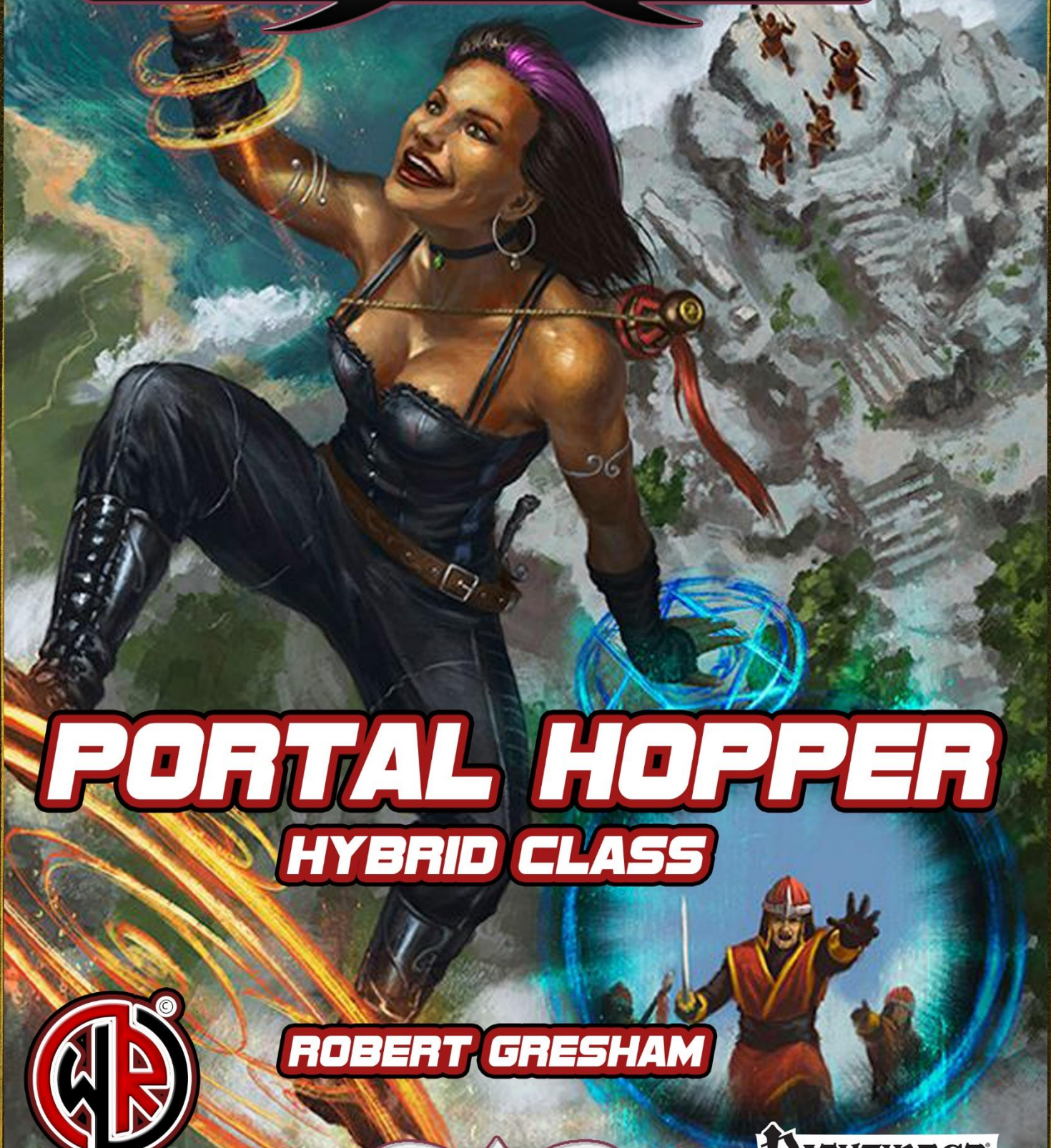


הַאֲרָבִים הַבְּרִיטָנִים הַבְּרִיטָנִים הַבְּרִיטָנִים הַבְּרִיטָנִים הַבְּרִיטָנִים הַבְּרִיטָנִים הַבְּרִיטָנִים הַבְּרִיטָנִים הַבְּרִיטָנִים הַבְּרִיטָנִים

SHATTERED SKIES

הַאֲרָבִים הַבְּרִיטָנִים הַבְּרִיטָנִים הַבְּרִיטָנִים הַבְּרִיטָנִים הַבְּרִיטָנִים הַבְּרִיטָנִים הַבְּרִיטָנִים הַבְּרִיטָנִים הַבְּרִיטָנִים הַבְּרִיטָנִים



PORTAL HOPPER

HYBRID CLASS



ROBERT GRESHAM

PUBLISHING

D&D
DATHFINDER
ROLEPLAYING GAME COMPATIBLE

PORTAL HOPPER

HYBRID CLASS

Table of Contents

Portal Hopper Hybrid Class	2
Table: Portal Hopper	3
New Feats	6
Table: Portal Hopper Flurry of Blows Damage	6
OGL	7

AUTHOR Robert Gresham
COVER ARTISTS Enmanuel Martinez Lema
INTERIOR ARTIST Gary Dupius
CREATIVE DIRECTOR Robert Gresham
EDITOR Robert Gresham
WAYWARD ROGUES PUBLISHING LOGO BY
Robert Gresham
PAGE BACKGROUNDS Lord Zsezse
LAYOUTS BY Robert Gresham
PUBLISHER Robert Gresham

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Wayward Rogues Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.



