



Rite Publishing Presents:

The Secrets of Renegade Archetypes II

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Dedication: to all the 3rd party publishers that made this possible.

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Death Knight

From *The Genius Guide to the Death Knight* by Rogue Genius Games, Author Owen K.C. Stephens

Death Paramour

Some death knights form an uncanny link with the spirit of the creatures they slay. Although they possess no real magic powers of their own, death paramours quickly discover that they possess the ability to awaken and control their preys into undead mockeries of their former selves, robbing them from the low road itself.

These death knights are often followed by an undead creature, one of many victims of their early experiments with their powers, which they keep proudly as a dire herald, or even out of respect and love for the deceased creature.

Indeed, while most death paramours revel in the idea of puppets bound to follow the orders of their murderer, good-aligned death paramours accompanied by a loved one they killed by mistake and now keep around in their search for actual resurrection are not unheard of in romantic tales. Those seek out criminals in order to grant them the opportunity to posthumously accomplish good deeds, as it is believed in popular folklore that a gjenganger is a chance granted to a soul by death itself to redeem itself or accomplish unfinished business before final judgment.

Death is Neutral (Ex): While most death paramours are evil, they are free to choose their alignment. Neutral or good-aligned individuals exist, using their powers to grant redemption to lost souls - including their own.

Gjenganger Awakening (Su): When a death paramour or a creature under his control slays a creature (either through violence, poison or inflicted disease), he binds this creature's vital essence to his will.

As a swift action at any time within the following 24 hours and as long as this creature's corpse is within 1 mile, the death paramour may order the deceased creature's body to awake, as per the *animate dead* spell, and follow a single, simple order given telepathically - though once awoken, it must then be ordered by voice.

A gjenganger must always follow the death paramour's orders, though it may talk, and retains memories and its alignment from when it was living, a fact the most wicked death paramours use to bluff the creature into believing that their orders are the best course of action instead of easily forcing their will upon them. While a gjenganger is usually oblivious to the fact



it is dead, unless ordered to remain silent, it sometimes weeps or angers when a surge of lucidity makes it briefly conscious of its fate.

The death paramour may control an amount of undead hit dice raised this way equal to his level (though a particularly liked or hated 1 HD gjenganger may be kept by the death paramour even if reduced to 0 HP by healing its remains) – undead controlled through the Control Undead feat count toward this limit. If the death paramour is reduced to -1 hit points or becomes unconscious, any gjenganger he currently controls simply becomes inanimate until he is brought back to positive hit points, prompting those gangangers's ghostly souls to dance or rove around the death paramour's own inanimate body.

If the death paramour dies or releases control over a gjenganger, those undead bodies become inanimate and their soul depart. Since it is merely brought back to a simulacrum of life, a gjenganger may still be the successful target of the *raise dead* spell or any effect that calls upon or reincarnates the creature's soul. This ability replaces grave strike.

Walk the Low Road (Su): At 2nd level, a death paramour may use his bond with gjengangers as a vessel to shortcut through the Low Road itself.

As a move action that does not provoke attacks of opportunity, he may spend one daily use of his touch of corruption to designate one gjenganger under his control within 30 feet. Allowing him to shortly swap places with the gjenganger and perform a single standard action (or, for example, attempt to touch a creature in order to complete a spell previously cast) before instantly returning to his starting point, which ends his current round.

This ability replaces a death knight's ability to use her touch of corruption to harm living creatures.

Necrotic Bonds (Su): At 3rd level, a death paramour radiates a 30 feet aura that reinforces gjengangers within his control. Each gjenganger within the area receives a +1 profane bonus to all rolls, while its Charisma score becomes the death paramour's – this effect is an enhancement bonus. In addition, a death paramour now feels the overall direction of all gjengangers under his control.

This ability replaces aura of death.

Grim Court (Su): At 4th level, when channeling negative energy, a death paramour may provide to all gjengangers in the area of his channeling a single teamwork or combat feat he possesses in addition to healing them. Gjengangers need not meet the prerequisites of this feat, and retain it for a number of rounds equal to 1 + his Charisma modifier (minimum 1).

This ability replaces a death knight's ability to use his negative energy channeling to harm living creatures.

Drift the Low Road (Su): At 6th level, a death paramour may use his bond with gjengangers and the Low Road as a vessel for his fury.

As a swift action, he may expand one daily use of his touch of corruption to possess a gjenganger under his control within 30 feet and perform his next attack roll through its body.

When performing an attack this way, the gjenganger uses the death paramour's base attack bonus and feats, though it retains its own hit points, ability modifiers and equipment. If a gjenganger is destroyed while controlled this way (for example, by a readied action), the death paramour is forced back to its body and sickened for 1 round, suffering as much damage as the amount of damage the killing blow required to put the undead down to 0 hp.

This ability replaces the immunity chosen at level 6.

Quietus Usurer (Su): At 11th level, as a free action, a death paramour may release any number of controlled gjengangers in exchange for a last obligation from their freed souls before they face final judgment.

For each HD of gjenganger released this way, the death paramour receives one quietus, a piece of lingering soul anchoring its spirit to the death paramour for one last day. He may then use those quietuses or grant them to another creature within 30 feet.

A quietus is freed after 24 hours, and counts as 1 HD toward the death paramour's ability to control gjengangers. Giving quietuses is a free action, spending them is an immediate action and grants one of the

following benefits when used (chosen when spending the quietus) :

- +1 bonus to attack and damage rolls for one round (doubled if spent on a single attack)
- +2 profane bonus to AC (doubled if spent against a single attack)
- +1 profane bonus to a single saving throw
- +3 bonus to a single skill check
- +10 feet to base speed for one round.

Roam the Low Road (Su): At 20th level, a death paramour may use his bond with gjengangers to blend with the Low Road. He may now spend a quietus to shortly phase through the low road, allowing him to negate a single attack roll made with a weapon or a ray each time he uses this ability ; or he may spend all his remaining quietuses to reproduce the effects of the *Take the Low Road* spell.

This ability replaces a death knight's ability to interrupt his grave strike to stun or destroy a creature with the champion of death class feature.

Elven Archer

From *New Paths Compendium* by Kobold Press; Authors: John Ling, Jr, with Charles Carrier and Nicholas Milasich

Elven Exemplar

The brightest elven archers may be introduced at a young age to the mysteries of arcana in addition to their martial training. Forsaking the sheer prowesses, field expertise, and overall versatility of their kin in favor of a more delicate but deadly way of dealing with strong, armored opponents, elven exemplars blend bowmanship with magic so well that they may deliver spells through their arrows, or change their spells into arrows of pure energy they may shoot with their bonded bow. Roaming the wilderness as unarmored shadows, elven exemplars usually are highly esteemed in their communities, for their style embodies the oldest and finest aspects of elven culture.

Weapons and Armor proficiency: Elven exemplars are proficient with simple weapons and bows. They are not proficient with armors and shields, and suffer twice the normal penalty to attack rolls for non-proficiency.

Skill Ranks: An elven exemplar receives 2 + her Intelligence modifier skill ranks per level instead of 6 + her Intelligence modifier.



Saving Throws: An elven exemplar's good saving throws are Reflex and Will.

Class Skills: An elven exemplar replaces Knowledge (dungeoneering) with Knowledge (arcana) as a class skill.

Elven Exemplar Spellcasting: An elven exemplar studies both divine and arcane spells. She relies on her eldritch knowledge of nature and destruction to roam her environment undetected and enhance her performance with ranged weapons. She is thus treated as both a divine and arcane spellcaster.

She stores spells as runes on her bow like a spellbook and has spells per day like a magus of her level, minus two spells per level per day (if this reduces her daily spells to 0, she may only cast spells of this level if she has bonus spells from a high spellcasting ability modifier). She does not receive cantrips. Her class spell list is both wide and highly limited: she prepares her spells from the full ranger spell list, to which she adds all spells from the magus spell list which require a successful touch or touch attack (like *shocking grasp*, *scorching ray* or *darkness* but not *shield*) or produce an area of effect in a spread (like *burning hands* and *fireball*, but not *wall of ice*).

At 1st level, an elven exemplar's bow is inscribed with an amount of magus spells equal to her Intelligence modifier (to which she adds *detect magic* and *read magic* as 1st level spells); and she adds one magus spell of a level she can cast to her bow at each new exemplar level thereafter.

She prepares her spells as normal by spending one hour in the morning both reviewing the runes on her bow and meditating, allocating at will her spell slots

with the arcane magus spells stored on her bow and the divine spells she selects from the full ranger spell list. As ranger spells go up to 4th level only, she may use her higher level spell slots to prepare metamagic versions of these spells.

An elven exemplar uses Intelligence as her spellcasting ability. In order to cast a spell, the elven exemplar must wield her bonded bow. An elven exemplar trying to cast a spell from her class spell list without holding her bonded weapon must perform a Concentration check (**DC 15 + the spell's level**) or lose the spell. The elven exemplar begins the game with a free bonded bow of her choosing. She may spend 300 gp and one day of work at any time to later grant this weapon the masterwork quality, and the appropriate amount of money to grant it the composite quality. Bonding with a new bow requires spending 200 gp per level and 8 hours in rituals and meditation.

Finally, by drawing an arrow as a melee weapon, an elven exemplar proficient with rapiers may wield such arrow as a wooden rapier with the fragile quality, breaking on a natural 1. Magically enhanced arrows used as rapiers lose their magic properties on the first successful hit just as if they were shot.

This ability replaces an elven archer's spells.

Cunning Defense (Ex): An elven exemplar learns to shield herself with swift deflections from her ammunition. When wielding a rapier, an elven exemplar adds her Intelligence modifier as a shield bonus to her AC, up to her class level. When wielding only a bow, this bonus is halved but becomes a deflection bonus to her AC. This bonus is negated if wielding an armor or a shield.

