hunt them... better to kill the vulture in its egg than to let it grow into a threat...

"Let fly the vultures! Cower beast, for he is the omen of the grave!"

COMBAT

Your vulture is of great assistance in a fight. The brother's companion is adept at distracting your foes and (at higher levels) channeling your divine powers through its form. Brothers of the vulture are skilled melee combatants but augment their abilities with divine magic. When your vulture harries your foe, don't wait to strike!

REQUIREMENTS

ALIGNMENT: Any good

BASE ATTACK BONUS: +4

FEAT: Channel Smite

SPELL CASTING: The ability to cast 1st level divine spells.

SPECIAL: Must meet an existing member of the brotherhood on friendly terms and then spend an overnight prayer vigil in a graveyard.

TABLE 3-1: THE BROTHER OF THE VULTURE

| LEVEL | BASE ATTACK BONUS | FORT SAVE | REF SAVE | WILL SAVE | SPECIAL | SPELLCASTING |
|------------------|-------------------|-----------|----------|-----------|---|--|
| 1 st | +1 | +2 | +0 | +2 | Vulture harrier (harry), vulture tongue | - |
| 2 nd | +2 | +3 | +0 | +3 | Smite undead (1/day) | +1 level of existing divine spellcasting class |
| 3 rd | +3 | +3 | +1 | +3 | Channel positive energy, death domain, vulture harrier (baffle) | +1 level of existing divine spellcasting class |
| 4 th | +4 | +4 | +1 | +4 | Light focus, smite undead (2/day) | - |
| 5 th | +5 | +4 | +1 | +4 | Enduring life, vulture harrier (falter) | +1 level of existing divine spellcasting class |
| 6 th | +6/+1 | +5 | +2 | +5 | Smite undead (3/day) | +1 level of existing divine spellcasting class |
| 7 th | +7/+2 | +5 | +2 | +5 | Vulture harrier (channel spell) | +1 level of existing divine spellcasting class |
| 8 th | +8/+3 | +6 | +2 | +6 | Lasting life, smite undead (4/day) | +1 level of existing divine spellcasting class |
| 9 th | +9/+4 | +6 | +3 | +6 | Vulture harrier (sight link) | - |
| 10 th | +10/+5 | +7 | +3 | +7 | Burst of vitality, smite undead (5/day) | +1 level of existing divine spellcasting class |

CLASS SKILLS:

The brother of the vulture’s class skills are *Appraise (Int)*, *Craft (Int)*, *Diplomacy (Cha)*, *Heal (Wis)*, *Knowledge (arcana) (Int)*, *Knowledge (history) (Int)*, *Knowledge (nobility) (Int)*, *Knowledge (planes) (Int)*, *Knowledge (religion) (Int)*, *Linguistics (Int)*, *Profession (Wis)*, *Sense Motive (Wis)*, and *Spellcraft (Int)*.

SKILL RANKS AT EACH LEVEL: 4 + Int modifier.

CLASS FEATURES

Brothers of the Vulture are devoted to battling the wicked for their covert order, and they gain a number of abilities to help them in that quest. They also have a unique sort of animal companion, a celestial vulture, trained to harry foes and interfere in combat to the brother’s advantage.

SPELLCASTING:

At each level above 1st, he gains new spells per day and an increase in caster level and spells known, if applicable as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained. If he had more than one

divine spellcasting class before becoming a knight of the vulture, he must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

VULTURE HARRIER (EX):

At 1st level, the brother calls a celestial vulture into his service. This creature aids him in combat by distracting foes, and it gains additional abilities as the brother advances in level. Its statistics are normal for a vulture with the celestial template (both the stats and template are provided in the Pathfinder Bestiary 3) except as noted here. His vulture’s hit point total equals one-half of the brother’s full normal hit points. For the purpose of effects related to number of Hit Dice (including the benefits of the celestial template), use the brother’s HD total. The vulture uses its own base saving throw bonuses plus its own ability score modifiers (Fort +0, Ref +2, Will +2). It has an Intelligence score of 3. The vulture is incredibly agile. It never provokes attacks of opportunity for moving into an opponent’s square or for leaving a threatened area. If it is killed, a replacement appears at the next dawn. A brother of the vulture suffers no special penalties should his vulture fall in battle. The vulture harrier has the following special abilities.