PORTAL HOPPER

It is whispered that within the ranks of Hell's armies are infernal, monastic orders that specialize in stepping in and out of dimensions to combat their foes. Over the millennia, these secrets have passed out of the pit and to the half-devil offspring of these terrifying monks, now accessible like forgotten memories. With powerful blood coursing through their veins, these now distant relatives can locate the thin places between dimensions and step through them, sometimes with dizzying speeds. They are portal hoppers, and as they unravel the mysteries of the multiverse, they learn greater and greater abilities.

Role: Portal hoppers are primarily combatants, relying on unarmed combat or light weapons and rapiers. They are fast, and assist parties much like rangers, sometimes scouting ahead for danger with their portal hop ability. Unlike traditional monks, portal hoppers are not required to be of lawful alignment, however the majority encountered are. The occasional larcenous portal hopper can plague communities as an unparalleled burglar, and particularly evil ones find work as assassins.

Alignment: Any (usually lawful)

Hit Die: d8

Starting Wealth: 2d6 × 10 gp (average 70 gp.) In addition, portal hoppers begin play with an outfit worth 10 gp or less.

Parent Classes: Monk and Sorcerer.

Skill Ranks per Level: 4 + Int modifier.

CLASS SKILLS

The portal hopper's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

CLASS FEATURES

The following are the class features of the portal hopper.

Weapon and Armor Proficiencies: Portal hoppers are proficient with all simple and light weapons, as well as the cutlass, rapier, scimitar, and sword cane. They are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a portal hopper loses her AC bonus, as well as her fast movement and flurry of blows abilities.

AC Bonus (Ex): When unarmored and unencumbered, the portal hopper adds her Wisdom bonus (if any) to her AC and his CMD. In addition, a portal hopper gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four portal hopper levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the portal hopper is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Portal hop (Su): At 1st level, a portal hopper can teleport to a nearby space as a swift action as if using *dimension door*. This movement does not provoke an attack of opportunity. The portal hopper must be able to see the space that she is moving into. She cannot take other creatures with her when she uses this ability (except for familiars). The portal hopper can move 5 feet per (portal hopper) levels she possess (minimum 5 feet). Portal hoppers can use this ability a number of times per day equal to 3 + their portal hopper level.

Additionally, the portal hopper can choose also to create a dimensional crack that only she can step through to reach another location. This ability is used as part of a move action or withdraw action, allowing her to move up to 10 feet per portal hopper level to any location she can see. This counts as 5 feet of movement. She can only

only use this ability once per round, but it does not count towards the total number of times per day the portal hopper can portal hop. She does not provoke attacks of opportunity when moving in this way, but any other movement she attempts as part of her move action provokes as normal.

Beginning at 5th level and every 5 levels thereafter, the portal hopper may take one additional creature with her as long as the additional character(s) are the same size or smaller than the portal hopper.

At 10th level the portal hopper may include one creature, one size category larger than herself, when portal hopping.

At 20th level there is no limit to the number of times per day a portal hopper can use portal hop.

Flurry of Blows At 1st level, a portal hopper can make a flurry of blows as a full-attack action. When making a flurry of blows, the portal hopper can make one additional attack at her highest base attack bonus. This additional attack stacks with the bonus attacks from haste and other similar effects. When using this ability, the portal hopper can make these attacks with any combination of her unarmed strikes and weapons that have the monk special weapon quality. She takes no penalty for using multiple weapons when making a flurry of blows, but she does not gain any additional attacks beyond what's already granted by the flurry for doing so. (She can still gain additional attacks from a high base attack bonus, from this ability, and from haste and similar effects).

At 11th level, a portal hopper can make an additional attack at her highest base attack bonus whenever she makes a flurry of blows. This stacks with the



