

# Campaign Player's Guide

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# Introduction

This Player's Guide is intended to serve as a living document to inform players of the necessary system and story details to create and develop characters for the [XXXXX] campaign. This game will use the **Pathfinder 1<sup>st</sup> Edition (PF1 or PF)** ruleset as its primary game engine, and the events will take place in the **Forgotten Realms Campaign Setting (FRCS, or FR)**. The various sections will detail the numerous game mechanic details required for creating a valid character for this campaign as well as providing an overview of the version of the Forgotten Realms in which our adventures will take place.

**Part 1** of this guide will detail all the campaign-specific game mechanics and house rules, both character-specific as well as system-wide. This section, combined with the **Pathfinder 1<sup>st</sup> Edition Core Rulebook (PFCR)**, should form the basis for creating and advancing characters.

**Part 2** will describe the campaign world of Faerun as it generally exists for our shared world. The Forgotten Realms setting has existed across 5 editions of Dungeons and Dragons, with major setting-shifting events. Our version of the Realms will most closely resemble the 3<sup>rd</sup> Edition's timeline, places, and world structure.

# Part 1: Character Creation and Options

This section is generally intended to help guide players when creating or leveling up their characters. Any player familiar with D&D 3<sup>rd</sup> Edition or Pathfinder 1<sup>st</sup> Edition will have a solid understanding of the base system, but some of the campaign-specific house rules might have a substantial impact on game elements. In particular, players should review the following rules options prior to finalizing any decisions:

- Unlike standard PF1, starting character stats will receive bonuses from both race and class. **Chapter 1: Generating Ability Scores** provides an overview of this structure, and the individual entries in **Chapter 2: Races** and **Chapter 3: Classes** provide specific details.
- In addition to an alternate approach to stat bonuses, each racial entry in **Chapter 2: Races** notes several additional options for each race. In particular, the races all include alternate **Racial Traits** as well as additional choices for **Racial Favored Class** bonuses.
- No player character races provide **Darkvision**. Any race with a racial vision benefit instead gains **Low-Light Vision** (the ability to see twice as far as humans in conditions of dim light). Many races can see well in poor lighting, but none of the heroic races can see in true darkness without magic.
- **Chapter 3: Classes** provides details on the generally available classes which are available to PCs. Most base classes follow the standard versions in the **PFCR**, although most entries include optional archetypes. Some classes include major revisions from other sources; for example, the Barbarian, Monk, and Rogue classes will exclusively use the revamped versions described in **Pathfinder Unchained (PU)**.
- This campaign will use a streamlined skill system which distills the standard list of 35 skills down to 12. Characters will maintain the full range of functionality – the revised system merely simplifies administration. Additionally, this game will handle non-adventuring skills (such as Craft and Profession) under a separate “Background Skills” system. A description of these new systems is presented in **Chapter 4: Skills**, while a full text of the Consolidated Skills system from PU is included in the **Appendix**.
- Feats will remain mostly unchanged from the core PF rules, although the consolidated skill system does require adjusting several skill-based feats. A full listing of removed and altered skills, as well as full entries for additional allowed feats from non-PFCR, is provided in **Chapter 5: Feats**.
- This campaign will utilize the Character Trait optional system first presented in the **Pathfinder Advanced Player’s Guide (APG)**. Not to be confused with racial traits, Character Traits are a mechanical system which allows players to choose from a pool of abilities that are tied to a character’s background, training, race, region, or religion. These traits are roughly equivalent in power to ½ of a traditional feat, and most characters start with 2. The goal is for these traits to slightly increase the power of the characters while also helping add a greater depth of variety.

# Chapter 1: Generating Ability Scores

Pathfinder uses the familiar 6 ability scores of most modern D&D-derived RPGs. Below is an overview of each of the stats and their most common uses. Players who have most recently played in systems other than PF1 should pay strict attention to nuances: for instance, the application of both Strength and Dexterity modifiers to melee, ranged, and spell attacks differs meaningfully from systems such as Dungeons and Dragons 5<sup>th</sup> Edition.