Harry (Ex):

As a swift action, the brother can command his vulture harrier to distract a single opponent within 30 feet of him. The vulture enters that opponent's space. The target must then make a Will save (DC 10 + brother of the vulture level + Charisma modifier). If the save fails, that opponent takes a -2 penalty to its AC for 1 round.

Baffle (Su):

When the brother reaches 3rd level, he can command his vulture harrier to prevent an opponent from taking advantage of lapses in the defenses of his allies. If at the start of an opponent's turn the vulture is in an opponent's space, that opponent must make a Will save (DC 10 + brother of the vulture level + Charisma modifier). If the save fails, that opponent cannot make attacks of opportunity for 1 round.

Falter (Su):

At 5th level, the brother can command his vulture harrier to keep an opponent off balance against enemies. If the vulture occupies an opponent's space, that opponent provokes attacks of opportunity from threatening foes even when it takes a 5-foot step. The vulture automatically follows a target that makes a 5-foot step.

CHANNEL SPELL (SU):

When he reaches 7th level, the brother can channel spells through his vulture harrier as long as the brother has line of sight to it. Channeling a spell requires the brother of the vulture to lengthen its casting time: A spell that normally requires a free, move, swift, or immediate action now takes a standard action, while one that requires a standard action takes a full-round action. Other spells remain unchanged. A channeled spell is treated as though the vulture were the caster for the purpose of range. Thus, he can channel a spell with a range of touch through the vulture to cast the spell on

a creature the vulture touches. If the target is not willing, the vulture must hit with a melee touch attack using its own attack bonus to successfully deliver the spell.

SIGHT LINK (SU):

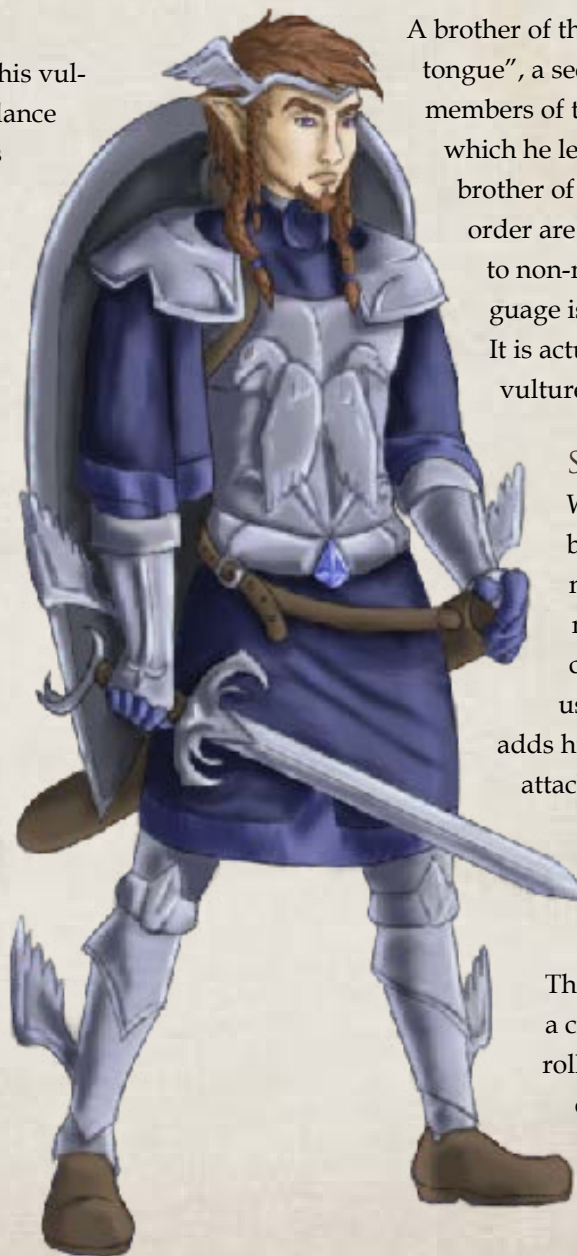
At 9th level, he gains the ability to see briefly through his vulture's eyes. Using this ability is a full-round action, and he can see through the vulture's eyes only for the round in which he performs this action. While seeing through his vulture's eyes, he cannot see through his own eyes, and all creatures are treated as having total concealment against him. If the brother is within view of his vulture, he instead only takes a -1 penalty to attack rolls and AC. His vulture can be at any distance from him, but it must be on the same plane of existence as he is.