TABLE: PORTAL HOPPER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows Attack Bonus	Unarmed Strike	AC Bonus	Fast Movement
1st	+0	+0	+2	+2	AC bonus, flurry of blows, portal hop, unarmed strike	-1/-1	1d6	+0	+0 ft.
2nd	+1	+0	+3	+3	Dimensional reservoir, evasion, portal exploit	+0/+0	1d6	+0	+0 ft.
3rd	+2	+1	+3	+3	Fast movement	+1/+1	1d6	+0	+10 ft.
4th	+3	+1	+4	+4	Portal exploit, portal strike	+2/+2	1d8	+1	+10 ft.
5th	+3	+1	+4	+4	High jump	+3/+3	1d8	+1	+10 ft.
6th	+4	+2	+5	+5	Portal exploit	+4/+4/-1	1d8	+1	+20 ft.
7th	+5	+2	+5	+5	Planar healing	+5/+5/+0	1d8	+1	+20 ft.
8th	+6/+1	+2	+6	+6	Dimensional mobility 1, portal exploit	+6/+6/+1/+1	1d10	+2	+20 ft.
9th	+6/+1	+3	+6	+6	Improved evasion	+7/+7/+2/+2	1d10	+2	+30 ft.
10th	+7/+2	+3	+7	+7	Advanced exploits	+8/+8/+3/+3	1d10	+2	+30 ft.
11th	+8/+3	+3	+7	+7	Infernal Heritage, portal strike	+9/+9/+4/+4/-1	1d10	+2	+30 ft.
12th	+9/+4	+4	+8	+8	Portal exploit	+10/+10/+5/+5/+0	2d6	+3	+40 ft.
13th	+9/+4	+4	+8	+8	Diamond soul	+11/+11/+6/+6/+1	2d6	+3	+40 ft.
14th	+10/+5	+4	+9	+9	Portal exploit	+12/+12/+7/+7/+2	2d6	+3	+40 ft.
15th	+11/+6/+1	+5	+9	+9	Dimensional mobility 2	+13/+13/+8/+8/+3/+3	2d6	+3	+50 ft.
16th	+12/+7 /+2	+5	+10	+10	Portal exploit	+14/+14/+9/+9/+4/+4/-1	2d8	+4	+50 ft.
17th	+13/+8 /+3	+5	+10	+10	Blurring step	+15/+15/+10/+10/+5/+5/+0	2d8	+4	+50 ft.
18th	+13/+8 /+3	+6	+11	+11	Portal exploit	+16/+16/+11/+11/+6/+6/+1	2d8	+4	+60 ft.
19th	+14/+9 /+4	+6	+11	+11	Empty body	+17/+17/+12/+12/+7/+7/+2	2d8	+4	+60 ft.
20th	+15/+10/+5	+6	+12	+12	Dimensional mobility 3, portal exploit	+18/+18/+13/+13/+8/+8/+3	2d10	+5	+60 ft.

first attack from this ability and additional attacks from haste and similar effects.

Unarmed Strike At 1st level, a portal hopper gains Improved Unarmed Strike as a bonus feat. A portal hopper's attacks can be with fists, elbows, knees, and feet. This means that a portal hopper can make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a portal hopper striking unarmed. A portal hopper can apply her full Strength bonus on damage rolls for all her unarmed strikes. A portal hopper's unarmed strikes deal lethal damage, although she can choose to deal nonlethal damage with no penalty on her attack roll. She can make this choice while grappling as well.

A portal hopper's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

The damage dealt by a portal hopper's unarmed strike is determined by the unarmed damage column on Table: Portal Hopper. The damage listed is for Medium portal hopper.

Dimensional Reservoir (Su): At second level a portal hopper gains an innate pool of magical energy that she can draw upon to enhance her portal exploits (see below). The portal hopper's dimensional reservoir can hold a maximum amount of magical energy equal to 3 + the portal hopper's level. Each day, the portal hopper's dimensional reservoir fills with raw magical energy, gaining a number of points equal to 3 + 1/2 her portal hopper level. Any points she had from the previous day are lost. She can also regain these points through some portal exploits. The dimensional reservoir can never hold more points than the maximum amount noted above; points gained in excess of this total are lost.

Points from the dimensional reservoir are used to fuel many of the portal hopper's powers.

Portal Exploits The very act of portal hopping empowers the portal hopper, granting her increasingly greater abilities. At 2nd level and every even level thereafter (4th, 6th, 8th, etc.) the portal hopper chooses a portal exploit that she can activate with points from her dimensional reservoir whenever she portal hops. Unless otherwise noted, the DC's for portal exploits is equal to 10 + the portal hopper's character level + her Wisdom modifier. Activating an exploit is a free action that occurs during a portal hop.

Backdraft (Su): when portal hopping, the portal hopper can spend 1 point from her dimensional reservoir to produce a 10-foot-long cone of fire and wind originating from the space she hops from, toward the space she hops to, using the shortest, most direct route. All creatures caught in this cone take 2d6 points of fire damage—a successful Reflex save halves this damage. Any creature that fails to resist this spell with a Reflex save must immediately make a DC 12 Fortitude save or be knocked prone by the blast of wind. A portal hopper must be at least 4th level to choose this exploit.

Bam (Su): the portal hopper can spend 1 point from her dimensional reservoir to cause a vacuum in a 10-foot radius centered on the space she hops from during her portal hop. Creatures caught in the vacuum are pulled toward this space, with a bull rush attempt. The force has a Strength modifier equal to the portal hopper's Wisdom modifier. The CMB for the force's bull rush uses the portal hopper's portal hopper level as its base attack bonus, adding the force's Strength modifier. If the bull rush succeeds, the force pulls creatures toward the portal hopper's former space in a straight line, and the creature must make a Reflex save or fall prone. Creatures within the vacuum take 1d4 points of force damage per two portal hopper levels as the air is sucked violently from their lungs. Multiple creatures who fall prone also slam into each other, suffering 1d6 points of bludgeoning damage each.

Objects caught in the vacuum, provided they weighs no more than 25 pounds per portal hopper level (maximum 250 pounds), are pulled toward the former occupied space, taking 1d6 points of bludgeoning damage each if they strike other objects or creatures. If the object weighs at least 5 lbs., and

strikes creatures within the vacuum, they deal 1d6 points of bludgeoning damage to the creature. A portal hopper must be 6th level to select this exploit.

Boom (Su): The portal hopper can spend 1 point from her dimensional reservoir to cause a fist-sized ball of force, resembling a sphere of spikes, to explode outward in a 10-foot burst after she portal hops, ramming creatures and objects for 1d6 points of force damage per two portal hopper levels she possesses.