Eldritch Fletching (Ex): The elven exemplar may carve runes and words of power over her arrows. This works in any fashion like the Scribe Scroll feat, except that she must in addition inscribe the spell upon a masterwork arrow.

To use scroll arrows, the elven exemplar must draw **her bonded bow and complete the scroll's activation** as normal, shooting the arrow as part of the activation. If the arrow hits a target, it deals damage as normal and the spell is cast. If the spell requires a successful touch attack, the target is automatically hit; if the spell produces an area of effect, the spell is centered on the **target (a cone or line's first square automatically follows the path of the shot arrow like a liquid spilling beginning from the target hit).**

This ability replaces track and wild empathy.

Spell Arrow (Su): At 2nd level, an elven exemplar can turn benign spells into missiles of pure energy. As a full-round action, while holding her bow, she may cast a harmless spell with a range of touch, granting enough substance to the spell as to be shaped and shot like a normal arrow, shooting the arrow to complete the spell.

If the spell has a spellcasting time of a full-round action, the arrow is shot at the beginning of the elven exemplar's next round when the spell activates. A spell arrow receives the bow's enhancement bonus as a bonus to the attack roll and is treated as an arrow, though it targets touch AC. On a hit, the spell is cast on this target as if it was touched by the elven exemplar.

This ability replaces the bonus feat gained at 2nd level then every three levels later (5th, 8th, 11th, 14th, 17th, 20th).

Arrow Spellstrike (Ex): At 3rd level, the elven exemplar may cast a single-target touch attack spell from her class spell list and deliver it through a ranged weapon attack as part of the spellcasting action with a -5 penalty to the attack roll. Even if the spell can normally affect multiple targets, only a single charge, missile, ray, or effect accompanies the arrow shot. This arrow targets **the enemy's normal AC ; on a hit, the arrow deals damage as normal and the spell is discharged on the target.** If the arrow deals a critical hit, the damage of the spell is multiplied by 2.

This ability replaces preferred target.

Arcane Bow (Su): At 4th level, as a swift action, the elven exemplar may sacrifice a prepared spell from her class spell list to reproduce the effects of the enchant arrow ability she normally receives at 9th level, with the following differences: she grants a +1 enhancement bonus or equivalent weapon property to arrows shot from her bonded weapon.



This bonus lasts for one minute or for a number of attack rolls equal to the level of the spell sacrificed, whichever comes first. Any single arrow wielded as a rapier may be enhanced as a melee weapon through this ability as long as the elven exemplar holds her bonded bow in her other hand. In addition, the elven exemplar may enhance her bonded bow as if she had the Craft Wondrous Arms and Armor feat.

This ability replaces precision.

Ray Arrows (Su): At 5th level, an elven exemplar can shape any ray spell into a missile she may shoot through her bow. When she casts a spell producing a ray while holding her bow, she may grant enough substance to the energy ray as to be shot like an arrow.

This ray arrow targets normal AC instead of touch AC but benefits from the bow's enhancement bonus and special abilities to attack and damage rolls if the ray deals hit point damage. If the spell produces more than one ray, the elven exemplar may shoot the additional rays of this spell as itinerant attacks, in which case she must cast the spell while performing a full-round attack with her bow, up to her amount of attacks rolls in a full-round attack.

The elven exemplar may hold the charge, but once she performs at least one attack roll, rays in excess to her number of attack rolls in this round are lost. Ray arrows are treated as both rays and arrows.

Improved Arrow Spellstrike (Ex): At 7th level, when blending magic with archery, the elven exemplar is able to aim for her target's vitals. She receives the Focused Shot feat. She may apply the benefits of this feat when activating an arrow enhanced through her eldritch fletching, performing an arrow spellstrike, or shooting a single ray arrow during her round.

If the elven exemplar already possess the Focused Shot feat, she receives a +2 bonus to confirm critical hits for attacks using this feat.

This ability replaces swift tracker.

Enchant Arrows (Su): At 9th level, any arrow enchanted by this ability and wielded by the elven exemplar as a rapier retains its magic properties after a hit, although each successful hit counts as reducing her amount of remaining magic ammunition by 2. The elven exemplar may grant melee weapon properties (except *bane*) to 50 arrows when choosing how to spend the enhancement bonus, though magic melee weapon properties only work when wielding the arrows as rapiers.

This ability modifies, but is treated as the enchant arrows ability in any other way.

Combat Training (Ex): At 10th level, the elven exemplar treats her effective fighter level as her level -3 for the purposes of meeting the prerequisites of combat feats.

This ability replaces close-combat shot.

Machinesmith /Fleshwraith

From Classes of *NeoExodus: Machinesmith* by Louis Porter Jr. Design. Authors: Jonathan Palmer, JP Chapleau, Louis Porter Jr; From *NeoExodus Chronicles: Fleshwraith* by Louis Porter Jr. Design. Author: Benjamin Rombeaut

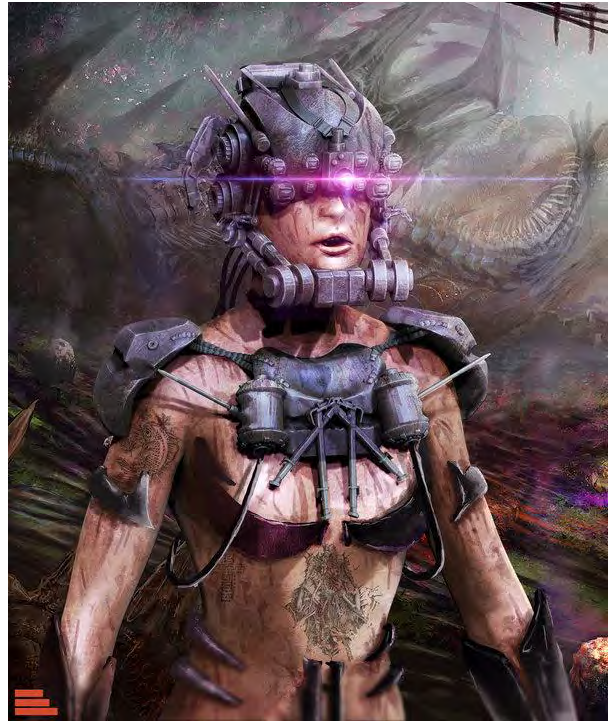
This archetype is available to machinesmiths (“MS”) and fleshwraiths (“FW”). Abilities that replace class-specific features will identify the concerned class through either “MS” or “FW”.

Cybernetics Doctor

“Do not be afraid, little one, I spent more years reading books and practicing my magic than you have been breathing. It won’t grow back by itself. But I can assure you that when you wake up and see your awesome new arm, you’ll wish you could get the other one the same ! ... If that happens, just come back to me.”

- Dr. Ambrosen, pragmatic special care volunteer for war victims

Some engineers walk at the crossroads between biology and mechanics, seeing in the union of both worlds a reliable opportunity to walk toward intelligent evolution. As their field of expertise requires them to learn and apply a tremendous amount of information,



most cybernetics doctors are mad polymaths and geniuses of various fields, who are as likely to perform groundbreaking discoveries as they are to suffer from a crippling lack of common sense, empathy and morality. But such a state of mind is also what allows them to experiment on their own bodies if needs be without fearing the potential damage, instead welcoming the results as proofs of their incredible theories.

Transmechanical Apprentice (Ex): A fleshwraith cybernetics doctor treats his “flesh repair” class feature as the “repair flesh” machinesmith trick for the purposes of meeting the prerequisites of the transmechanical apprentice prestige class (FW only).

Greatwork : While the following new greatwork may be selected by all machinesmiths (and thus, by fleshwraiths), it especially completes a cybernetics doctor.

Cybernetics Workshop (Su): A cybernetics workshop is a kit of various tools, blueprints and biomechanical devices used to experiment with electronics on the living – machinesmiths selecting this greatwork produce a mobius core that they synchronize to their own brain patterns, usually in the shape of a collar, diadem, forehead gem or headpiece. They use this energy as a power source for their unique cybernetic body modifications and to improve their wetware, which may then be used to assume mental control of surrounding creatures or machines. As such, any

machinesmith with this greatwork may produce a new cybernetics workshop with one week of work and experimentations on the brain of at least 4 different types of creatures; or in 8 hours by spending 100gp per level in new tools, machine parts and test components. A cybernetics workshop grants “charges” of brainwaves, which the machinesmith may use to psychically influence his surroundings, including spell-like abilities (the DC against these spell-like abilities is 10 + the indicated spell level + the machinesmith’s Intelligence modifier). As the machinesmith gains experience, he also learns how to produce more brainwaves and produce new effects out of them. A cybernetics workshop may hold up to ½ the machinesmith’s level + his Intelligence modifier charges of brainwaves; to replenish this amount, the machinesmith must spend 8 hours of rest, then 1 hour of intense meditation and ruminations.

Cyber Punk: When selecting a cybernetics workshop as his greatwork at 1st level, a machinesmith improves both his mind’s and body’s capabilities. He adds half his class levels (minimum 1) to all Knowledge checks. He also receives a +2 bonus to Fortitude saving throws. As he experiments with prosthetics, he crafts and receives one cybernetic enhancement to choose among the following : Low-light Vision, DR 1/-, +2 Initiative, Slam primary natural attack, +1 to attack rolls with one type of weapon, +1 hp/level, +2 to damage rolls with **manufactured weapons or +4 to a single skill’s checks.** These circumstances bonuses may be granted to another creature for one day by implanting them in a trinklet that also inflicts a cumulative -2 penalty to Will saving throws for each enhancement, in which case the machinesmith himself cannot use these implanted enhancements for the day.