VULTURE TONGUE (EX):

A brother of the vulture also knows "vulture tongue", a secret language known only to members of the order and their vultures, which he learns upon becoming a 1st-level brother of the vulture. Members of the order are forbidden to teach this language to non-members. Vulture tongue's language is based on the celestial alphabet. It is actually a dead language used by the vulture king's original people.

SMITE UNDEAD (SU):

When he reaches 2nd level, the brother gains the ability to channel holy radiance into a single melee attack against an undead creature once per day. When he uses the channel smite feat, he adds his Charisma bonus (if any) to his attack rolls and adds his knight of the vulture class level to his damage rolls. If he rolls a natural 20 on his smite attack, his bonus damage is doubled. This is not based on the attack being a critical hit, and no confirmation roll is necessary. The damage is not doubled again if the attack is a critical hit. The brother must



declare that he is using his smite undead ability before he makes his attack roll; if the attack misses (or he attacks a creature that is not actually undead), his smite is expended for the day.

For every two levels he advances beyond 2nd, he gains one additional daily use of this ability (2/day at 4th level, 3/day at 6th level, and so on).

CHANNEL POSITIVE ENERGY (SU):

At 3rd level, the brother of the vulture gains the ability to channel positive energy as a cleric of two levels lower. This ability is described in the cleric's entry in Chapter 3 of the Pathfinder Core Rulebook. If he can already channel positive energy, add his level from this class to his effective cleric level for the purpose of channeling to that from other classes.

DEATH DOMAIN:

At 3rd level, the brother gains access to the Death domain. If he has cleric levels and does not already have access to the Death domain, he gains the domain's granted power (as described in Chapter 3 of the Pathfinder Core Rulebook) and can choose domain spells from the Death spell list as well as from those of his other domains. If he does not have cleric levels, he can use the granted power of the Death domain and add the Death domain's spells to his class's spell list. If he is a spontaneous caster such as an oracle, he can select a Death domain spell whenever he has the option to choose a new known spell. Once he knows the domain spell, he can cast it freely.

A brother of the vulture gains the Death domain with the following modifications:

3rd-level domain spell: Replace *animate dead* with *speak with dead*.

6th-level domain spell: Replace *create undead* with *antilife shell*.

8th-level domain spell: Replace *create greater undead* with *symbol of death*.

LIGHT FOCUS (SU):

When the brother reaches 4th level, he becomes adept at casting spells with the light descriptor. Any time he casts such a spell, he can choose one of the following effects to enhance the spell.

Double the radius of illumination (if any), and treat the spell as one level higher for the purpose of counter-spelling or dispelling a spell with the darkness descriptor.

Increase its saving throw DC by 2.

Increase his effective caster level by one; for example, a *daylight* spell lasts an additional round, or a *sunbeam* spell deals an extra 1d6 of damage to undead.

ENDURING LIFE (SU):

At 5th level, the brother can ignore the effects of a negative level for a short time. Whenever he would gain a negative level, he can ignore the penalties and other ill effects associated with that negative level for a number of minutes equal to his Constitution modifier (if any).

LASTING LIFE (SU):

At 8th level the brother can shed negative levels with an act of will. Once per round as a standard action he can attempt to remove a negative level from himself by attempting a Will save (DC 10 + ½ the source's HD + the source's Cha modifier). If the saving throw succeeds, the negative level goes away. He makes a separate saving throw for each negative level he has gained. If the save fails, the brother retains the negative level, but he can try to remove it again the next round.

BURST OF VITALITY (SU):

At 10th level, the brother of the vulture gains the ability to remove negative levels by channeling positive energy. As a standard action, by spending a channel positive energy attempt he can remove a number of negative levels from himself and his allies within a 30 ft. burst equal to the number of dice in his channel positive energy pool.



THE LEGEND WIELDER

A NEW PRESTIGE CLASS FOR THE PATHFINDER
ROLEPLAYING GAME

HIT DICE: d10

REQUIREMENTS

Base Attack Bonus: +5

Feats: Weapon Focus (Any)

CLASS SKILLS

The legend wielder's class skills are *Climb (Str)*, *Craft (Int)*, *Handle Animal (Cha)*, *Intimidate (Cha)*, *Knowledge (dungeoneering) (Int)*, *Knowledge (engineering) (Int)*, *Profession (Wis)*, *Ride (Dex)*, *Survival (Wis)*, and *Swim (Str)*.