A creature struck is subject to a bull rush attempt. The force has a Strength modifier equal to the portal hopper's Wisdom modifier. The CMB for the force's bull rush uses the portal hopper's portal hopper level as its base attack bonus, adding the force's Strength modifier. If the bull rush succeeds, the force pushes the creature away from the portal hopper in a straight line, and the creature must make a Reflex save or fall prone.

This ability pushes unattended objects struck by it 20 feet away from the portal hopper, provided it weighs no more than 25 pounds per portal hopper level (maximum 250 pounds). Versus doors and other obstacles, the exploit attempts a Strength check to destroy it if the sheer damage inflicted by the ability doesn't. A portal hopper must be 6th level to select this exploit. If a portal hopper possesses the bam exploit, she can choose to activate both exploits, with no additional cost.

Cloud of Smoke (Su): The portal hopper can spend 1 point from her dimensional reservoir to create a 10-foot-radius cloud of smoke originating from the space she hops from or the space she hops to. Creatures inside the cloud take a -2 penalty on attack rolls and Perception skill checks for as long as they remain inside and for 1 round after exiting the cloud. Creatures inside the cloud gain concealment from attacks made by opponents that are not adjacent to them.

Corrupting Touch (Sp): The portal hopper can spend 1 point from her dimensional reservoir to cause a creature to become shaken after a successful melee touch attack. This effect persists for a number of rounds equal to 1/2 the portal jumper's level (minimum 1). Creatures shaken by this ability radiate an aura of evil, as if they were an evil outsider (see *detect evil*). Multiple touches do not stack, but they do add to the duration.

Dimensional Hop (Su): By spending 1 point from her dimensional reservoir, the portal hopper can choose during her hop to gain the full benefits of the *dimension door* spell as if she were a sorcerer/wizard of 8th caster level. She must have line of sight to the space she is hopping to. A portal hopper must be 8th level before she may select this exploit.

Distracting Jaunt (Su): By spending 1 point from her dimensional reservoir, the portal hopper becomes harder to pinpoint after her hops. Any creature that is readying an attack to target the portal hopper after her hop must make a successful DC 15 Sense Motive check or suffer a -4 penalty to this attack. Attacks that focus on an area and not a target aren't affected by distracting jaunt. This effect lasts for 1 minute per portal hopper level.

Empowered hop, strength (Su): Portal hopping makes the portal hopper stronger. By spending 1 point from her dimensional reservoir she gains a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier. This effect lasts for 1 minute per half the characters portal hopper level (minimum 1 minute).

Empowered hop, wisdom (Su): Portal hopping grants amazing insights to the workings of the multiverse. By spending 1 point from her dimensional reservoir, the portal hopper gains a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. If the portal hopper has levels in any wisdom-based spellcasting classes (cleric, ranger, etc) she does not gain any additional bonus spells for this increased Wisdom, but the save DCs for her spells increase. This effect lasts for 1 minute per half the characters portal hopper level (minimum 1 minute).

Ethereal Fist (Su): By spending 1 point from her dimensional reservoir, for one minute after her hop, the portal hopper's hands reach simultaneously into the Ethereal and Material planes, allowing her to deal normal damage with claws, unarmed strikes, and touch spells or effects to ethereal creatures. Miss chance due to etherealness (such as from the *blink* spell) doesn't apply, though miss chance based on concealment does. A portal hopper must be 6th level before selecting this exploit.

Flame Arc (Su): The portal hopper can unleash an arc of flame by expending 1 point from her dimensional reservoir. This creates a 30-foot line of flame that deals 1d6 points of fire damage + the portal hopper's Wisdom modifier, plus an additional 1d6 points of fire damage for every 2 levels beyond 1st (to a maximum of 10d6 at 19th level) to each target in the line. Creatures in the area of effect may attempt a Reflex saving throw to halve the damage.

Force Field (Su): By spending 1 point from her dimensional reservoir the portal hopper can create a hemispherical dome of force with hardness 20 and a number of hit points equal to 10 per portal hopper level, with a 5-foot radius centered on herself. The bottom edge of the dome forms a relatively watertight space if she is standing on a reasonably flat surface. The dome shape means that falling debris (such as rocks from a collapsing ceiling) tend to tumble to the side and pile up around the base of the dome. If the portal hopper makes a DC 20 Craft (stonemasonry), Knowledge (engineering), or Profession (architect or engineer) check, the debris is stable enough that it retains its dome-like configuration when the spell ends, otherwise it collapses. This field lasts for 1 round per portal hopper level. A portal hopper must be 8th level before selecting this exploit.

Force Strike (Su): The portal hopper can unleash a blast of force by expending 1 point from her dimensional reservoir. This attack automatically strikes one target within 30 feet (as magic missile) and deals 1d4 points of force damage, plus 1 point of damage per portal jumper level. Spells and effects that negate magic missile also negate this effect.

Hallucinogenic Smoke (Sp): By spending 1 point from her dimensional reservoir the portal hopper can make dark gray smoke seep from her eyes, ears, and mouth for 2 minutes. This smoke doesn't hamper her vision. She may immediately exhale the smoke in a 30-foot cone or do so in a later round as a standard action. Each living creature caught within the cone must succeed at a Fortitude save or be nauseated for 1 round per portal hopper as it is wracked with waves of nausea and disorienting visions. If it succeeds at its Fortitude save, the creature is instead sickened for 1d4 rounds. If the portal hopper doesn't expel the smoke within 2 minutes, she suffers the smokes effects instead. A portal hopper must be 8th level before selecting this exploit.