In addition and beginning at 5th level, whenever upgrading his greatwork, the machinesmith may receive 1 bonus cybernetic enhancement in addition to the upgrade’s effect ; **though this dangerous process inflicts to the machinesmith a cumulative -1 penalty to Will saves against charms, compulsion, confusion, drugs and madnesses, even when these enhancements are implanted into another creature.**

A cybernetics workshop grants the following at-will spell-like abilities (spell level 1) – *detect magic, mage hand, message*; and for 1 charge – *jolt, lesser confusion*.

Endurance (Ex): At 2nd level, a cybernetics doctor quickly adapts to the foreign devices that invade his body when experimenting with performing cybernetic improvements on himself. He receives the Endurance feat as a bonus feat. This ability replaces trapfinding (MS) or intelligent design (FW).

Grafting Expertise (Ex): At 3rd level, a cybernetics doctor receives the Craft Wondrous Items feat. In addition, he may graft any magic item in a creature as part of crafting the item ; this process increases the **item’s crafting cost (and its price) by 25% because of the micro mobius core that must be tailor-crafted to the creature’s brain and soul patterns.** When performing a graft on himself, the cybernetics doctor must not spend additional money as the item attunes to his own mobius core ; in addition, he automatically receives proficiency with any item he crafts and grafts to himself. A cybernetics doctor may also turn an existing magic item into a graft by paying the 25% additional price (if any). Grafting an item to a creature requires a 4 hours-operation as part of the crafting process.

- A grafted wondrous item permanently grants the cybernetized creature its effects, while at the same time protecting itself against elements and any attempts at removing, stealing or sundering it. The body slot used by this item cannot be used for another wondrous item, though the wielder can have another item on this slot and switch the currently active item in a single slot as a swift action.
- A grafted magic set of armor becomes like a second skin to the creature affected. Such armor is treated as one size category lighter for the purposes of base speed and class abilities (heavy becomes medium, medium becomes light, light inflicts no more armor penalty to skill checks) ; though the creature must still be proficient with the unmodified armor category or suffer non-proficiency penalties as normal. A creature cannot be grafted heavy armor unless it possesses the Endurance feat, as its body will strongly reject the armor for being too invasive.
- A grafted magic weapon must be either light or one-handed. **It is stored in one of the wielder’s limbs (his arm, leg, head, torso...) and may be drawn or holstered as a swift action.** Light weapons may be wielded as off-hand weapons that do not take a slot, much like armor spikes can be used while wielding a two-handed weapon.

Cybernetic enhancements are messy-looking and easy to spot. A successful Heal, Disable Device or Knowledge (Engineering) check with a DC equal to the **cybernetic’s doctor Craft check made as a swift action** against a specific item in a cybernetized creature reveals the position of the micro mobius core fueling this item. After an opponent finds the mobius core, he may perform a successful sneak attack, critical hit or Heal check at the same DC performed through 1 minute of surgery to sunder the link between the core and the graft as an immediate action, dispelling the associated item as

long as it is not repaired. At 8th level, a cybernetics doctor may craft a masterpiece item fueled by his own mobius core for another creature whose cost is not increased. At 15th level, he may craft another such masterpiece. Only two masterpieces may be produced at a single time by a cybernetics doctor, who cannot craft a new one before manually deactivating the currently existing masterpiece(s). This ability replaces crafting expertise (MS) or modifies fleshcrafting (FW), in which case the fleshwraith retains the ability to craft bioengineered items.

Greatwork Upgrade: At 5th level, the cybernetics doctor's cybernetics workshop receives its Upgrade 1. Every 5 levels later (10th, 15th, 20th), it receives the next upgrade, up to the Master Upgrade at 20th level :

Cybernetics Workshop Upgrade 1, Brain Box: The machinestmith discovers a groundbreaking way to enhance his body, allowing him to extract his own brain in order to enhance its abilities. As a 24-hours process, the machinestmith prepares a mind-controlled device to put himself to sleep, surgically remove his brain, and put it into a jar of liquid reactive to electricity (usually salt water with an equal weight of powdered gold pieces). The jar can be crafted out of any waterproof solid special material, which determines its hardness - use the price of the heaviest armor crafted out of this material to **determine the jar's price.**

In any case, the brainwaves emitted by the brain always make its mighty shape appear through the jar as per blurred glass. While this whole process is harmless and cannot accidentally result in the death of the machinestmith without direct intervention ; delusions of grandeur, empathy loss and diverse psychotic disorders, like hallucinations and personality splits are common aftermaths of this operation.

The machinestmith may now use his Intelligence modifier instead of his Wisdom modifier for the purposes of calculating Will saves and skill bonuses, though he still applies penalties from a low Wisdom score. As the brain is shielded and purged from harm, he receives immunity to poisons affecting mental ability scores. The resulting brain jar can be used in the following fashions:

- It can be put back inside the machinestmith's head, granting him a 25% fortification effect against critical hits and sneak attacks (this bonus does not stack with the fortification armor property, but each percentage is rolled separately on a single opportunity);
- It can be used to float around up to an height **equivalent to the normal position of the subject's head** over any horizontal surface, in which case it is

treated as a Tiny part of the machinestmith's mind, using all his normal abilities, BAB and saving throws, except for the following : a floating brain jar **has AC 10 + 2 (Tiny size) + the machinestmith's Intelligence modifier** as a Dodge bonus to AC, hit points **equal to the machinestmith's remaining hit points**, and a 20 feet fly speed (average). It has vulnerability to cold, slightly crackles with ionized air granting it resistance 5 against electricity damage and receives DR/Bludgeoning equal to its **jar's hardness**. While used to float around, the brain jar cannot perform any action that requires a body in order to function (speaking, using the total defense option, moving objects, using somatic components, etc.). It has negligible carrying or pushing strength, may only see up to 60 feet around **as through the machinestmith's eyes**, suffers a -5 penalty to Perception checks based on hearing and may only cast greatwork-granted spell-like abilities or greatwork augmentations.

The machinestmith may at any time leave his body to fly away in his brain jar or fuse back with his adjacent body, which is done as a move action. Any magic items on his body keep working within 1000 feet as long as they could apply to a brain (for example, a ring of protection or amulet of natural armor would work, but not the bonus granted by a magical armor or any activation-based item). The jar also receives the share spells special ability of familiars.

When a machinestmith's brain leaves his body, the body is left helpless in a comatose stasis - if the body dies while the brain jar has left, the machinestmith's brain survives but loses any benefit from equipped magic items and is reduced to his Intelligence modifier in brainwaves charges per day. Such brain can remain indefinitely in its jar, though it ages as normal. If **restoration** is used on the body to grow a brain back, the brain jar breaks and the machinestmith reintegrates instantly his body. When fusing with his body, the machinestmith uses the lowest remaining hit points between his brain jar's **and his body's to determine his current hit points.**

The cybernetics workshop now grants the following spell-like abilities for 2 charges of brainwaves (spell level 2) – **lock gaze, ventriloquism**; and 1/day for 2 charges – **defensive shock.**

Cybernetics Workshop Upgrade 2, Brain Hacking: By selecting this greatwork upgrade, the machinestmith gains an aura of fear that he may activate or deactivate as a free action. All hostile creatures within 20 feet of the machinestmith or his brain jar must perform a Will save (DC 10 + ½ his level + his Intelligence modifier) or become shaken as long as they

remain in this area. Leaving the area immediately removes this effect, while coming back reactivates it as per the first entry in the area. On a successful save, the creature is immune to this aura for 24 hours. The brain jar's resistance to electricity damage is now 10.

The cybernetics workshop now grants the following spell-like abilities for 3 charges of brainwaves (spell level 3) – *curse of disgust, confusion*; and 1/day for 3 charges (spell level 4) – *dominate person*.

Cybernetics Workshop Upgrade 3, Brain Thrust:

With this greatwork upgrade, the machinesmith and his brain receive the *uncanny dodge* and *improved uncanny dodge* class features as long as he has at least one charge of brainwaves remaining. His brain jar's resistance to electricity damage is now 15.

The cybernetics workshop now grants the following spell-like abilities for 4 charges of brainwaves (spell level 5) – *detonate* (electricity only), *telekinesis*; and 1/day for 4 charges – *enemy hammer*.

Cybernetics Workshop Master Upgrade, The Brain Behind:

The machinesmith receives immunity against harmful effects as a construct, and adds his Intelligence modifier as an Insight bonus to his AC and his brain jar's AC. His brain jar is now immune to electricity damage.

The cybernetics workshop now grants the following spell-like abilities for 5 charges of brainwaves (spell level 6) – *chain lightning, repulsion*; and 1/day for 5 charges – *overwhelming presence*.

Machinesmith Tricks :

Cybernetics doctors add the following trick to the list they may choose from:

Life-like Prosthetics (Ex): You learn how to craft magic grafts so well that they are hard to identify. Noticing any graft you crafted now requires a DC 10 perception check, though you may increase the craft DC of any graft you craft in order to increase the perception check by the same amount.

Cyberware Engineer (Ex): In a spark of genius, you discover and produce the blueprint of a unique cybernetic enhancement which you may now craft and graft. Despite being non-magical and thus impossible to dispell, this cyberware always takes a magic slot which then cannot be used for a magic item. The indicated price does not include additional cost for creatures other than yourself. You may pick this trick several times, in which case you must select a new blueprint each time :



Biograft (FW only): The creature receives an aberrant trait, as per a fleshwraith with the Host archetype. This item takes the chest slot. Price : 6000 gp (cost 3000 gp)

Dart Gun: This prosthetic hand allows the wielder to fire a single bolt of metal or bone through her wrist, exactly like a hand crossbow. Drawing or concealing this weapon is a free action. If the creature possesses a poison attack, it may apply this poison to the bolt as a swift action before shooting the dart. Price : 1500 gp (crafting cost 750 gp)

Sonic Fingers (MS only): A creature with this prosthetic arm may shoot bullets by flicking them between its fingers at very high velocity against its targets. Sonic fingers are treated as their own kind of one-handed firearm : they have a 15 feet range, deal 1d4 damage (1d3 if small) plus the wielder's Strength modifier and have a 19-20x2 critical hit multiplier. Such an arm cannot be disarmed or misfire, and while reloading between each shot is a free action, a single arm may store up to 10 bullets at a time. This amount can be replenished as a standard action by rolling a bag of bullets in the arm with a free hand.