SKILL RANKS AT EACH LEVEL: 4 + *Int* modifier.

CLASS FEATURES

All of the following are class features of the legend wielder prestige class.

WEAPON AND ARMOR PROFICIENCY:

Legend wielders gain no additional proficiencies with weapons. They gain no extra proficiencies with armor.

LEGENDARY ITEM (SU):

A legend wielder is defined largely by his weapon. His weapon, in turn, gains power as its wielder expands its legend. A legend wielder must select a single weapon to be his

legendary item when he gains his first level in this prestige class. By spending one hour meditating on his chosen weapon, spreading the tale of his legendary item, or otherwise taking some action that draws his mind to his item of choice, a legend wielder may invest a number of *ki* points into his legendary item up to a maximum of his class level. The legendary item gains a number of enhancement bonuses equal to the number of *ki* points invested in it. The legend wielder may only select +1 enhancement bonuses at first level. The legend wielder may select +2 enhancement bonuses at 2nd level, +3 enhancement bonuses at 3rd, and so on. A legend wielder may invest additional *ki* points into his legendary item as part of a ritual that takes one hour. A legend wielder may reallocate the *ki* points already invested in his legendary item or uninvest them as part of a ritual that takes one day.

For example, a 3rd level legend wielder has invested 3 *ki* points into his legendary item. Currently, he has given his legendary item the *thundering*, *vicious*, and *shocking* properties. Now that he's reached 3rd level, he decides he wants to reinvest his points to gain the *shocking burst* property, so he loses access to the *vicious* and *shocking* properties and gains the *shocking burst* property instead meaning his legendary item now possesses the *shocking*

TABLE 4-1: THE LEGEND WIELDER

| LEVEL | BASE ATTACK BONUS | FORT SAVE | REF SAVE | WILL SAVE | SPECIAL |
|------------------|-------------------|-----------|----------|-----------|--------------------------------|
| 1 st | +1 | +2 | +0 | +0 | Legendary item, <i>ki</i> pool |
| 2 nd | +2 | +3 | +0 | +0 | Enduring legend |
| 3 rd | +3 | +3 | +1 | +1 | Legacy power |
| 4 th | +4 | +4 | +1 | +1 | Transform weapon |
| 5 th | +5 | +4 | +1 | +1 | Inspiring critical |
| 6 th | +6/+1 | +5 | +2 | +2 | Legacy power |
| 7 th | +7/+2 | +5 | +2 | +2 | Favored legacy power |
| 8 th | +8/+3 | +6 | +2 | +2 | Transform weapon |
| 9 th | +9/+4 | +6 | +3 | +3 | Legacy power |
| 10 th | +10/+5 | +7 | +3 | +3 | Final strike |

burst and thundering properties. Alternatively, he could have given up any number of properties and regained their total enhancement bonus as *ki*.

A legendary item's enhancements only function for its legend wielder. If the legendary item ever leaves its legend wielder's possession, it loses all enhancement bonuses until the legend wielder regains possession of it. A legendary item counts as a normal magical item for the purposes of spells or other effects that interact with magical items.

KI POOL (SU):

At first level, the legend wielder gains a *ki* pool if he did not already possess one. The legend wielder's *ki* pool is equal to his legend wielder level plus any *ki* granted from other sources. If he does not have levels in another class that would grant him a *ki* pool, he may add his Wisdom modifier to the amount of *ki* he has.

ENDURING LEGEND (SU):

Fate has plans for the legend wielder's legendary item. At 2nd level, a legend wielder's legendary item can only be sundered by artifacts or by other legendary items. If the legendary item is successfully sundered or broken through some other means, it can be repaired by its wielder through a ritual that takes one day.

LEGACY POWERS:

The weapons and heroes told of in stories are possessed of a diverse and potent host of powers. At 3rd level and every three levels thereafter, the legend wielder gains a new legacy power from the list below. Unless otherwise noted, each legacy power costs one *ki* point to activate as a swift action.