- Strength (STR) measures muscle and physical power. Characters apply their Strength Modifier to:
  - Melee attack rolls
  - Damage rolls when using a melee weapon or a thrown weapon, including a Sling. (Exceptions: Off-hand attacks receive only half of the character's Strength bonus, while two-handed attacks receive 1-1/2 times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)
  - Athletics skill checks (*see Chapter 4 for details on the Consolidated Skills System*)
- Dexterity (DEX) measures agility, reflexes, and balance. Characters apply their Dexterity Modifier to:
  - Ranged attack rolls, including those for attacks made with bows, crossbows, throwing axes, and many ranged spell attacks like *scorching ray* or *searing light*
  - Armor Class (AC)
  - Reflex saving throws
  - Acrobatics, Finesse, and Stealth skill checks (*see Chapter 4 for details on the Consolidated Skills System*)
- Constitution (CON) represents a character's health and stamina. Characters apply their Constitution Modifier to:
  - Each roll of a Hit Die
  - Fortitude saving throws
- Intelligence (INT) determines how well a character learns and reasons. Characters apply their Intelligence Modifier to:
  - The number of bonus languages a character knows at 1<sup>st</sup> level
  - The number of skill points gained each level (*see Chapter 4 for details on the Consolidated Skills System*)
  - Nature, Religion, Society, and Spellcraft skill checks (*see Chapter 4 for details on the Consolidated Skills System*)
  - Appraise, Craft, and certain Knowledge background skill checks (*see Chapter 4 for details on the Background Skills System*)
  - A Wizard gains bonus spells based on his Intelligence score.
  - The minimum Intelligence score needed to cast a wizard spell is 10 + the spell's level.
- Wisdom (WIS) describes a character's willpower, common sense, awareness, and intuition. Characters apply their Wisdom Modifier to:
  - Will saving throws
  - Perception and Survival skill checks (*see Chapter 4 for details on the Consolidated Skills System*)

- Profession background skill checks (*see Chapter 4 for details on the Background Skills System*)
- Clerics, Druids, and Rangers gain bonus spells based on their Wisdom scores.
- The minimum Wisdom score needed to cast a Cleric, Druid, or Ranger spell is 10 + the spell's level.
- Charisma (CHA) measures a character's personality, personal magnetism, ability to lead, and appearance. Characters apply their Charisma Modifier to:
  - Influence and Performance skill checks (*see Chapter 4 for details on the Consolidated Skills System*)
  - Checks that represent attempts to influence others
  - Channel Energy DCs for Clerics and Paladins attempting to harm undead foes
  - Bards, Paladins, and Sorcerers gain bonus spells based on their Charisma scores.
  - The minimum Charisma score needed to cast a bard, paladin, or sorcerer spell is 10 + the spell's level.

## Point Buy Generation

Starting character stats will be generated using a point-buy system. Each character has 27 points to spend on ability scores. The cost of each score is shown below on the Ability Score Point Cost table. Using this method, 15 is the highest base ability score a character can end up with (before applying race or class bonuses). A character cannot start with a score below 8. (Note, this is not the standard point buy system presented in the PFCR.)

Score	Cost
<b>8</b>	0
<b>9</b>	1
<b>10</b>	2
<b>11</b>	3
<b>12</b>	4
<b>13</b>	5
<b>14</b>	7
<b>15</b>	9

Unlike core PF1, characters' starting ability scores receive bonuses (no penalties) from a combination of their race and class. Generally, each character receives a +2 bonus to one stat based on their Race and a separate +2 bonus to one stat based on Class; a character cannot choose the same stat from both Race and Class. The individual Race and Class entries in following chapter note the available stat bonus choices.

The intent of this alternate race/class ability score bonus system is to make virtually all race and class character combinations equally viable. Because each class offers the opportunity to choose its most important ability score to receive a bonus, all races perform admirably in each class. What this system sacrifices in game-world realism is offset by the major increase in character diversity.

# Chapter 2: Races

In the Forgotten Realms, the vast majority of civilization is comprised of the traditional fantasy races. Players are free to choose any of the following races at character creation.