Such a prosthetic arm, while incredibly fast, is not made to perform deeds of strength or agility and inflicts a -2 armor check penalty that cannot be reduced by special materials, while granting a +2 competence bonus to Disable Device and Sleight of Hands checks. Though it cannot wield shield or weapons other than light, in melee this arm deals damage as an appropriately-sized gauntlet. A successful sunder attempt against this arm deals damage directly to the wielder. A creature may possess up to two sonic fingers arms. This item takes the

hands slot and can be enhanced both like an unarmed strike and a manufactured weapon (only the most costly enhancement applies at a time). Price : 4000 gp (cost 2000 gp)

Retina Zoom Lenses: A creature with retina zoom lenses has wide round eyes usually made out of glass, cristal and various metals. As a swift action, the creature may expand its eyes out of their sockets to receive a +5 competence bonus to all sight-based Perception checks and a +1 bonus to all ranged attack rolls. As long as the eyes are zooming, the creature becomes blind within 30 feet. As a swift action, the eyes come back to normal. This item takes the eyes slot. Price : 4000 gp (cost 2000 gp)

Augmentation:

In addition, augmentations to the cybernetics workshop are available to all machinesmiths and fleshwraiths with this greatwork:

Anticoncussion Shell (Ex): You overcome your brain jar's vulnerability to crushing damage. Your brain jar receives hardness equal to your Intelligence modifier and a +2 shield bonus to AC. Both effects apply exclusively against bludgeoning damage. This force shield also grants resistance equal to your Intelligence modifier against force damage. You must possess the brain box greatwork upgrade to select this augmentation.

Brainiac (Ex) (MS only): Add a single prototype you know as a spell-like ability usable by your brain jar. Activating this prototype costs an amount of charges of brainwaves equal to the prototype's spell level. You may change this prototype for another whenever gaining a new level. You must possess the brain box greatwork upgrade to select this augmentation.

Construct Body (Su): As a 8 hours process, you may bond with and assume the body of a construct you crafted. You put your brain jar into it, then control this body and enhance it as your own. Whenever such body is destroyed, you remain with 1 HP and are staggered for 1d4 rounds (unless this body has the armor construct modification, in which case it works as normal by granting you additional AC, absorbing damage dealt to you, then renders you vulnerable to weapon damage as normal when destroyed). If you currently are bodiless, you may bond with another construct or back inside your original body as a 8 hour process (in order to remain alive when using this augmentation, your body

needs to be preserved in a laboratory worth at least 2000 gp). In addition, once per day, you may cast **control construct** as a spell-like ability - you may only use this ability against a target within 5 feet while hovering inside your brain jar, physically attaching the jar to the construct in order to maintain concentration on the spell. You must possess the brain box greatwork upgrade to select this augmentation.

Emergency Thrusters (Ex): You may choose to explosively leave your current body in your brain jar as an immediate action, granting you the ability to survive a lethal hit (although your body still suffers damage as normal and may be slain by the attack). Once per day, you may vertically fly up to 3 times your base fly speed as a full-round action; you then slowly fall 5 feet per round as long as you hover higher than your allowed height over a horizontal surface. You must possess the brain box greatwork upgrade to select this augmentation.

Graboid Prime (Ex) (FW only): Your brain jar grows four talons that can be used to initiate grapple checks. It uses your Intelligence modifier as its Strength modifier and your level as its BAB for the purposes of grapple checks. Each time it succeeds at a grapple check, it drains 1d6 + your Intelligence modifier in hit points from the target, which are gained as temporary hit points by your brain (only the highest amount of temporary hit points gained from this ability applies at a single time). These temporary hit points last for 1 round or until expanded, whichever comes first. You must possess the brain box greatwork upgrade to select this augmentation.

System Shock (Ex): While in your body or in your brain jar, you may spend 1 charge of brainwaves as a standard action to perform a ranged touch attack with a 20 feet range dealing 1d6 electricity damage + your Intelligence modifier. On a failed Fortitude saving throw (DC 10 + ½ your level), the target also suffers 1d2 points of Intelligence damage and is shaken for 1 round. While using this ability, you may spend additional charges of brainwaves, up to 1 per two levels - each additional charge spent increases the electricity damage by 1d6, the Intelligence damage on a failed save by 1, and the Fortitude saving throw DC by 1.

Pact Magic:

From Pact Magic Unbound, Vol. 1. by Radiance House.
Authors: Alexander Augunas, Dario Nardi

Beyond The Stars

The following constellations are available to all creatures able to form pacts with spirits.

Artisan Constellation:

The Artisan constellation brightens upon anyone searching for immortality or recognition through personal achievements and leaving a mark on civilization as a whole, whether it is by a successful and productive life, or by obsessive and fruitful craftsmanship. The Artisan is allied to the Scholar and the Noble and is opposed to the Beast.

Alternate Name: Artist, Invention, Achievement

Artisan Aspects :

Select from among the following options:

- You may resist a condition that stands in the way of your work. Once per day when conscious, as an immediate action you may delay for one round a single condition currently afflicting you (stunned, shaken, nauseated, confused, etc.). Ongoing effects (like poison or disease) resume affecting you when they require a new saving throw.
- Select one destroyed, broken or damaged item within 30 feet whose caster level does not exceed your level, up to 10lb of inanimate material per level. As a standard action, you channel the lingering passion of its crafter and the gratitude of people who once benefited from its usefulness, repairing this item by 1d8 + your Charisma modifier in hit points. An item cannot be repaired more than once per day in this fashion.
- Select 1 creature within 30 feet. As a standard action, you deem it unworthy of wielding one item you can see, inflicting a -2 penalty to the next roll with this item unless it succeeds on a Will save.
- You gain a +3 insight bonus on Craft or Profession checks (your choice).

Merülf Balm'et, the Legendary Smith of Kings

Merülf Balm'et was born hideous, even for goblinoid standards. He was a bald hunchback, half blind and deaf, but even though his fingers were crooked and could barely hold a plate to eat, they were undoubtedly gifted to understand and fix what was broken. No other than him was able to hear and feel metal sing, and although he grew up homeless and lonely in the streets, he was taken as an apprentice by a kind-hearted smith



who recognized his talent when he found out by sound that his alm's pieces were counterfeited. Spared by conflicts because of his mastery and because he was motivated only by the will to create or bring a second life to good tools, he tirelessly crafted many weapons, armors, and pieces of art fit for kings and high priests in his lifetime, finding solace in the recognition it brought him.

Summoning Rules

The following describes the requirements and rituals for binding Merülf Balm'et.

Spirit Level: 5th

Constellation: Artisan

Binding DC: 25

Totems: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

- You are afflicted with a crippling diformity or disability.
- You spent at least 12 hours straight the previous day crafting an item or working relentlessly.
- You place a set of masterwork crafting tools related to your art or profession within the center of the seal.

Ceremony: You spend one hour performing a craft check in order to produce a gift worthy of your skill and time.

Manifestation: The air becomes heavy with the warmth of a strong fire which slowly raises and forms an anvil from which sparks fly in a slow rhythm, as the stench of sweat, carved wood and molten metal slowly rises, blown by heavy winds. The air is pushed from fire bellows shaping around the anvil, spreading fire in the room into which you perform the binding. This fire deals no damage to people and materials, merely covering everything to assume the shape of a forge full with weapon, tools and armor stalls. Finally, Merülf Balm'et appears, awkwardly but surely beating the anvil.

Granted Abilities

Merülf Balm'et grants the following abilities.

Major Granted Abilities

Wondrous Draft: As a standard action, you may create any non-magical item out of your environment in the palm of your hand. This ability works like the *minor creation* spell, except for the following: you are automatically proficient with any item you successfully craft this way. This item looks obviously fake or raw to anyone, inflicting a -10 penalty to checks made to convince someone it is genuine. This item comes with anything it requires to last for one use or one hour, whichever comes first, after which it is destroyed (so a shield or armor would protect against a single failed attack while a weapon would break after a successful hit, a firearm would also come with one bullet and one dose of powder, and a bow would come with an arrow, although any attempt at storing ammunition created this way would be useless since it would only work with the drafted weapon). A drafted item is highly fragile and does not support conditions like strong winds or heavy loads, which destroy it in 1 minute. Only one masterwork draft can exist at a single time – creating a new item dissolves the previous one. After using this ability, it is expended for 5 rounds.

Capstone Empowerment: Items you create this way do not break after one use or 1 minute of harsh conditions, although they still must be produced with a successful craft check and only one can exist at a single time.

Minor Granted Abilities

Otherworldly Inspiration: You gain an insight bonus on Craft and Profession checks equal to 1/2 your binder level.

Adamantine Gift: You can strengthen an item within sight. As an immediate action, you show Merülf Balm'et's sign, adding your Charisma modifier to the hardness of an item within 30 feet and making it immune to adamantite's ability to overcome hardness.

This may prevent an item like a glass vial from being sundered. This effect lasts for 1 round.

Goldfingers: You do not suffer penalties when performing a skill check without using the appropriate tools.

Efficient Materials: Whenever crafting an item, you receive a 5% reduction on the crafting price. This reduction effectively improves your average WBL (Wealth By Level) by 5% for the purposes of items you craft yourself.

Signs and Influence

The spirit affects you in the following ways:

Physical Sign: You seem slightly hunchbacked and your fingers bend weirdly. While you are not impaired, your gestures become slightly harder to perform, making you look like every move you perform is painful.