SHOCKWAVE (EX):

With a mighty blow, the legend wielder causes the ground to explode with force. As a full-round action that does not provoke an attack of opportunity, he makes a single CMB check against all adjacent creatures. Each creature whose CMD is exceeded by this check is knocked back 5 ft. per two class levels the legend wielder possesses and takes 1d4 damage for every 5 ft. they were moved. This damage bypasses all damage reduction and is treated as falling damage.

SPLIT STEEL (EX):

The legend wielder's weapon is no mere bit of steel or iron; it's a piece of legend more powerful than its mundane counterparts. Until the start of his next turn, he gains +4 to his CMB and ignores hardness while sundering non-magical objects.

WEAPON STORM (EX):

The legend wielder moves with inhuman speed. His foes watch each other fall to the ground in terror, dead before they realize he's attacked. Until the start of his next turn, he is considered to possess the Great Cleave feat even if he does not qualify for it.

BLADE OF RENOWN (EX):

He brandishes his weapon which glows with unnatural light, crackles with mystic energy, or just looks especially shiny.

All



enemies within 30 ft. must make a Will save equal to 10 + 1/2 his character level + his Cha modifier or be shaken for one round per two class levels.

GOLDEN ARMOR (SU):

The legend wielder's legendary item grants him skin of steel, supernatural good luck, or simple inhuman toughness. He gains DR/- equal to his class level for 1 round/2 class levels.

PIERCE DEFENSES (EX):

The iron-skinned demon thought itself invulnerable until it felt the bite of the legend-wielder's legendary blade. His legendary item ignores all damage reduction and resistances and is treated as though it possesses the ghost touch property for 1 minute per class level.

TRICK MOVE (EX):

A warrior attacks with his weapon. A legend wielder knows how to do much, much more. For 1 round per level, he may perform the disarm, sunder, trip, and dirty trick combat maneuvers with his legendary item. Your legendary item must be in the form of a weapon to benefit from this power. Note that this allows weapons normally incapable of such maneuvers (such as bows, firearms, etc.) to perform them anyway.

MYSTIC ITEM (SP):

Some relics are famed for mysterious abilities beyond unnatural brute force. When a legend wielder selects this legacy power, he selects a spell from the sorcerer/wizard spell list with a level equal to or less than 1/2 his character level. He may cast this spell a number of times each day equal to the ability modifier of the ability score that he adds to his *ki* pool (Wisdom for monks, Charisma for ninja, etc) by spending a number of *ki* points equal to the spell's level. His caster level for the spell is equal to his character level.

FLY TRUE (EX):

His projectile soars towards the enemy, ignoring wind, magic, and anything else in its way as it flies at the foe's heart. His legendary item ignores penalties to ranged attacks from all sources (including magical effects, effects from weather, and so on) for one round per level. Self-imposed penalties (such as from the Deadly Aim feat) still apply. His legendary item must be in the form of a ranged weapon to benefit from this power.

TRANSFORM WEAPON (SU):

With a shout of defiance, the legend wielder unleashes even more of his weapon's legendary power. At 4th level, each time he reallocates the *ki* points invested in his legendary item, the legend wielder may design a second form for his legendary item that has a differing amount of *ki* invested in it than the standard form. As a standard action, he may change his legendary item so that it uses this alternate profile. His legendary item retains this alternate profile for up to one round per class level each day but may be returned to its standard profile as a free action. At 8th level, he may design yet another alternate form, but may still only use either of his item's alternate forms for a total number of rounds each day equal to his class level. The legend wielder does not lose *ki* if his alternate forms cost more *ki* than his standard allocation.

INSPIRING CRITICAL (EX):

When the average warrior scores a telling blow, he tells his comrades about it at the tavern later that evening. When a legend wielder delivers an especially impressive blow, he has the story of his exploit told to his by a stranger at a tavern the following week. When a legend wielder confirms a critical hit with his legendary item, he may spend a *ki* point as a free action to increase his critical multiplier by 1 (So a X2 becomes a X3, for instance). At 10th level, he may increase his multiplier by 2 instead.

FAVORED LEGACY POWER (EX):

Eventually, even superhuman feats become old hat. At 7th level, a legend wielder selects one legacy power he knows. He may now use that power for one less *ki* point than normal (to a minimum of 0) a number of times per day equal to his Wisdom or Charisma modifier (whichever is higher).