Infernal Resistances (Ex): By spending 1 point from her dimensional reservoir, the portal hopper gains resist fire 5 and a +2 bonus on saving throws made against poison. At 9th level, this resistance to fire increases to 10 and the bonus on poison saving throws increases to +4.

Planar Parry and Riposte (Ex): Phasing between dimensions can offer glimpses of the immediate future. By spending 1 dimensional reservoir point, until the beginning of the portal hopper's next turn, when an opponent makes a melee attack against her, she can attempt to parry one of the attacks. The portal hopper makes an attack roll as if she were making an attack of opportunity; for each size category the attacking creature is larger than the portal hopper, the portal hopper takes a -2 penalty on this roll. If her result is greater than the attacking creature's result, the creature's attack automatically misses. The portal hopper must declare the use of this ability after the creature's attack is announced, but before its attack roll is made. Upon performing a successful parry the portal hopper can, as an immediate action, make an attack against the creature whose attack she parried, provided that creature is within her reach. If no attacks are made against the portal hopper during this period, she may attempt to regain the dimensional reservoir point if she makes a successful DC 15 Will save.

Slashing Step (Ex): Following the portal hop, the portal hopper gains the benefits of the Weapon Finesse feat until the beginning of her next turn and can apply it to any weapon she is proficient with, even if it is not a light weapon. She applies her Wisdom modifier instead of her Intelligence modifier to this attack.

Spell Resistance (Su): By spending 1 dimensional reservoir point, the portal hopper can grant herself spell resistance for a number of rounds equal to her Wisdom modifier (minimum 1) as a standard action by expending 1 point from her dimensional reservoir. This spell resistance is equal to 6 + her portal hopper level and cannot be suppressed, but it can be ended as a free action on her turn.

Advanced Exploits: Beginning at 10th level, and every even level thereafter (12th, 14th, 16th, etc.), a portal hopper may select an advanced exploit whenever she may select a new portal exploit.

Dimensional Seal (Su): The portal hopper can expend 1 point from her dimensional reservoir to emanate a field centered on herself which blocks dimensional travel—including summoning and teleportation effects, as well as the portal hop ability and any portal exploits—in a radius of 5 feet per arcanist level for a number of minutes equal to her Charisma modifier (minimum 1). She may dismiss this effect at will.

Ethereal Jaunt (Sp): By spending 1 point from her dimensional reservoir, the portal hopper becomes ethereal, along with her equipment as per the *ethereal jaunt* spell. The duration of this effect is 1 minute per portal hopper level. A portal hopper must be 14th level before selecting this exploit.

Greater Spell Resistance (Su): Whenever the portal hopper uses the spell resistance portal exploit, the spell resistance is equal to 11 + the portal hopper's level. The portal hopper must have the spell resistance exploit to select this advanced exploit.

Hellfire (Sp): By expending 1 point from her dimensional reservoir, the portal hopper can call down a column of hellfire. This 10-foot-radius burst does 1d6 points of fire damage per portal hopper level. Those caught in the area of this blast receive a Reflex save for half damage. Good creatures that fail their saves are shaken for a number of rounds equal to the portal hopper's character level. The DC of this save is equal to 10 + 1/2 the portal hopper's level + the portal hopper's Wisdom modifier. This power has a range of 60 feet.

On Dark Wings (Su): By spending 1 point from her dimensional reservoir, the portal hopper can grow fearsome bat wings as a standard action, giving her a fly speed of 60 feet with average maneuverability. These wings can be dismissed as a free action, otherwise they remain for 24 hours. She must be 16th level before she can select this exploit.

Plane Shift (Sp): By spending 1 point from her dimensional reservoir, the portal hopper can move herself or some other creature to another plane of existence or alternate dimension as the spell *plane shift*. The portal hopper is limited by her character level for the purposes of affecting other, willing persons (per her portal hop ability).

Power of the Pit (Su): The portal hopper becomes infused with vile power. She gains immunity to fire and poison, resistance to acid 10 and cold 10, plus the ability to see perfectly in darkness of any kind to a range of 60 feet. Portal hoppers may only select this exploit at 20th level, but its effects are constant and require no activation from the portal hopper's dimensional reservoir.

Resistance Drain (Su): Whenever the portal hopper is using the spell resistance portal exploit, she can end the effect as an immediate action whenever her spell resistance successfully protects her from a spell cast by a foe. If she does so, she adds a number of points to her dimensional reservoir equal to 1/2 the level of the spell. These points are temporary and are lost after 10 minutes unless used. Points gained in excess of her dimensional reservoir's maximum are lost. The portal hopper must have the greater spell resistance exploit to select this exploit.

Teleport (Sp): By spending 1 point from her dimensional reservoir, the portal hopper can instantly transport to a designated destination, which may be as distant as 100 miles per portal hopper level. This ability functions as the spell *teleport*, however the portal hopper is limited by her character level for the purposes of affecting other, willing persons (per her portal hop ability).

Evasion (Ex): At 2nd level or higher, a portal hopper can avoid damage from many area-effect attacks. If a portal hopper makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a portal hopper is wearing light armor or no armor. A helpless portal hopper does not gain the benefit of evasion.