Personality: You become highly focused on something you are currently working on even when performing any other activity, always finding inspiration around you and thinking on ways to better it, typically overlooking non-vital needs.

Favored Allies: Construct (if you are an intelligent construct) or Any (any with at least 6 ranks in Craft and Profession)

Favored Enemy: Animal or Magical Beast (chosen at the time of the ritual)

Vestigial Companion

You gain the service of a tiny animated object for the duration of the pact. This animated object is a tool typical of your profession or craftsmanship, granting you a +3 bonus to the appropriate Craft or Profession checks. Treat your binder level as your wizard level to determine your familiar's abilities. This granted ability replaces goldfingers.

Lover Constellation:

The Lover constellation shines only for those whose heart sincerely aches from loss, impossible love, or the suffering of others. To those who wish to understand their kin and act toward peace, the constellation is as bright as a sun – something most novice, callous binders are unable to comprehend and experiment, attributing this constellation much undeserved mockery. The Lover is allied to the Angel and the Hero and is opposed to the Fiend.

Alternate Name: Passion, Pacifist, Saint

Lover Aspects :

Select from among the following options:

- Select 1 creature within 30 feet. As a standard action, you infatuate the target, causing it to be unable to harm you for a number of rounds equal to your Charisma modifier as if you were under the effects of the *sanctuary* spell, unless it succeeds on a Will save.
- Select 1 creature within 30 feet. As an immediate action, you form a strong empathic link to this creature, granting you a +3 bonus to Diplomacy and Sense Motive checks against it for 1 hour.
- Select 1 adjacent creature. As a standard action, you perform a melee touch attack to embrace the target, instantly granting it the effects of a *calm emotion* spell, lingering for a number of rounds equal to your Charisma modifier. A successful Will save prevents this effect.
- You gain a +2 bonus to Charisma-based skill checks used to prevent conflict.

Marie-Jeanne, the Bride

War made Marie-Jeanne, a young peasant promised to her long-time fiance, a widow before she could even become a wife. Overstruck with pain and grief, she took her own life, unaware that her lover was still alive, as a prisoner. Once released and aware of her lover's fate, he was the first to research, attempt and successfully bind her soul, if only to feel one more time her warmth against him. Nowadays, Marie-Jeanne grants the same favor to binders who are able to once again touch her heart, advising them not to forget but to move on to others in order to find peace.

Summoning Rules

The following describes the requirements and rituals for binding Marie-Jeanne.

Spirit Level: 1st

Constellation: Lover

Binding DC: 16

Totems: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

- You perform the ritual while sincerely grieving over the death of a loved one.
- You never used the personal anecdote you tell during the ceremony yet in an attempt to bind Marie-Jeanne.
- You place an item of great sentimental signification linked to this loved one within the center of the seal.



Ceremony: You bow your knee, put out the palm of your hand and pray for Marie-Jeanne to grant you the ability to see your loved one once again by telling a bittersweet personal anecdote about this person.

Manifestation: The ghostly shapes of the defunct person you love and Marie-Jeanne, a towering, fair maiden, appear. After your beloved extends its hand to touch your own and grants you a kiss or salutes you like it did when it was alive, Marie-Jeanne invites you to stand up, and kindly remembers you that this is but a figment of your past, allowing you to catch a glimpse of your loved one's smile as it slowly returns to its resting place.

Granted Abilities

Marie-Jeanne grants the following abilities.

Major Granted Abilities

Respite Area: As a standard action, you unleash a 30 foot aura of calm and peace. Creatures within this area must succeed on a Will save or become unable to attack for one round. Creatures unable to attack may still use the total defense action or any non-offensive action (like healing or using defensive spells). If attacked, a creature

affected by this ability can still defend itself, although any attack performed by or against a creature within this area suffers a -4 penalty to attack and damage rolls regardless of who succeeded or not to the Will saving throw. This aura also removes any fear, confusion or emotion effect for one round. After using this ability, it is expended for 5 rounds.

Capstone Empowerment: Within your respite area, all magic weapons, damaging spells, items, spell-like abilities and supernatural effects become nonmagical or are negated, as if you were within the area of an *antimagic field*.

Minor Granted Abilities

Soothing Words: You gain an insight bonus on Bluff and Diplomacy checks equal to 1/2 your binder level. This bonus increases to equal your full binder level when you use those skills to peacefully prevent a conflict.

Detect Emotions: You can feel the raw emotions turmoiling within one's heart, even when your target conceals them. As a standard action, you may select a single creature within 30 feet to perceive one of the following emotions and its current intensity within your target: fear, anger, sadness, excitement, love, or joy. Each round, you can spend another standard action to perform this check again. A successful Will save prevents you from reading the target for 24 hours.

Strong Heart: As an immediate action, you can reroll against any effect with the emotion descriptor.

Uphold Morale: You gain the ability to inspire courage like a bard. For this purpose, you receive a number or daily rounds of performance equal to 1 + your Charisma modifier (minimum 1), plus 1 round per level after the first. You must show Marie-Jeanne's sign in order to gain this benefit.

Signs and Influence

The spirit affects you in the following ways:

Physical Sign: You seem unwordly calm and empathic, showing your emotions with greater intensity. Your voice seems softer than usual and your eyes feel like they pierce one's soul right to its core.

Personality: You do your best to help anyone would need or appreciate your gesture. Even though you try harder than most to resolve conflicts peacefully, you know too well that some casualties are unavoidable... or preferable to others.

Favored Ally: Any (any good)

Favored Enemy: Any (any evil)

Vestigial Companion

You gain the service of a dove familiar for the duration of the pact (a raven granting you a +3 bonus to Diplomacy checks). Treat your binder level as your wizard level to determine your familiar's abilities. This granted ability replaces strong heart.

Shadow Assassin:

From *The Genius Guide to the Shadow Assassin* by Rogue Genius Games. Author: Owen K.C. Stephens

Mage Slayer

Hunting the brightest minds of the realm is not what most people would call 'wise'... but some shadow assassins are not most people. Training in the sole purpose of defeating spellcasters and breaking their will, mage slayers live on the edge and make themselves powerful enemies able to turn one to stone or a screaming, blazing torch by a snap of their fingers all the while solving greater mysteries with the other hand. But such a living tends to pay very well, and mage hunters can live the big life through bounty hunting, working with mercenaries, or as part of an adventuring group where their ability to disturb and utterly distract spellcasters is much appreciated by the brawn.

Enduring Focus (Ex): Mage slayers are especially trained to learn how to deal with magic users at the expense of their sheer lethality against martial-trained enemies. This ability works as per deadly focus, except that the mage slayer does not receive an increase to attack and damage rolls. Instead, he receives an insight bonus on saving throws and a dodge bonus to his AC against supernatural abilities, spell-like abilities and spells from the target selected.

This ability modifies, but is treated as deadly focus for all purposes.

Shadow Style: A mage slayer must select the Magic Sniffer or Spellcaster scourge shadow style at 2nd level. These styles are available to all shadow assassins but complete the mage slayer archetype.

Magic Sniffer (Su): The mage slayer receives *detect magic* as an at-will spell-like ability. After dealing damage to a creature with supernatural abilities, spell-like abilities or spells he targeted with his enduring focus ability, the mage slayer is able to sense and



pinpoint the direction, height and overall distance separating him from this creature for a duration of up to 1 hour per level, much like a compass pointing to this creature - **but while he may sense the creature's presence and global direction, he may not pinpoint its exact position when within 120 feet or if it is in another plan (but in this case, he may follow the exact point of lingering magic where the caster entered a new plan).** The mage slayer may only track a single creature at the same time with this ability, and using enduring focus on a new target erases his ability to follow his current target.

Spellcaster's Scourge (Ex): The mage slayer is adept at breaking the concentration of his enemies, typically humming gibberish songs rehearsing words of power from spells cast in front of him, feinting swift attacks or gritting his blades together or against walls to produce a sound not unlike nails on a chalkboard. A mage slayer adds his Wisdom modifier to the DC of any Concentration check performed by an enemy within 10 feet. In addition, the mage slayer may use a swift action

before performing an attack roll to inflict an eldritch scar upon the target of her enduring focus in addition to normal damage : when casting a spell, the target must then perform a Fortitude saving throw (DC 10 + 1/2 the mage slayer's level + his Wisdom modifier) or suffer damage equal to the spell's level - in which case it must also perform a Concentration check as normal for continuous damage or lose the spell. This ability lasts for a number of rounds equal to the mage slayer's Wisdom modifier.

Devotee Apprentice: Beginning at 3rd level, when receiving a shadow talent, a mage slayer may select a devotee talent from the witch hunter class instead. He may select talents that require to perform a devotee strike by performing instead an attack as a standard action against the target of his enduring focus ability.

Deadly Focus (Ex): At 6th level, a mage slayer adds his Wisdom modifier to attack and damage rolls against the target of an enduring focus. This bonus is in addition to his saving throws and AC against the target's supernatural abilities, spell-like abilities and spells.

This ability modifies greater deadly focus.

Bypass Illusion (Su): At 10th level, whenever performing an attack roll against a target affected by an illusion spell (like *blur*, *mirror image* or *invisibility*), the mage slayer ignores any miss chance granted by this effect, hitting the target if his attack roll is high enough to reach the target's AC.

Swordmaster :

From Swordmaster by Dreadfox Games. Author: Reid Stewart

Braggart

Some big mouthed individuals like to exhibit their brand new masterfully crafted sword and pretend they could duel with a hand tied in their back, blindfolded, yet utterly humiliate anyone who would dare taking them to their word. But out of the lofty crowd, only a few individuals actually possess such talent for fencing, and those gems are not afraid to brag and brash about their art with self-praise or a carefree attitude. While most swordmasters learn their deadly footsteps the hard way, performing great deeds of agility and cunning swordplay after a rigorous training regiment.