FINAL STRIKE (EX):

With one final effort, the legend wielder exhausts his remaining strength with a strike that erupts into brilliant energy. At 10th level, a legend wielder may expend all of his remaining *ki* to make a single attack with his legendary item at his highest base attack bonus against a single creature within his reach. He receives a bonus to his attack roll equal to the *ki* he expended. If this attack hits, it threatens as a critical hit. Additionally, he deals an extra d10 of damage for each point of *ki* expended plus another d10 damage for every point of *ki* currently invested in his legendary

item, these extra damage dice are not multiplied on a critical hit.

After using this ability, the legend wielder's legendary item loses all enhancement bonuses granted to it by this class until the legend wielder has rested for a minimum of 8 hours.



STRATEGY FEATS

DESIGN NOTE:

Strategies are not designed to take the place of Teamwork Feats, but these represent the concept of a party leader or strategist who can direct the flow of battle without necessarily investing the time and training it takes for each party member to get a feat. In many circumstances the use of Strategy feats can promote teamwork much easier than Teamwork feats. However they are limited, as represented by the fact that normally a party member can only benefit from one strategy at a time.

A strategy feat provides a constant small benefit to your allies. It provides a benefit to allies within a designated area called your strategic arc, explained below. For each strategy feat possessed by a character, he gains 1 brilliance point per day. Brilliance points are recovered after a night's rest. Every strategy feat has a brilliance benefit which can only be activated by spending a brilliance point. Allies may only benefit from a single strategy feat at any given time. But if they are in the area of multiple strategic arcs they may choose which strategy affects them as a free action at the start of their turn.

Prerequisites: Strategies often have a Charisma or Intelligence requirement. This is to reflect the amount of forethought and planning, or the ability to exert one's will upon his allies necessary to implement such a strategy. Others may require training in certain skills or other feats to implement properly.

Strategic Arc: A character's strategic arc is 20 ft out from his space. He gains an additional +5 ft to his strategic arc per for every point of his Intelligence or Charisma modifier.

Brilliance: This benefit requires the expenditure of at least 1 brilliance point. Some feats may specifically cost more

brilliance points. Unless otherwise specified spending a brilliance point is a free action that must be done on the strategist's turn.

ATTACK AS ONE (COMBAT, STRATEGY)

Ganging up on the same target becomes more effective.

Prerequisites: Cha 15 or Int 15, Base Attack Bonus +6

Benefit: Allies in your strategic arc gain +1 damage against targets who been successfully attacked by an ally since the end of your last turn..

Brilliance: You may spend a brilliance point to change the damage bonus to +1 bonus for each ally who successfully attacked the target for 1 round.

BEAT THEM BACK (COMBAT, STRATEGY)

You can help your allies push your opponents away.

Prerequisites: Cha 13 or Int 13, Power Attack

Benefit: Allies within your strategic arc who hit an enemy while using Power Attack during their turn force the enemy to take a -1 penalty on saves to avoid being forcibly moved or knocked prone until the start of their next turn. This penalty stacks for each ally who hits with a Power Attack, but not for each Power Attack by the same ally.

Brilliance: By spending a brilliance point you can make any Power Attack made against a target have the chance to knock them away and prone. This is a non action when an ally makes a Power Attack. The target of the attack must make a Fortitude saving throw to negate the knockback. The DC for this save is 10 + 1/2 the attacker's Base Attack Bonus + the attacker's Strength modifier. A creature who fails its save is moved 10 feet directly away from the attacker and knocked prone.

BRAINSTORM (GENERAL, STRATEGY)

You can pick your allies brains to better consider the weaknesses of the various creatures you may encounter.

Prerequisites: Int 15, Knowledge (any) 1 rank.

Benefit: Allies even without ranks in the Knowledge skill may attempt a DC 10 Knowledge check to aid another in a Knowledge check, so long as they are in your strategic arc.

Brilliance: You may spend a brilliance point after identifying a creature to have allies in your strategic arc gain a +1 insight bonus to damage rolls against it for 1 round per point of your Intelligence modifier.

CHECK YOUR SHOTS (COMBAT, STRATEGY)

You can assist allied ranged attackers in avoiding hitting allied creatures in melee.

Prerequisites: Cha 13 or Int 13, Precise Shot

Benefit: Ranged attacks in your strategic arc only suffer a -3 penalty when firing at a creature in melee with an ally.

Brilliance: You may spend a brilliance point to allow ranged attacks in your strategic arc to ignore the penalty for firing into melee for 1 round.