Each of the following racial entries includes the base racial traits as well as some additional options players can choose to customize their character:

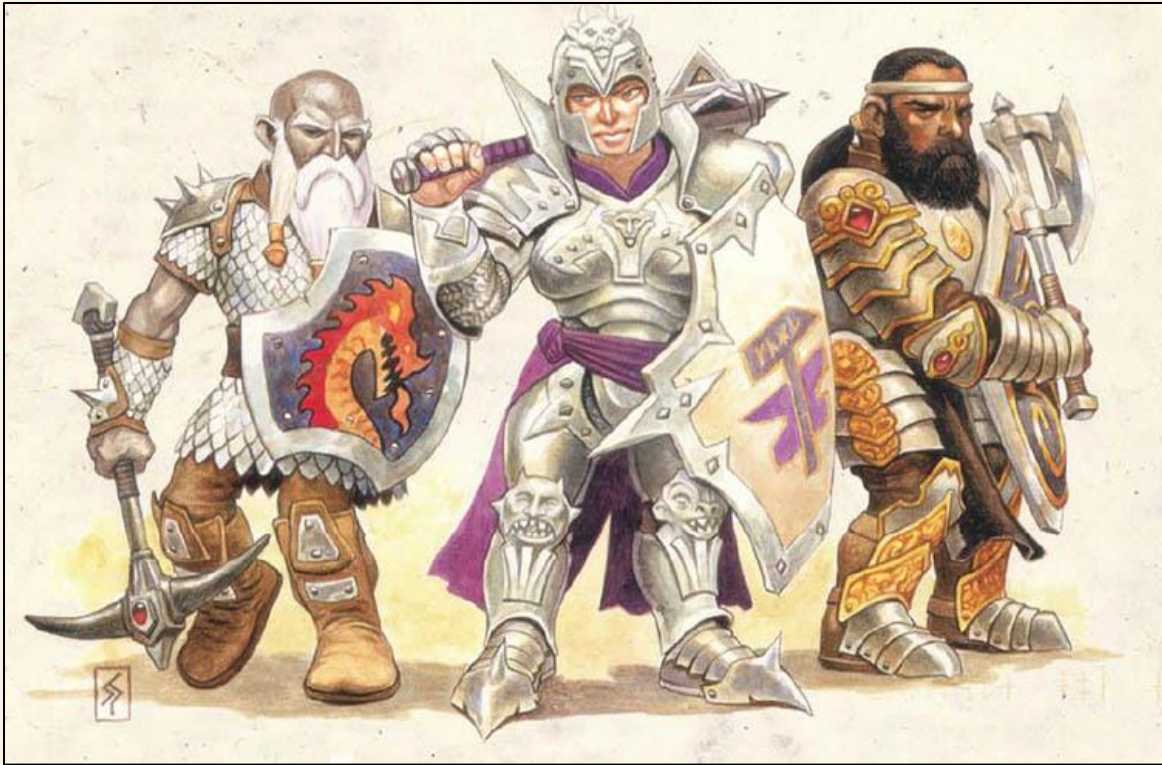
- For each alternate racial trait described, a character must forfeit one or more of the base racial traits.
- Each race entry includes a table describing alternate **Racial Favored Class Bonuses**. As a reminder, each character chooses a Favored Class upon character creation. Each time that character gains a level in the selected class (including 1<sup>st</sup> level), they receive a bonus.
  - Unless otherwise noted, these benefits always stack with themselves.
  - In some cases, this benefit may hit a fixed numerical limit (noted on the racial table)
  - Some of these alternate favored class benefits only offer fractional bonuses each time the benefit is selected (+1/2, +1/3, +1/4, or +1/6) rather than +1. When applying this result to a die roll, round down (minimum 0). Therefore, an ability that offers a +1/3 bonus must be selected 3 times before it actually impacts the designated die roll
  - These racial class-specific choices are *in addition* to the standard choice of +1 hit point or +1 skill point.
  - In most cases, these benefits are gained on a level-by-level basis. For example, a human with paladin as a favored class may choose between gaining 1 point of energy resistance, 1 hit point, or 1 skill point each time they gain a level as a paladin.

# Dwarf

Below are the standard Dwarf character traits, followed by a listing of alternative dwarf traits and a table of additional Dwarven Favored Class benefits. Lastly, this section includes a list of class archetypes which are only available to Dwarves – ask the Dungeon Master for more details if you are interested in any of these archetypes.