Braggarts revel in humiliating their opponents and acting carelessly in battle, crafting legends of swashbuckling daredevils. But most braggarts are

perfectly conscious that they often lack the dedication, wits and wisdom of their pairs, and use their silver tongue as a veil to hide their weaknesses and inner scars.

Weapons and Armor proficiency: In addition to their normal proficiencies, braggarts are proficient with bucklers and one exotic weapon of their choice. They do not suffer penalties for wielding improvised weapons.

Bragging Rights (Ex): Braggarts use sweet words and charming wits as weapons in order to achieve their goals. At each level, a braggart receives 2 bonus skill ranks per level in addition to her normal amount of skill points (which is 2 + her Intelligence modifier, minimum 1). These skill ranks must be spent on Charisma-based skills.

Gifted Hilt (Ex): Braggarts may perform sword arts on melee attacks with any piercing or slashing melee weapon they are proficient with, as long as this weapon proficiency was granted by braggart levels or racial features. For example, a braggart choosing whips as his exotic weapon may perform sword arts with whips.

In addition, a braggart may wield a buckler or treat a dagger in her off-hand as a buckler. Though she must decide if she wishes to add its total bonus to her AC (including any enhancement bonus) before performing an attack roll. In which case she suffers a penalty to all attack rolls equal to this bonus until the beginning of her next round.

This ability modifies but is treated in all other ways as art of swordplay.

Weapon of Legacy (Ex): All braggarts carry around a weapon of great importance. Maybe they stole it from a powerful individual or it was a gift of great emotional value; maybe they found it fatefully abandoned in a field, or plunged through the now cold chest of a loved one.

Braggarts begin the game with a masterwork weapon they are proficient with and the Heirloom Weapon character trait, which applies to this weapon. Even if the weapon was magically enhanced and did not possess a mind, it deems its wielder unworthy of using its magic and denies any attempts at magically enhancing it further - which usually comes as a source of frustration to the braggart, who still would not wield any other weapon because of her prideful oath to fulfill this personal promise. Indeed, this meaningful weapon comes with at least one personal master quest that must be chosen at 1st level.

Examples of personal quests may include: “avenging my father”, “completing my lover’s quest”, “slaying the Beast”, “punishing the criminals”, “being



granted nobility”, “freeing the motherland from invaders”, “becoming a tyrant” or even “bringing this weapon back to its rightful owner”, etc.

Ultimately, a personal master quest, whether it aims for lawful or chaotic goals, typically holds a Challenge Rating at least four points higher than the **braggart’s level when first declared, making it an epic or even impossible challenge to overcome at her level.**

As long as the braggart actively works toward accomplishing her master quest thanks to this weapon, it slowly unlocks its true potential, usually doing so at stepping stones in her quest (like reaching a new land after a long travel, defeating a powerful henchman, or ceremonially burning the corpse of a friend lost to this quest).

A braggart can at any time declare a new personal master quest once her first quest is over or proved impossible to accomplish anymore (for example, a **braggart who finds out her father’s killer is dying from disease and overcome by remorse may vow to slay the real mastermind still hiding in the shadows).**

A weapon of legacy has no agenda or mind of its own, and is merely fueled by its wielder’s fiery soul. Thus if the braggart consciously and voluntarily acts against the interests of her master quest, her weapon reverts to its masterwork state until she makes up her mind, undertaking the form of a quest of her own Challenge Rating working toward her original interests. But if she decides to follow a new path, she must then bond with a new tool, eventually leaving her loyal

weapon along with her memories... maybe for another braggart to adopt as her own.

Dungeon Masters are encouraged to work with braggart players in order to make the master quest a long-term objective or a series of events leading to more drama and interesting adventures. Ideally, a braggart should always have a master quest, new odds to defy and daring challenges to overcome in a flashy way ; but as for a paladin, her quest should not lead her to failure and powers lost without it being an avoidable outcome.

This ability replaces partnered blade.

Artistic Swordplay (Ex): A braggart uses her Charisma ability score instead of her Intelligence for the purposes of meeting the prerequisites of feats, calculating the DC and effects of her sword arts, and determining the deflection bonus to AC granted by her Tactful Deflections class ability.

Strong Arm, Supple Wrist (Ex): At 2nd level, a braggart quickly learns how to protect her weapons against those who attempt to harm them. She adds the dodge bonus to AC granted by her tactful deflections class ability as a bonus to saving throws against any ability that targets her weapon. When targeted by a successful sunder or disarm attempt, she may perform a Reflex saving throw (DC equal to the attack roll) as an immediate action in order to negate the maneuver. This ability replaces awakened blade.

Soul Forging (Ex): Beginning at 3rd level, a braggart improves her weapon of legacy by working toward her goal. Instead of sundering magic items, the braggart must spend the indicated value in unrecoverable assets and consumables toward fulfilling her master quest (food, travel fees, bribery, gifts to the church, paying mercenaries, potions expended, etc), portraying her determination. Alternatively, she may sacrifice magic items closely related to her quest by symbolically destroying or losing them forever. Essentially, this ability allows a braggart to sacrifice part of her share of treasure in order to enhance her weapon through sheer determination.

When reaching the indicated gold pieces value in various fees, assets and magic essences, her meaningful weapon awakes new magic powers, exactly as a swordmaster picking new abilities for his devouring blade.

A soul forged weapon of legacy receives a bonus to hardness as normal but does not receive bonus damage against objects during tactful strikes. This ability otherwise works as per devouring blade.

Slippery Bugger (Ex): At 4th level, a braggart is so quick to act during swordfights that she may dodge even

a spell or venomous blade. As an immediate action when targeted by her current compound opponent with any effect that requires a successful Fortitude or Will saving throw, the braggart may perform a Reflex saving throw, using the result of this saving throw instead. This ability can only be used on the first saving throw required by a specific source, not on further rolls to overcome the effect. The braggart can use this ability once per day, then twice per day at 8th, and three times per day at 15th level. This ability replaces redouble.

Fiery Pride (Ex): At 5th level, a braggart's strength of character improves her ability to negate any attempts at disrupting or controlling her mind. She adds her Charisma bonus + ½ her class levels instead of her Wisdom modifier to Will saving throws against illusion, charm and compulsion effects that would clearly jeopardize the accomplishment of her master quest. Note that a creature may divert the braggart or convince her that such action is actually worth doing with good arguments or devious lies, especially if it knows about this master quest or could seduce her into acting unwittingly toward her own interests. This ability replaces swordsman intuition.

Sword Arts:

A braggart receives the following sword arts at 1st level.

LIT THE FUSE (OPENER)

"Barman ! This ugly troll's drink is on me."

Action: Standard action.

Performance: Infuriate or compel any number of creatures within 30 feet, up to your Charisma modifier, into attacking you if they fail a Will saving throw. Creatures may purposefully chose to be infuriated regardless of the result of your check, if your taunt is harsh enough to wish immediate and easy retribution against you. Creatures that succeed to this saving throw receive a cumulative +4 bonus to further saving throws against this sword art for 24 hours.

Success: Any creature you successfully infuriate gains a +2 bonus to attack rolls and strength checks against you, and suffers a -1 penalty to AC and attack rolls against other targets than yourself. Both modifiers last until the creature successfully hits you with an attack roll or a spell, or until the beginning of your next turn, whichever comes first. This effect depends on visual or audible components and may target mindless creatures.

Window: The beginning of your next turn.

EXPLOIT OPENINGS (SEQUITUR)

"Why so serious ?"

Action: Immediate action.

Trigger: A creature that you successfully infuriated, fainted or intimidated with an opener attacks you.

Performance: Attack your target. Your attack resolves before **your target's**. **You may draw a melee weapon** as part of this immediate action.

Success: Half-sword art damage. The target suffers a -2 penalty to its attack rolls for one round.

Window: The end of your next turn.

DIRTY FIGHTING (FINISHER)

"There are no low blows, only naive opponents."

Action: Full-round action.

Performance: Attack your target.

Success: Sword art damage, plus the target is sickened or entangled for 1d4+1 rounds (your choice). A successful Fortitude saving throw at DC 10 + ½ your level + your Charisma modifier reduces this duration to 1 round.

Special: Dirty Fighting can be used as part of another finisher which requires you to perform a single attack roll, adding the condition of your choice to this finisher's effect and increasing its required action to a full-round action.

More Sword Arts:

These sword arts are available to all swordmasters. In addition, all swordmasters add the following sword arts to the list they may choose from, they may pick their 1st level sword arts from this list instead:

DRAMATIC ENTRANCE (OPENER)

"Awake, iron !"

Action: Charge.

Performance: Charge a creature. Unlike a normal charge, you do not need to charge in a line, you do not receive a bonus to your attack roll, and can perform acrobatics checks (for example, by jumping on a **chandelier or sliding down a stair's guard-rail**) as part of the charge. You can charge through allies and difficult terrain. As you charge a creature, you may attempt to intimidate it as a free action through threatening words or by scraping your weapon on adjacent solids to produce sparks and a dire sound heralding impendent doom.

Success: Sword art damage. Perform an Intimidate check against the target.

Special: You may only perform this opener in your first round of a combat.

Window: The end of your next turn.

INSTINCTIVE ADAPTATION (OPENER)

"You're so hot-blooded. Ya' need to chill !"

Action: Full-round action.

Performance: You get a hold on an adjacent item or combination of items to temporarily enhance your weapon.

Success: You non-magically add the equivalent of a +1 magic weapon property to a single masterwork weapon you hold for the duration of the compound (except the **bane** property). This +1 property always either replaces a +1 property the weapon already possesses, or inflicts a -1 penalty to attack and damage rolls (your choice). For example, a braggart may imbibe his +1 weapon with **alcohol then set it on fire or douse it in alchemist's fire** in order to grant it the **flaming** property. Much like the dirty trick maneuver, this ability is situational and the DM is the final arbiter of what may be accomplished, although as a rule of thumb, most expenditures or treasure equivalents worth 50 gp or more and fitting the **weapon property's concept may be expanded or** sundered to use this opener. This opener allows you to perform a sequitur against any target within melee reach.