COMBO MANEUVERS (COMBAT, STRATEGY)

Mixing combat maneuvers together becomes more effective.

Prerequisites: Cha 13 or Int 13,

Benefits: Allies in your strategic arc gain +1 bonus on combat maneuver checks. They gain an additional +1 bonus for each different combat maneuver that the creature they target has been subject to since the end of the creature's last turn.

Brilliance: By spending a brilliance point as a swift action allies may utilize the benefits of feats that directly improve a combat maneuver if the feats are possessed by you, or an ally adjacent to them until the start of your next turn.

COMBO STYLE (STRATEGY)

You may give adjacent allies the benefit of one style that you use.

Prerequisites: Cha 15 or Int 15, any one style feat.

Benefits: Adjacent allies gain the benefits of one of your base style feats.

Brilliance: As a swift action you may give this feat's benefit to all allies within your strategic arc for 1 round.

CRACK SHOTS (COMBAT, STRATEGY)

You can direct the fire of your allies to better hit creatures shrouded in mist or darkness.

Prerequisites: Cha 15 or Int 15, Improved Precise Shot, Check Your Shots.

Benefit: Reduce the miss chance from concealment for ranged attacks in your strategic arc by 10%.

Brilliance: You may spend 2 brilliance points to allow ranged attacks in your strategic arc to reroll the miss chance from concealment once per attack for 1 round.

DEFENSIVE MANEUVERS (COMBAT, STRATEGY)

You and your allies are able to prepare against enemy maneuvers

Prerequisites: Cha 13 or Int 13

Benefits: Allies in your strategic arc gain +1 bonus to CMD

Brilliance: By spending a brilliance point allies gain a +1 bonus to AC for 1 round. After being attacked by a charge attack or combat maneuver a standing, non-grappled ally may move 5 feet as a non-action once per turn.

FULL ADVANCE (COMBAT, STRATEGY)

You call out the charge, and your allies rush with you to become the cresting wave overwhelming all enemies in their path.

Prerequisites: Cha or Int 15, Base attack bonus +6

Benefit: As a free action when declaring a charge you may announce a full advance, you gain +5 to your base movement speed on your charge action. All allies within your strategic arc when declaring your full advance gain a +5 foot bonus to movement speed if they charge an enemy.

Brilliance: You may spend a brilliance point to have all allies who charge this round roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

IMPROVED COMBO STYLE (COMBAT, STRATEGY)

Your allies may use more advanced techniques from your fighting style.

Prerequisites: Cha or Int 15, any 2 Style feats, Combo Style, BAB + 11

Benefits: Adjacent allies gain the benefits of all feats associated with one of your styles. Your allies do not gain any ki points or other feats that the style may be related to.

Brilliance: Spend 2 brilliance points to grant the benefit to all allies within your strategic arc for 1 round.

INSPIRED BRAVADO (GENERAL, STRATEGY)

Your never-say-die attitude can be infectious and help your allies resist the effects of fear.

Prerequisites: Cha 15

Benefits: Allies in your strategic arc gain a +1 bonus on Will saves to resist fear.

Brilliance: You may spend a brilliance point to grant allies the ability to reroll a Will save against fear. This save is made at an additional +1 bonus.

LEARNED DEED (GRIT, STRATEGY)

You let an ally use one of your deeds.

Prerequisites: Cha 13 or Int 13, Grit Pool, Deed class feature or feat.

Benefits: Allies in your strategic arc may spend 1 of your grit points to use one of your deeds. They must then pay that cost as normal. Abilities that function while you have at least 1 point in your grit pool cost 1 grit point to use for 1 round.

Brilliance: By spending a brilliance point all allies in your strategic arc benefit from your deeds that function while you have at least 1 grit point for 1 round. During this time all allies may use your deeds without paying the additional grit points.

OVERWHELMING MAGIC (GENERAL, STRATEGY)

You can help allies utilize the residual magical energies of spells to pierce the spell resistance of enemies.

Prerequisites: Cha 15 or Int 15, the ability to cast 3rd level spells.

Benefit: Allies within your strategic arc gain a +1 bonus on caster level checks made to overcome spell resistance. This bonus is increased to +2 if an ally failed to pierce spell resistance since the start of your last turn.

Brilliance: By spending a brilliance point as a free action on your turn allies who pierce spell resistance gain +1 caster level for the purposes of the spell that successfully overcome spell resistance until the start of your next turn.