- The two main subraces of dwarf found on the surface are:
  - Gold Dwarves may select either **Constitution** or **Wisdom** to receive a +2 bonus at character creation
  - Shield Dwarves may select either **Strength** or **Constitution** to receive a +2 bonus at character creation
- **Medium:** Dwarves are Medium creatures and have no bonuses or penalties due to their size
- **Slow and Steady:** Dwarves have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.
- **Low-Light Vision:** Dwarves can see twice as far as humans in conditions of dim light.
- **Defensive Training:** Dwarves get a +4 dodge bonus to AC against monster of the giant subtype.
- **Greed:** Dwarves receive a +2 racial bonus on Appraise skill checks to determine the price of nonmagical goods that contain precious metals or gemstones.
- **Hatred:** Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.
- **Hardy:** Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.
- **Stability:** Dwarves receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.
- **Stonecunning:** Dwarves receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.
- **Weapon Familiarity:** Dwarves are proficient with battleaxes, heavy picks, and warhammers. They also treat any weapon with the word “dwarven” in its name as a martial weapon.
- **Languages:**





## Alternate Racial Traits:

- **Ancient Enmity:** Dwarves have long been in conflict with elves, especially the hated dwarf. Dwarves with this racial trait receive a +1 bonus on attack rolls against humanoid creatures of the elf subtype. This replaces the **Hatred** racial trait.
- **Craftsman:** Dwarves are known for their superior craftsmanship when it comes to metal and stone works. Dwarves with this racial trait receive a +2 racial bonus on all Craft or Profession checks that create objects from metal or stone. This replaces the **Greed** racial trait.
- **Deep Warrior:** Dwarves with this racial trait grew up facing the abominations that live deep beneath the surface. They receive a +2 dodge bonus to AC against monsters of the aberration type and a +2 racial bonus to their CMB on attempts made to grapple such creatures. This replaces the **Defensive Training** racial trait.
- **Giant Hunter:** Dwarves with this racial trait gain a +2 bonus on attack rolls against humanoids with the giant subtype. Furthermore, they gain a +2 bonus on Survival checks to find and follow tracks made by humanoids with the giant subtype. This replaces the **Hatred** racial trait.
- **Lorekeeper:** Dwarves keep extensive records about their history and the world around them. Dwarves with this racial trait receive a +2 racial bonus on Society checks that pertain to dwarves or their enemies, and they can make such skill checks untrained. This replaces the **Greed** racial trait.
- **Magic Resistant:** Some of the older dwarven clans are particularly resistant to magic. Dwarves with this racial trait gain spell resistance equal to 5 + their character level. This resistance can be lowered for 1 round as a standard action. Dwarves with this racial trait take a -2 penalty on all concentration checks made in relation to arcane spells. This replaces the **Hardy** racial trait.
- **Mountaineer:** Mountain dwarves are skilled at climbing and navigating narrow ledges. Dwarves with this racial trait are immune to altitude sickness and do not lose their Dexterity bonus to AC when making Climb or Acrobatics checks to cross narrow or slippery surfaces. This replaces the **Stability** racial trait.
- **Relentless:** Dwarves are skilled at pushing their way through a battlefield, tossing aside lesser foes with ease. Dwarves with this racial trait receive a +2 bonus on Combat Maneuver checks to bull rush or overrun an opponent. This bonus only applies while both the dwarf and his opponent are standing on the ground. This replaces the **Stability** racial trait.
- **Rock Stepper:** Dwarves with this racial trait can skillfully negotiate rocky terrain. They can ignore difficult terrain created by rubble, broken ground, or steep stairs when they take a 5-foot step. This replaces the **Stonecunning** racial trait.
- **Saltbeard:** Dwarves occasionally found iron cities along rugged seacoasts, and natives of such cities gain a +2 bonus on Profession (sailor) and Survival checks while at sea. They gain a +1 racial bonus on attack rolls and a +2 dodge bonus to AC against creatures with the aquatic or water subtype. Further, their greed racial trait applies only to treasure found in or under the water but applies to all such treasure regardless of whether or not it contains metal or gemstones. This replaces the **Defensive Training**, **Hatred**, and **Stonecunning** racial traits.
- **Sky Sentinel:** As creatures with deep affinity for the ground, dwarves are wary of attacks from above. Enemies on higher ground gain no attack roll bonus against dwarves with this racial trait, and such dwarves gain a +1 racial bonus on attack rolls, a +2 dodge bonus to AC, and a +2 bonus on Perception checks against flying creatures. This replaces the **Defensive Training**, **Hatred**, and **Stonecunning** racial traits.
- **Stonesinger:** Some dwarves' affinity with the earth grants them greater powers. Dwarves with this racial trait are treated as 2 level higher when casting spells with the earth descriptor or using granted powers of **the Earth domain or the bloodline powers of the earth elemental bloodline**. This ability does not give the dwarf early

access to level-based powers, it only affects powers that the dwarf could use without this ability. This replaces the **Stonecunning** racial trait.