Special: You may use this opener to instead treat an improvised weapon as your weapon of legacy for the duration of the compound, granting the improvised **weapon your weapon of legacy's** magic enhancements.

Window: The end of your next turn.

NO PAIN, NO GAIN (OPENER)

"I gladly pay a hand for your life !"

Action: Move action.

Performance: Perform a disarm combat maneuver with an empty hand against a target wielding a slashing or piercing melee weapon. The target is flat-footed against this attack.

Success: **You grab the opponent's melee weapon, suffering the weapon's base damage (damage dice plus any enhancement bonuses or magic properties)**. You are both treated as grappled and the target is unable to use this weapon to attack. Escaping this grapple is an opposed disarm check made as a standard action instead of a grapple check, although the target may also leave this weapon to draw another one ; each opposed check deals minimum damage to your hand as if the target hit you with a melee attack even if the check is a failure. Maintaining this grapple is a move action each round, acting as an opener until the end of your turn (although you can also perform sequiturs and finishers if you open a window with a successful sequitur while using this sword art). As long as damage dealt this way has not been fully healed, this hand cannot be used to wield or hold items, including using this opener again.

Window: As long as you maintain the grapple.

TOASTY (OPENER)

"Well... cheers !"

Action: Move action.

Trigger: You quickly gulp down a tankard of alcohol you hold in your off-hand.

Effect: You may reroll a saving throw against any ongoing fear or poison effect at a +2 alchemical bonus. You receive a +4 dodge bonus to AC against attacks of opportunity for one round as you confidently tumble around. Any creature attacking you before the beginning of your next turn becomes the valid target of a sequitur until the end of your next turn.

Special: This opener can be used by a frightened braggart in order to find courage instead of fleeing.

Window: The beginning of your next turn.

TIMELY HELP (SEQUITUR)

“mind if I take this ?”

Action: Move action.

Performance: Perform a 5 foot step to enter the square of a creature.

Success: You share the square of the creature. If this creature is helpful, friendly or indifferent to you, it performs a aid another action as an immediate action to help you against the current target of your compound, as if it spent a standard action doing so. If the creature is unhelpful or hostile, it can immediately perform a free 5 foot step away from you, taking a -2 penalty to AC against your next sword art instead.

Window: The end of your next turn.

Witch Hunter:

From *The Genius Guide To: The Witch Hunter* by Rogue Genius Games. Author: Owen K.C. Stephens

Witch Eater

Predators moved by an insatiable craving for the flesh of those who delight in magic. Witch eaters are of unknown origins but often of tragic upbringing - while some superstitious tribes pretend that they are the mortal manifestations of a divine curse brought upon those who violate the purity of nature with spells, other suppose they may be the lasting results of ancient experiments meant to create wardens against magic's transgressors.

In any case, these individuals are able to track and hunt those who use or incarnate magic. While most embrace their inner savagery in order to fulfill their needs regardless of innocent lives, others take pride in controlling their abilities for the greater good, purifying evil souls by ritualistically ingesting their blood and flesh.

Magic Nose (Ex): A witch eater may smell surrounding magic. She receives the Scent ability within 30 feet, effective against witches and creatures currently under the effect of an ongoing spell. This ability replaces witch sense.

Taste for Witches (Ex): A witch eater gains a bite attack dealing 1d6 damage which she may use only when performing an anti-magic bite. This is a primary natural attack. In addition, once per day, if the witch eater engages in the consumption of a witch with at least half her hit dice killed within the last 24 hours, she may gain one of the following bonuses during 24 hours, depending on the body part she devours (which is a full-round action). The witch eater may only benefit from the consumption of a single organ at a time. While cannibalism is not an evil act by itself, cruelty, disregard for others and killing for the sole purpose of benefiting from this ability all qualify as evil. This ability replaces **the witch eater's proficiency with martial weapons.**

- **Blood:** The witch eater gains a number of temporary hit points equal to ½ the creature's number of hit dice + the creature's Constitution modifier. These hit points last for 24 hours or until expanded, whichever comes first.
- **Bones:** Her bones thicken. She receives a +1 bonus to her natural armor and DR 1/-.
- **Brain:** The witch eater gains a +2 morale bonus to the highest mental ability score of the creature eaten (usually its spellcasting ability). She also receives a +2 insight bonus to a skill that was both a class skill and the skill with the most ranks for the creature eaten.
- **Eyes:** The witch eater may see the truth hiding behind magic veils. Once during the day, as a standard action, she may cast one spell including **“Detect” in its name as a spell-like ability**, using her level as her spellcaster level.
- **Heart:** The witch eater appropriates the slain **witch's courage toward the strange and the wicked.** She gains a +2 morale bonus to Will saves against fear and mind-affecting effects.
- **Hairs:** **The witch eater's hairs improve her grasp.** She gains a +2 bonus to her CMB and CMD.
- **Muscles:** **The witch eater absorbs the slain witch's strength.** Once during the following day, she may enter into a rage like a barbarian of her level for up to a number of rounds equal to her Wisdom modifier. If she is Neutral or Lawful, she may instead receive a controlled rage like the urban barbarian archetype.



Anti-Magic Bite (Su): A witch eater receives the ability to disrupt a creature's spellcasting. When she takes a standard action or charge to make a single bite attack, she may declare this attack to be an anti-magic bite. Such attack seals the target's spellcasting abilities ; the witch eater may roll twice against any miss chance granted by a spell like *blur* or *mirror image*. If the attack hits, the target must instantly perform a Will saving throw (DC 10 + 1/2 the witch eater's level + her Wisdom modifier) or temporarily lose one of her highest level spell slots, prepared spells or spell-like abilities (selected at random). In addition, any target hit by an anti-magic strike must perform a Concentration check (DC 10 + the witch eater's level) whenever casting a spell or spell-like ability or lose the spell ; contrary to other situations requiring additional concentration checks, the target needs not perform this check if another Concentration check at a higher DC is required to cast this spell (for example, because the target is already grappled or damaged while casting the spell). Both of these effects last for a number of rounds equal to the witch eater's Wisdom modifier. A witch eater receives one daily use of this ability per class level. This ability replaces, but is treated as devoted strike for the purposes of feats and talents.

Eldritch Regeneration (Su): A witch eater's body quickly adapts to even the most destructive magic and uses it to mend her wounds. When suffering hit points damage from a harmful spell or spell-like ability, she may sacrifice a number of daily anti-magic bites equal to

the spell's level as an immediate action to receive a regeneration value equal to her Wisdom modifier for a number of rounds equal to the spell's level (minimum 1). This regeneration can only bring back the hit points lost from the spell itself. Multiple instances of this regeneration do not stack, only the longest duration applies at a time. While under the effects of this regeneration, the witch eater cannot be killed by magical sources (including magic weapons), though spells and weapons deal damage as normal and the witch eater can die from this damage when her regeneration ends.

Devotee Talent : All witch hunters add the following talent to the list they may choose from :

Canned (Ex): A witch hunter with this talent receives the Brew Potion feat. To brew a potion, the witch hunter must first notice a witch casting this spell and identify it as it is being cast with a successful Knowledge (arcana) check. Then, by slaying this witch and infusing drops of its blood within 24 hours, the witch hunter may produce a potion out of this spell as normal, as if she cast it herself. A witch eater with this talent may instead use it to store a single organ from a slain witch much like fruit preserves or pâtés, paying 100 gp x the witch's hit dice in regents and natural conservatives and cooking for 1 hour. This organ may then be consumed by the witch eater as a potion at any time.

Savage Consumption (Su): At 3rd level, a witch eater's bite attack receives the **Grab** ability. Once per round when maintaining a grapple and using the option to deal damage with her bite as part of maintaining the grapple, the witch eater may perform an anti-magic bite as part of dealing damage. This ability replaces detect curse.

Taste for Magic (Su): At 5th level, a witch eater may latch onto a magic effect in order to suck its essence. When performing an anti-magic bite, instead of dealing the bite's normal penalties, the witch eater may produce the effects of a targeted *dispel magic* spell using her level as her spellcaster level for the purposes of this ability. On a successful check, the effect (spell, object, creature...) is dispelled as normal and the witch eater receives **1d8 + the spell's level as temporary hit points** that last for 1 minute or until expanded, whichever comes first.

Bewitched Gourmet (Ex): At 9th level, the witch eater may receive the benefits of consuming two witch organs at a single time. She may instead eat a single organ, in which case she receives the following advantages instead :

- **Blood:** The witch eater gains a number of temporary hit points equal to $\frac{1}{2}$ the creature's number of hit dice + the creature's Constitution modifier. These hit points last for 24 hours or until expanded, whichever comes first. Once during the day, she may lose all these remaining temporary hit points as an immediate action to reroll a Fortitude saving throw or instantly end a bleeding effect.
- **Bones:** The witch eater receives a +2 bonus to her natural armor and DR 2/-.
- **Brain:** The witch eater gains a +4 enhancement bonus to the highest mental ability score of the creature eaten (usually its spellcasting ability). She also receives a +4 competence bonus to a skill that was both a class skill and the skill with the most ranks for the creature eaten.
- **Eyes:** When consuming the witch's eyes, the witch eater picks one spell including "*Detect*" in its name ; she receives the benefits of this spell for 24 hours. As a full-round action, she may change the active spell to another meeting the same prerequisites.
- **Heart:** The witch eater gains a +4 morale bonus to Will saves against fear and mind-affecting effects.
- **Hairs:** The witch eater gains a +4 bonus to her CMB and CMD.
- **Muscles:** When entering a rage, the witch eater receives the effects of the Superstition barbarian rage power as a 1st level barbarian.