SCRAMBLE (GENERAL, STRATEGY)

You assist your allies by keeping them ready to move at a moment's notice.

Prerequisites: Int 13 or Cha 13

Benefits: Allies in your strategic arc gain a +1 bonus on Reflex saves, and Fortitude saves to resist forced movement or being knocked prone.

Brilliance: By spending 1 brilliance point as a standard action, an ally in your strategic arc may move up to 30 ft. This movement provokes attacks of opportunity as normal.

SENTRY FORM (GENERAL, STRATEGY)

You can direct your allies where their perceptions cover the most area.

Prerequisites: Cha 13 or Int 13, Perception 1 rank

Benefits: Allies in your strategic arc gain a +2 bonus to Perception checks. Against detecting ambush this bonus increases to +4.

Brilliance: By spending a brilliance point as an immediate reaction allies gain a +1 bonus to their flat-footed AC for 1 round.

STRIKE FROM THE SHADOWS (COMBAT, STRATEGY)

You are particularly good at planning ambushes and using skirmishing tactics.

Prerequisites: Cha 13 or Int 13, Stealth 1 rank

Benefit: Successful ally attacks within your strategic arc gain a +1 precision damage bonus against flat-footed targets.

Brilliance: You may spend a brilliance point as part of an initiative roll to grant all allies a +2 bonus on initiative checks (whichever is better).

SHIFTING FOCUS (COMBAT, STRATEGY)

You are particularly good at creating windows for allies to slip out of vision.

Prerequisites: Cha 13 or Int 13, Bluff 5 ranks.

Benefit: You may make a Bluff check as a full round action, and all allies may spend an immediate reaction to establish stealth. This Stealth check is immediately opposed by all enemies who make a single Perception check and compare it against all Stealth checks made by your allies.



THE STRATEGIST

A NEW ARCHETYPE FOR THE CAVALIER BASE CLASS

TEAM TACTICS (STRATEGY)

You can help allies work better as a team.

Prerequisites: Cha or Int 15, one teamwork feat.

Benefit: Allies within your strategic arc gain access to 1 teamwork feat you possess while under the effect of this strategy.

Brilliance: You may spend 2 brilliance points to give allies in your strategic arc access to all teamwork feats you possess for 1 round.

FLASH OF BRILLIANCE (GENERAL)

Prerequisites: Cha or Int 15, 2 Strategy feats

Benefits: When you spend a brilliance point, enemies in your strategic arc take a -1 penalty to attack rolls for 1 round.

BRILLIANT TACTICIAN (GENERAL)

You have more brilliant ideas.

Prerequisites: Cha or Int 15, 1 Strategy feat.

Benefit: You gain +2 brilliance points.

STRATEGY FUSION (STRATEGY)

You can mix multiple strategies together.

Prerequisites: Cha or Int 15, 2 Strategy feats.

Benefit: You may combine the benefits of two strategies together into one strategy effect. Spending a brilliance point only activates the brilliance benefit of one of the two strategies. Only base benefit is fused.

Normal: Allies may only benefit from 1 strategy at a time.

The strategist is a master at manipulating the battlefield, at directing the attacks of his allies, and at coming up with brilliant maneuvers that can turn the tide of an unfavorable battle. He is a brilliant planner, and is even more gifted at changing what needs to be done on the fly or mixing his strategies into a more versatile and devastating force.

STRATEGIST (EX):

At 1st level, a strategist receives a strategy feat as a bonus feat. He must meet the prerequisites for this feat. He also gains 1 additional brilliance point per day. This replaces tactician.

GREATER STRATEGIST (EX):

At 9th level, the strategist receives an additional strategy feat as a bonus feat. He must meet the prerequisites for this feat. He gains 1 additional brilliance point per day. The strategist may fuse the benefits of any 2 strategies to place on his allies. Spending a brilliance point activates the effect of both strategies if applicable. This replaces greater tactician.

MASTER STRATEGIST (EX):

At 17th level, the strategist receives an addition strategy feat as a bonus feat. He must meet the prerequisites for this feat. The strategist gains 1 additional brilliance point per day. The strategist may fuse the benefits of any 3 strategies he knows to place on his allies. Spending a brilliance point activates the effect of all strategies if applicable. This replaces master tactician.

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