- **Stubborn:** Dwarves are renowned for being stubborn. Dwarves with this racial trait receive a +2 racial bonus on Will saves to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) schools. In addition, if they fail such a save, they receive another save 1 round later to prematurely end the effect (assuming it has a duration greater than 1 round). This second save is made at the same DC as the first. If the dwarf has a similar ability from another source (such as a rogue's Slippery Mind), he can only use one of these abilities per round, but can try once again on the second round if the first reroll ability fails. This replaces the **Hardy** racial trait.
- **Surface Survivalist:** Some dwarves have dwelt so long aboveground they have lost their ability to see in dim conditions. However, their adaptation to extreme environments allows them to treat wind conditions (when determining whether or not they are checked or blown away) and either hot or cold climates (choose one) as one step less severe. This replaces the **Low-Light Vision** racial trait.
- **Wyrmscourged:** Dwarves with this racial trait gain a +1 bonus on attack rolls and a +2 dodge bonus to AC and on saving throws against the extraordinary, supernatural, and spell-like abilities of dragons. They also gain a +2 racial bonus on Knowledge (Arcana) checks to identify dragons and can make such checks untrained. This replaces the **Defensive Training**, **Hatred**, and **Stonecunning** racial traits.

## Dwarven Racial Favored Class Options:

Class	Benefit
<b>Any</b>	+1 hit point
<b>Any</b>	+1 skill point
<b>Barbarian</b>	Add 1 to the dwarf's total number of rage rounds per day.
<b>Bard</b>	Reduce arcane spell failure chance for casting bard spells when wearing medium armor by +1%. Once the total reaches 10%, the bard also receives Medium Armor Proficiency if he does not already possess it.
<b>Cleric</b>	Select one domain power granted at 1 <sup>st</sup> level that is normally usable for a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds ½ to the number of uses per day of that domain power.
<b>Fighter</b>	Add +1 to the fighter's CMD when resisting a bull rush or trip.
<b>Monk</b>	Reduce the Hardness of any object made of clay, stone, or metal by 1 whenever the object is struck by the monk's unarmed strike (minimum 0).
<b>Paladin</b>	Add a +2 bonus on concentration checks when casting paladin spells.
<b>Ranger</b>	Add +1/2 bonus on wild empathy checks to influence animals and magical beasts that live underground.
<b>Rogue</b>	Add a +1/2 bonus on Finesse checks regarding stone traps and a +1/2 bonus to trap sense regarding stone traps.
<b>Sorcerer</b>	Add +1/2 to acid and earth spell or spell-like ability damage.
<b>Wizard</b>	Select one item creation feat known by the wizard. Whenever he crafts an item using that feat, the amount of progress he makes in an 8-hour period increases by 200 gp. This does not reduce the cost of the item; it just increases the rate at which the item is crafted.

## Dwarven Class Archetypes:

- **Foehammer (Fighter):** While the axe is the most famous dwarven weapon, the hammer is at the heart of dwarven heritage as forgemasters and warriors alike.
- **Forgemaster (Cleric):** Forgemasters are priestly dwarves who are ritual casters and expert enchanters, able to produce their rune-graven armaments with astonishing speed.
- **Stonelord (Paladin):** A stonelord is a devoted sentinel of dwarven enclaves, drawing the power of the earth and ancient stone to protect her people.

# ELF

Below are the standard Elf character traits, followed by a listing of alternative elven traits and a table of additional Elven Favored Class benefits. Lastly, this section includes a list of class archetypes which are only available to Elves – ask the Dungeon Master for more details if you are interested in any of these archetypes.

- The three main subraces of elf found on the surface are:
  - Moon elves may select either **Dexterity** or **Charisma** to receive a +2 bonus at character creation
  - Sun elves may select either **Dexterity** or **Intelligence** to receive a +2 bonus at character creation
  - Wild Elves may select either **Dexterity** or **Wisdom** to receive a +2 bonus at character creation
  - Wood elves may select either **Strength** or **Dexterity** to receive a +2 bonus at character creation
- **Medium:** Elves are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Elves have a base speed of 30 feet.
- **Low-Light Vision:** Elves can see twice as far as humans in conditions of dim light.
- **Elven Immunities:** Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.
- **Elven Magic:** Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.
- **Keen Senses:** Elves receive a +1 racial bonus on Perception skill checks.
- **Weapon Familiarity:** Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word “elven” in its name as a martial weapon.
- **Languages:**