Fast Movement (Ex): At 3rd level, a portal hopper gains an enhancement bonus to her land speed, as shown on Table: portal hopper. A portal hopper in armor or carrying a medium or heavy load loses this extra speed.

Portal Strike (Su): Beginning at 4th level, a portal hopper gains the ability to strike opponents through portals she creates. As a standard action she opens a dimensional rift that exits adjacent to an enemy, and may attack through it with an unarmed strike, natural attack, or a melee weapon. Creatures unaware of the portal hopper's ability are considered flat-footed against this

attack (they are considered "aware" if they witness the character portal hop).

At 11th level she may portal strike as a swift action. The portal hopper can use this ability a number of times equal to 3 + her Wisdom modifier each day.

High Jump (Ex): At 5th level, a portal jumper adds her character level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, she always counts as having a running start when making jump checks using Acrobatics. By spending 1 point from her dimensional reservoir as a swift action, she gains a +20 bonus on Acrobatics checks made to jump for 1 round.

Planar Healing (Su): At 7th level or higher, a portal jumper can heal her own wounds as a standard action. She can heal a number of hit points of damage equal to her portal hopper level by using 2 points from her dimensional reservoir.

Dimensional Mobility (Su): Beginning at 8th level, the portal hopper can shift between opponents, teleporting distances for and additional strike. After making her first attack against an opponent during the round, the portal hopper may spend 1 point from her dimensional reservoir to teleport as dimension door, adjacent to another opponent in her line of sight as an immediate action. She may then perform a second attack, if she hasn't already this round.

At 15th level the portal hopper can spend 2 points from her dimensional reservoir to teleport and attack a third opponent during the round, or the first opponent again, as a free action. Teleporting between opponents this way does not provoke attacks of opportunity.

At 20th level the portal hopper can spend 1 point from her dimensional reservoir to teleport to a new space between each of her flurry of blows. Each time she teleports this way costs an additional point from her dimensional reservoir (for a total of 7 points to use every attack from her flurry at 20th level.). She must have line of sight to the space she is teleporting to.

The total range of this ability is equal to 5 feet per portal hopper level (minimum 40 feet), divided any way the portal hopper chooses. Using this ability costs one use of the portal hopper's daily portal hop ability, until the portal hopper reaches 20th level.

Improved Evasion (Ex): At 9th level, a portal hopper's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless portal hopper does not gain the benefit of improved evasion.

Infernal Heritage (Su): At 11th level the portal hopper begins to tap into her infernal heritage, accessing the latent power of hell. She chooses one of the following:

Maw or Claw: Some portal hoppers take on the more bestial aspects of their fiendish ancestors. These characters exhibit either powerful, toothy maws or dangerous claws. The portal hopper can choose a bite attack that deals 1d6 points of damage or two claws that each deal 1d4 points of damage. These attacks are primary natural attacks.

Prehensile Tail: Many portal hoppers develop long, flexible tails that can be used to carry items. While they cannot wield weapons with their tails, they can use them to retrieve small, stowed objects carried on their persons as a swift action.

Scaled Skin: The skin of these portal hoppers provides some energy resistance but is also as hard as armor. Choose one of the following energy types: cold, electricity, or fire. A portal hopper with this trait gains resistance 5 in the chosen energy type and also gains a +1 natural armor bonus to AC. Occasionally this power changes the skin color of the character (optional) to blue, yellow, or red.

Diamond Soul (Ex): At 13th level, a portal jumper gains spell resistance equal to her current portal jumper level + 10. In order to affect the portal jumper with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the portal jumper's spell resistance.

Blurred Step (Su): From constantly stepping through dimensions, the portal hopper begins to flicker between them always. Beginning at 17th level, she is treated as if constantly under the effects of the *blur* spell.

Empty Body (Su): At 19th level, a portal hopper gains the ability to assume an ethereal state for 1 minute as though using the spell *etherealness*. Using this ability is a move action that consumes 3 points from her dimensional reservoir. This ability only affects the portal hopper and cannot be used to make other creatures ethereal.

The flurry of blows damage for Small or Large portal hoppers is listed below.

Table: Small or Large Portal Hopper Natural Damage

Level	Small	Large
1st–3rd	1d4	1d8
4th–7th	1d6	2d6
8th–11th	1d8	2d8
12th–15th	1d10	3d6
16th–19th	2d6	3d8
20th	2d8	4d8

NEW FEATS

EXTRA PORTAL HOPPER EXPLOIT

Your repertoire of portal exploits expands.

Prerequisite(s): Portal exploit class feature.

Benefit: You gain one additional portal exploit. You must meet the prerequisites for this portal hopper exploit.

Special: You can take this feat multiple times. Each time you do, you gain another portal exploit.

EXTRA RESERVOIR

Your dimensional reservoir is greater than others.

Prerequisite(s): Dimensional reservoir class feature.

Benefit: You gain three more points in your dimensional reservoir, and the maximum number of points in your dimensional reservoir increases by that amount.

Special: You can take this feat multiple times. Its effects stack.

POTENT HOPPER

You funnel more energy from portal hopping into your exploits, making them more difficult to resist.