Wolf Shifter

From the free online version of Wayfinder #5 by Paizo Fans United

Werebeast

Hybrid Transformation (Su): A werebeast may be cursed with the essence of a creature other than a wolf's. If she receives natural attacks she already possesses from totem rage powers, the damage of these natural attacks increases by one step as per the Improved Natural Attack feat. While in hybrid form, she receives the following benefits depending on the animal taking over her:

- a feline (or fast dinosaur) werebeast gains a +4 morale bonus to her Dexterity. She also gains low-light vision and two claws, primary natural attacks dealing 1d4 points of damage.
- a big cat werebeast gains a +2 morale bonus to her Strength and Dexterity. She also gains low-light vision, a bite as primary natural attack dealing 1d6 damage (1d4 if small), and two claws as secondary natural attacks dealing 1d4 points of damage (1d3 small).
- a bat werebeast gains a +2 morale bonus to her Strength and a +2 morale bonus to her Constitution. She receives blindsense within 15 feet, and a bite dealing 1d3 points of damage (1d2 if small). This natural attack has the grab (same size or smaller) and blood drain (1d2 Constitution damage) properties.
- an ursidae werebeast gains a +2 morale bonus to her Strength and a +4 morale bonus to her Constitution. She also gains a bite as primary natural attack dealing 1d6 damage (1d4 if small) with the grab property, and two claws as secondary natural attacks dealing 1d4 points of damage (1d3 small).
- a rodent werebeast gains a +4 morale bonus to her Dexterity and a +2 morale bonus to her Constitution. She also gains a bite attack dealing 1d6 points of damage (1d4 if small), the poison use ability with this natural attack, allowing her to safely poison her bite with toxins or diseases, and adds 10 feet to her base speed.
- a boar werebeast gains a +4 morale bonus to her Constitution. She also gains Scent within 15 feet and a gore attack dealing 1d6 points of slashing damage (1d4 if small) plus 1 point of bleeding at 1st level, plus 1 at level 4 and every 4 levels thereafter (8th,

12th, 16th, 20th), up to 6 points of bleeding at 20th level.

- a bull werebeast gains a +2 morale bonus to her Strength and Constitution. She also gains a gore attack dealing 1d6 points of damage (1d4 if small), and may perform a free bull rush attempt that does not provoke attacks of opportunity at the end of a charge attack using her gore.
- a snake werebeast gains a +4 morale bonus to her Dexterity and a +2 natural armor bonus to AC. She also gains a bite attack dealing 1d4 damage (1d3 if small) plus weresnake venom once per round, up to a number of times per day equal to her Constitution modifier. (**Weresnake Venom:** Injury; *save* [Fort](#) DC 10 + 1/2 the weresnake's [Hit Dice](#) + her [Constitution](#) modifier; *frequency* 1/round for 6 rounds; *effect* 1d2 [Dex](#); *cure* 1 save.)
- a tyrant dinosaur werebeast gains a +4 morale bonus to her Strength and a +2 natural armor to AC, but her arms and legs become too deformed to wield any weapons or shields besides armor-integrated weapons like armor spikes or boulder helmets. She gains a primary bite attack dealing a base 2d6 damage (1d8 if small), +2 at 4th level and every 4 levels later (8th, 12th, 16th, 20th, up to 2d6+10 at level 20). This bonus damage is multiplied on a critical hit or added on each additional damage roll granted by a Vital Strike, whichever deals higher damage on the final roll.
- a mastodont werebeast gains a +4 morale bonus to her Strength and a +4 morale bonus to her Constitution. She also receives a gore primary natural attack dealing 1d6 damage (1d4 if small).
- a shark werebeast gains a +2 morale bonus to her Strength and Wisdom. She receives the hold breath monster ability, a +4 bonus to swim checks and may move up to her base speed in water on a successful swim check made as a move action. Finally, she receives a bite primary natural attack dealing 1d6 damage (1d4 if small) with a 19-20 critical hit range.
- a horse werebeast gains a +2 morale bonus to her Strength. She is treated as quadruped for the purposes of her CMD, and mounted on herself for the purposes of combat feats (like Mounted Combat or Spirited Charge). She receives two hooves as secondary natural attacks dealing 1d4 damage (1d3 if small).
- a raptor bird werebeast gains a +2 morale bonus to her Dexterity and Wisdom. She receives a bite primary natural attack dealing 1d6 damage (1d4 if small). On a successful hit with her bite, she may attempt a dirty trick maneuver against her opponent as a swift action; this maneuver does not



provoke attacks of opportunities from the target of the maneuver.

This ability modifies, but is treated as the hybrid transmutation ability.

Beast Transformation (Su): A werebeast's abilities, when changed in true animal shape, vary upon the beast spirit they are bestowed. Depending on the animal they may turn into, they receive the following abilities. The modification to base speed is effective regardless of the werebeast's base speed in her natural shape or hybrid transformation :

- a feline (or fast dinosaur) werebeast may pounce on a target, but only with the two claws she receives while on hybrid shape. She receives a bonus rake attack dealing 1d4 damage plus 1-1/2 her Strength modifier if both of her claws hit during the same pounce attack. Base speed 50 feet.
- a big cat werebeast gains an additional +2 morale bonus to her Strength and Dexterity and her two claws become primary natural attacks. Once per round, she may declare one of her claw attacks to be empowered before performing an attack roll, dealing damage as a two-handed weapon on a hit.
- a bat werebeast receives a 40 feet fly speed (good), reduced as normal by her encumbrance. Fly is

always a class skill for a bat werebeast. Her base speed is reduced to 10 feet.

- an ursidae werebeast receives the Scent ability over 30 feet, and her claws become primary natural attacks. Base speed 40 feet.
- a rodent werebeast gains a +4 bonus to Stealth and Perception checks and to Fortitude checks against poison, disease or necromancy effects. Base speed 40 feet.
- a boar werebeast gains a +2 bonus to Fortitude saving throws and deals double damage and bleed damage with a gore attack made at the end of a charge. Base speed 30 feet.
- a bull werebeast gains the ability to perform a free overrun combat maneuver at a +5 bonus against any enemy she successfully bull rushes. She performs this combat maneuver roll at the end of her bull rush. This maneuver does not provoke attacks of opportunities. Base speed 40 feet.
- a snake werebeast gains a +4 bonus to Escape Artist and to her CMB for the purposes of grapple checks. She cannot be tripped. Base speed 20 feet.
- a tyrant dinosaur werebeast receives a +4 bonus to Intimidate checks to demoralize adversaries in combat. Her bite attack receives the grab ability, and she may swallow a smaller foe she grappled through her bite attack, dealing her Strength modifier as damage each round to the creature in her stomach. Her stomach has 10 AC + her Constitution modifier + her natural armor bonus to AC (if any), and 1/4 of the werebeast's hit points. If the creature she swallowed becomes too big to fit in her stomach, the creature is expelled from the stomach in an adjacent square and the werebeast becomes nauseated for one round. Her stomach may contain up to one creature smaller than herself (x2 per smaller size category). Base speed 30 feet.
- a mastodont werebeast receives a free attack with her gore natural attack during any successful overrun maneuver, and may overrun several creatures in a row during a charge, suffering a cumulative -5 penalty to her maneuver for each subsequent creature she tries to overrun. Base speed 20 feet.
- a shark werebeast receives a 40 feet swim speed and the keen scent ability within 80 feet. She loses her base land speed.
- a horse werebeast may be used like a mount by another creature of her size or smaller. Base speed 40 feet.
- a raptor bird werebeast receives a 40 feet fly speed (good), reduced as normal by her encumbrance, and two talons (claws) as secondary natural attacks dealing 1d6 damage (1d4 if small). Fly is always a

class skill for a raptor bird werebeast. Her base land speed is reduced to 10 feet.

This ability modifies, but is treated as the wolf transformation ability.

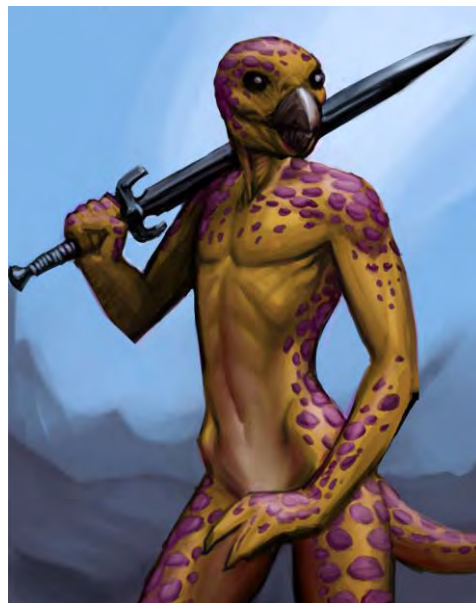
Kin Empathy (Ex): At 3rd level, a werebeast may use wild empathy like a druid on creatures with which she shares a base type. She also receives a +4 bonus to Diplomacy and Intimidate checks on creatures sharing racial features (thus a bull werebeast could for example use wild empathy on bovines, and receive a skill bonus against minotaurs).

Greater Transformation (Su): At 11th level, a werebeast in hybrid or base shape deals damage two steps higher than normal with natural attacks she receives through the hybrid transformation or beast transformation ability (treat this damage as if the werebeast took the Improved Natural Attack feat twice). This increase does not apply to natural attacks gained through other means, like racial traits or rage powers.

This ability replaces the wolf shifter's increase to natural attack damage rolls but otherwise works as per the wolf shifter ability of the same name.

Mighty Transformation (Su): At 20th level, a werebeast in hybrid or base shape deals damage as if she was one size category larger with natural attacks she receives through the hybrid transformation or beast transformation ability.

This ability replaces the increase to bite damage rolls and otherwise works as per the wolf shifter ability of the same name.



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101 Renegade Class Feats



PATHFINDER
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