## Alternate Racial Traits:

- **Arcane Focus:** Some elven families have such long traditions of producing arcane spellcasters that they raise their children with the assumption that some are destined to be powerful magic-users, with little need for mundane concerns such as skill with weapons. Elves with this racial trait gain a +2 racial bonus on concentration checks made to cast arcane spells defensively. This replaces the **Weapon Familiarity** racial trait.
- **Endurance Runner:** Elves with this racial trait receive a +4 bonus on Constitution checks and Fortitude saves to avoid fatigue, exhaustion, or ill effects from running, forced marches, starvation, thirst, or hot or cold environments. This replaces the **Elven Magic** racial trait.
- **Elemental Resistance:** Elves who dwell in the most extreme environments, from arctic wastelands to volcanic plains, develop natural resistance to the dangers of their homelands over the course of generations. Elves with this racial trait gain elemental resistance 5 to acid, cold, electricity, or fire. This choice is made at character creation and cannot be changed later. This replaces the **Elven Immunities** racial trait.
- **Envoy:** Elves often have trouble relating to neighbors of other races, especially those with much shorter lifespans. As a result, some are trained in minor magics that are particularly useful when dealing with non-elves. Elves with this racial trait and an Intelligence score of 11 or higher gain the following spell-like abilities once per day: *comprehend languages*, *detect magic*, *detect poison*, and *read magic*. The caster level for these effects is equal to the elf's level. This replaces the **Elven Magic** racial trait.
- **Eternal Grudge:** Elves with this racial trait grew up in secluded, isolationist communities where generations-old slights and quarrels linger as eternal blood feuds. They receive a +1 bonus on attack rolls against humanoids of the dwarf and orc subtypes due to special training against these hated foes. This replaces the **Elven Magic** racial trait.
- **Fleet-Footed:** While all elves are naturally lithe and agile, some are also naturally speedy and have a strong desire to rush into situations rather than worrying about looking ahead. Elves with this racial trait receive Run as a bonus feat and a +2 racial bonus on initiative checks. This replaces the **Keen Senses** and **Weapon Familiarity** racial traits.
- **Lightbringer:** Many elves revere the sun, moon, and stars, but some are literally infused with the radiant power of the heavens. Elves with this racial trait are immune to light-based blindness and dazzle effects and are treated as one level higher when determining the effects of any light-based spell or effect they cast (including spell-like and supernatural abilities). Elves with intelligence 10 or higher may use *light* as a spell-like ability. This replaces the **Elven Immunities** and **Elven Magic** racial traits.
- **Silent Hunter:** Elves are renowned for their subtlety and skill. Elves with this racial trait reduce the penalty for Stealth while moving by 5 and can make Stealth checks while running at a -20 penalty (this number includes the penalty reduction from this racial trait). This replaces the **Elven Magic** racial trait.
- **Spirit of the Waters:** Some elves have adapted to life in tune with the sea or along the reedy depths of wild rivers and lakes. They gain a +4 racial bonus on Athletics checks to swim, can always take 10 while swimming, and may choose Aquan as a bonus language. They are proficient with longspear, trident, and net. This replaces the **Elven Magic** and **Weapon Familiarity** racial traits.
- **Urbanite:** Elves who live in cities for more than a century can grow to know the ebb and flow of social situations just as their forest-dwelling cousins know the rules of the wild. Elves with this racial trait gain a +2 racial bonus on Influence checks made to gather information and Perception checks to get a hunch about a social situation. This replaces the **Keen Senses** racial trait.

- **Woodcraft:** Elves know the deep secrets of the wild like no others, especially those of the forests. Elves with this racial trait gain a +1 bonus on Nature and Survival checks. In forest terrain, these bonuses improve to +2. This replaces the **Elven Magic** racial trait.