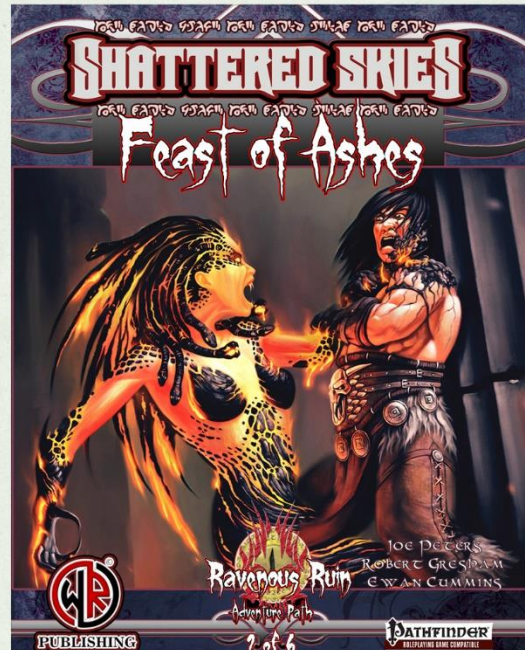
Benefit: Add +1 to the Difficulty Class for all saving throws against abilities from your portal exploits.



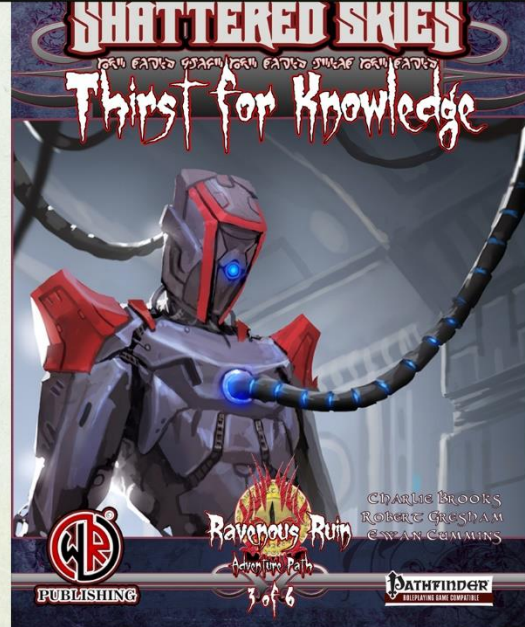
SHATTERED SKIES

Gyga.
 Kelpie from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.
 Korred from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.
 Leyrechaun from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.
 Lurker Above from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.
 Magma ooze from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene.
 Magda from the Tome of Horrors III, © 2005, Necromancer Games, Inc.; Author Scott Greene.
 Mihstu from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyga.
 Mite from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone and Mark Barnes.
 Mongrelman from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.
 Nabasu Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.
 Necrophidius from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.
 Nereid from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.
 Pech from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.
 Phycmond from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.
 Poltergeist from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lewis Pulsipher.
 Quickling from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.
 Quickwood from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.
 Rot Grub from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene and Clark Peterson, based on original material by Gary Gyga.
 Russet Mold from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.
 Sandman from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.
 Scarecrow from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.
 Shadow Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Neville White.
 Skull from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.
 Slime Mold from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.
 Sithering Tracker from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.
 Soul Eater from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by David Cook.
 Spriggan from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gyga.
 Tenebrous Worm from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.
 Tentamort from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Mike Roberts.
 Tick, Giant & Dragon from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.
 Trapper from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.
 Troll, Ice from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Russell Cole.
 Troll, Rock from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene.
 Vegepygmy from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.
 Wolf-in-Sheep's-Clothing from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.
 Wood Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.
 Yellow Musk Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.
 Yellow Musk Zombie from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.
 Yeti from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.
 Zombie, Juj from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.
 Monte Cook's Arcana Unearthed. © 2003, Monte J. Cook.
 Pathfinder Campaign Setting: Paths of Prestige © 2012, Paizo Publishing, LLC; Authors: Benjamin Bruck, Jason Bulmahn, Matt Goodall, and Jason Nelson.
 The Diamond Throne. © 2003, Monte J. Cook.
 Legacy of the Dragons. © 2004, Monte J. Cook.
 Mystic Secrets: The Lore of Word and Rune. © 2004, Monte J. Cook.
 Akashic Nodes: The Home of Memory. © 2005, Justin D. Jacobson.
 Wild Spellcraft. © 2002 EN World.
 Castlemourn Campaign Setting. © 2007 Margret Weis Productions Ltd.
 E.N. Guild-Monster Hunters' Guild. © 2005, E.N. Publishing; Author Aeryn Rudel.
 Dynasties and Demagogues. © 2003, Trident, Inc. d/b/a/Atlas Games; Author Chris Aylott.
 Occult Lore. © 2002, Trident, Inc. d/b/a/Atlas Games; Authors Keith Baker, Adam Bank, Chris Jones, Scott Reeves, and Elton Robb.
 Crime and Punishment © 2003, Trident, Inc. d/b/a/Atlas Games; Author Keith Baker.
 Fading Suns: d20. © 2001, Holistic Design, Inc. Authors Bill Bridges and Andy Harmon.
 Traps and Treachery © Fantasy Flight Inc.; Authors Greg Benage, Kurt Brown, Mark Chance, Brian Ferrenz, Lizard, David Lyons, Brian Patterson, Scott Stroeker, Wil Upchurch.
 Modern System Reference Document 2002. © Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.
 Love and War. © 2004, Trident, Inc. d/b/a/Atlas Games; Author David Chart.
 Poisoncraft: The Dark Art. © 2004, Justin D. Jacobson.
 The Book of Eldritch Might, Book of Eldritch Might II: Songs and Souls of Power, and The Book of Eldritch Might III: The Nexus. © 2001, 2002, Monte J. Cook.
 50 New Ways to turn things into other things: Transmutation. © Silven Publishing and Matthew J Hanson.
 50 New Ways to Blow Things Up: Evocation. © Silven Publishing and Matthew J Hanson.
 Curses! © 2002 Kosala Ubayasekara. All Rights Reserved. Author Eytan Bernstein.
 Encyclopedia Arcane: Necromancy- Beyond the Grave. © 2001 Mongoose Publishing.
 The Compleat Librum of Ga'Idok's Necromantic Arts © 2002 Ambient Inc; Authors M Jason Parent, Denise Robinson, Chester Douglas II Spells & Spellcraft © 2002, Fantasy Flight, Inc.
 Joe's Book of Enchantment. © 2002 Joseph Mucchiello, Jr. Published by Throwing Dice Games.
 Plexus-Potent Portals © 2002 Mark Alexander Clover
 Plexus-Open Spells Collection. © 2002 Mark Alexander Clover.
 Interludes: Brief Expeditions to Bluffsides © 2001, Thunderhead Games, Inc. and Mystic Eye Games, LLC.
 Bluffsides: City on the Edge. © 2002, Thunderhead Games, Inc. and Mystic Eye Games, LLC.
 Original Spell Name Compendium © Clark Petersen; based on NPC-named spells from the Players Handbook that were renamed in the System Reference Document. The compendium can be found on the legal page of www.NecromancerGames.com
 Eldritch Sorcery © Necromancer Games Inc; Authors Patrick Lawinger, Scott Greene, and David Mannes, with Erica Balsley, Chris Bernhardt, Casey Casey W. Christofferson, Bill Collins, Jim Collura, Chad Coulter, Patrick Goulah, Skeeter Green, Jeff Harkness, Lance Hawvermale, Travis Hawvermale, Richard Hughes, Robert Hunter, Al Krombach, Rob Mason, Matt Mgege, Clark Petersen, Michael Proteau, Greg Ragland, Gary Schotter, Joe Walmsley, and Bill Webb.
 Oathbound: Mysteries of Arena. © 2004, Bastion Press
 Wildwood. © 2004, Bastion Press Inc.
 Minions: Fearsome Foes. © 2001, Bastion Press.
 Oathbound: Domains of the Forge. © 2002, Bastion Press
 Oathbound: Arena. © 2004, Bastion Press
 Oathbound: Wrack and Ruin. © 2003, Bastion Press.
 Pantheon and Pagan Faiths. © 2004 Mystic Eye Games.
 Advanced Players Guide, Player's Guide to Monks and Paladins, Relics & Rituals: Excalibur, Relics & Rituals :Olympus, and Strange Lands:

Advanced Feats: The Cavalier's Creed Advanced Feats: The Cavalier's Creed. Copyright 2010, Open Design LLC, www.koboldquarterly.com. All rights reserved.
 Strategists and Tactics. Copyright 2010, 4 Winds Fantasy Gaming; Author Ryan Costello, Jr.
 Pathfinder Roleplaying Game Bestiary 4 © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Torik Shaw, and Russ Taylor.
 Pathfinder Player Companion: Champions of Purity © 2013, Paizo Publishing, LLC; Authors: Jessica Blomstrom, Adam Daigle, Shaun Hocking, Daniel Marthaler, Torik Shaw, and Christina Siles.
 Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.
 Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Torik Shaw, Russ Taylor, and Ray Vallese.
 The Town of Brighton © 2015 Wayward Rogues Publishing. Author Robert Gresham, Ewan Cummins, Jess Carson
 Cultures of Celmae: Brynnyn © 2015 Wayward Rogues Publishing. Author Robert Gresham
 Cultures of Celmae: Majeed © 2015 Wayward Rogues Publishing. Author Robert Gresham, Cody Martin
 Cultures of Celmae: Udaeus © 2015 Wayward Rogues Publishing. Author Robert Gresham
 Tome of Secrets, Copyright 2009, Adamant Entertainment, Inc. Authors: Walt Ciechanowski and Gareth-Michael Skarka.
 Portal Hopper Hybrid Class © 2018 Wayward Rogues Publishing. Author Robert Gresham



COMING SOON



PORTAL HOPPER

HYBRID CLASS

Assume the party escort submission position!

In ages long past, the legions of Hell trained specialized monastic orders to traverse the planes and manipulate this travel for their specific fighting style. These abilities became so infused with their corrupted blood, their infernal seed carried the spark of this power to their distant descendants. Once called blink devils, these teleporting characters are now known as portal hoppers.

Portal hoppers can teleport around the battlefield, sowing chaos and confusion. They are agile and fierce combatants, fueled by the embers of Hell. Not only do they possess the ability to open the doors of many dimensions, the very act of teleporting empowers their abilities to unimaginable heights.

A complete 1-20 hybrid class based on the Monk and Sorcerer.

By Robert Cresham



PUBLISHING

PATHFINDER
ROLEPLAYING GAME COMPATIBLE