## Elven Racial Favored Class Options:

Class	Benefit
<b>Any</b>	+1 hit point
<b>Any</b>	+1 skill point
<b>Barbarian</b>	Add 1 to the barbarian's base speed. In combat this has no effect unless the elf has selected this reward 5 times (or another increment of 5). This bonus stacks with the barbarian's fast movement feature and applies only under the same conditions as that feature.
<b>Bard</b>	Add 1 to the elf's CMD when resisting a disarm or sunder attempt.
<b>Cleric</b>	Select one domain power granted at 1 <sup>st</sup> level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.
<b>Druid</b>	Select one domain power granted at 1 <sup>st</sup> level that is normally usable a number of times per day equal to 3 + the druid's Wisdom modifier. The druid adds +1/2 to the number of uses per day of that domain power.
<b>Fighter</b>	Add +1 to the elf's CMD when resisting a disarm or sunder attempt.
<b>Monk</b>	Add 1 to the monk's base speed. In combat this has no effect unless the elf has selected this reward 5 times (or another increment of 5); a speed of 34 feet is effectively the same as a speed of 30 feet, for example. This bonus stacks with the monk's fast movement feature and applies only under the same conditions as that feature.
<b>Paladin</b>	Add +1/2 hit point to the paladin's lay on hands ability (whether using it to heal or harm).
<b>Ranger</b>	Choose a weapon from the following list: longbow, longsword, rapier, shortbow, short sword, or any weapon with "elven" in its name. Add a +1/2 circumstance bonus on critical hit confirmation rolls with that weapon (max bonus of +4). This does not stack with Critical Focus.
<b>Rogue</b>	Add +1 to the number of times per day the rogue can cast a cantrip or 1 <sup>st</sup> -level spell gained from the minor magic or major magic talent. The number of times this bonus is selected for the major magic talent cannot exceed the number of times it is select for the minor magic talent. The rogue must possess the associated rogue talent to select these options.
<b>Sorcerer</b>	Select one bloodline power at 1 <sup>st</sup> level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.
<b>Wizard</b>	Select one arcane school power at 1 <sup>st</sup> level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds ½ to the number of uses per day of that arcane school power.

## Elven Class Archetypes:

- **Spellbinder (Wizard):** A spellbinder is an elven wizard who forges an arcane bond between himself and one or more wizard spells. These spells become so well understood by the spellbinder that he can prepare them in spell slots that already have other spells prepared in them.
- **Bladesinger [Spell Dancer] (Magus):** The strong emphasis on wizards within elven culture influences how even non-wizard elves see themselves. Many elven magi do not consider themselves masters of a blend of martial and magical talents, but rather a sub-category of wizards who study the effect of physical movement and techniques upon spellcasting ability. They believe their ability to cast spells while fighting is an outgrowth of the concept of the “spell dance,” which itself is just another kind of wizardry.

# Gnome

Below are the standard Gnome character traits, followed by a listing of alternative gnomish traits and a table of additional Gnome Favored Class benefits. Lastly, this section includes a list of class archetypes which are only available to Gnomes – ask the Dungeon Master for more details if you are interested in any of these archetypes.

- The three main subraces of elf found on the surface are:
  - Rock gnomes may select either **Constitution** or **Charisma** to receive a +2 bonus at character creation
  - Although much less common on the surface, Svirfneblin (Deep Gnomes) may select either **Dexterity** or **Wisdom** to receive a +2 bonus at character creation
- **Small:** Gnomes are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Slow Speed:** Gnomes have a base speed of 20 feet.
- **Low-Light Vision:** Gnomes can see twice as far as humans in conditions of dim light.
- **Defensive Training:** Gnomes get a +4 dodge bonus to AC against monsters of the giant subtype.
- **Gnome Magic:** Gnomes add +1 to the DC of any saving throws against illusion spells they cast. Gnomes with a Charisma of 11 or higher also gain the following spell-like abilities: 1/day – *dancing lights*, *ghost sound*, *prestidigitation*, and *speak with animals*. The caster level for these effects is equal to the gnome’s character level. The DC for these spells is equal to 10 + the spell’s level + the gnome’s Charisma modifier.
- **Hatred:** Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.
- **Illusion Resistance:** Gnomes get a +2 racial saving throw bonus against illusion spells and effects.
- **Keen Senses:** Gnomes receive a +1 racial bonus on Perception skill checks.
- **Obsessive:** Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.
- **Weapon Familiarity:** Gnomes treat any weapon with the word “gnome” in its name as a martial weapon.
- **Languages:**



## Alternate Racial Traits:

- **Academician:** Some gnomes are more academically inclined than their kin. Gnomes with this racial trait gain a +2 bonus on either Nature, Religion, Society, or Spellcraft checks related to the knowledge application of the skill. This replaces the **Obsessive** racial trait.
- **Bond to the Land:** Some gnomes have strong ties to specific kinds of terrain, as a holdover from their fey origins. These gnomes gain a +2 dodge bonus to AC when in a specific terrain type selected from the ranger list of favored terrains. This choice is made at character creation and cannot be changed later. This replaces the **Defensive Training** and **Hatred** racial traits.
- **Eternal Hope:** Gnomes rarely lose hope and are always confident that even hopeless situations will work out. Gnomes with this racial trait receive a +2 racial bonus on saving throws against fear and despair effects. Once per day, after rolling a 1 on a d20, the gnome may reroll and use the second result. This replaces the **Defensive Training** and **Hatred** racial traits.
- **Explorer:** Many gnomes are obsessed with seeing as much of the world as possible, rather than perfecting some specific talent or vocation. These gnomes gain a +2 bonus on Athletics checks and for either Nature, Religion, Society, or Spellcraft checks related to the knowledge application of the skill. This replaces the **Hatred** and **Obsessive** racial traits.
- **Gift of Tongues:** Gnomes love languages and learning about those they meet. Gnomes with this racial trait gain a +1 bonus on Influence checks, and they learn one additional language every time they put a rank in the Society skill. This replaces the **Defensive Training** and **Hatred** racial traits.
- **Knack with Poison:** Some gnomes have an instinctive understanding of poisons and their use. Gnomes gain a +2 racial bonus on Fortitude saves against poison and a +2 bonus on Craft (alchemy) checks to make poison. The bonus on Fortitude saving throws against poisons increases to +4 if the gnome accidentally poisons himself when applying or readying the substance. This replaces the **Illusion Resistance** and **Obsessive** racial traits.
- **Magical Linguist:** Gnomes study languages in both their mundane and supernatural manifestations. Gnomes with this racial trait add +1 to the DC of spells they cast with the language-dependent descriptor or those that create glyphs, symbols, or other magical writings. They gain a +2 racial bonus on saving throws against such spells. Gnomes with a Charisma of 11 or higher also gain the following spell-like abilities: 1/day – *arcane mark*, *comprehend languages*, *message*, and *read magic*. The caster level for these effects is equal to the gnome's character level. This replaces the **Gnome Magic** and **Illusion Resistance** racial traits.
- **Master Tinker:** Gnomes experiment with all manner of mechanical devices. Gnomes with this racial trait gain a +1 bonus on Finesse checks related to devices and Knowledge (engineering) checks. They are treated as proficient with any weapon they have personally crafted. This replaces the **Defensive Training** and **Hatred** racial traits.
- **Pyromaniac:** Gnomes with this racial trait are treated as one level higher when casting spells with the fire descriptor, using granted powers of the Fire domain, and when using the bloodline powers of the fire elemental bloodline or the revelations of the oracle's flame mystery. Gnomes with Charisma of 11 or higher also gain the following spell-like abilities: 1/day – *dancing lights*, *flare*, *prestidigitation*, and *produce flame*. The caster level for these effects is equal to the gnome's character level; the DCs are Charisma-based. This replaced the **Gnome Magic** and **Illusion Resistance** racial traits.
- **Warden of Nature:** Gnomes must often protect their homes against unnatural or pestilential infestations. Gnomes with this racial trait get a +2 dodge bonus to AC against aberrations, oozes, and vermin, and a +1 bonus on attack rolls against them because of their special training. This replaces the **Defensive Training** and **Hatred** racial traits.



### Gnomish Racial Favored Class Options:

Class	Benefit
<b>Any</b>	+1 hit point
<b>Any</b>	+1 skill point
<b>Barbarian</b>	Add a +1/2 bonus to the barbarian's trap sense.
<b>Bard</b>	Add 1 to the gnome's total number of bardic performances per day.
<b>Cleric</b>	Add +1/2 to the cleric's channeled energy total when healing creatures of the animal, fey, and plant types.
<b>Druid</b>	Gain energy resistance 1 against acid, cold, electricity, or fire. Each time the druid selects this reward, increase her resistance to one of these energy types by 1 (max 10 for any one type).
<b>Fighter</b>	Add +1 to the fighter's CMD when resisting a dirty trick or steal attempt.
<b>Monk</b>	Add +1 to the monk's Acrobatics check bonus gained by spending a point from his <i>ki</i> pool. A monk must be at least 5 <sup>th</sup> level to select this benefit.
<b>Ranger</b>	Add DR 1/magic to the ranger's animal companion. Each time the ranger selects this benefit, the DR/magic increases by +1/2 (maximum DR 10/magic). If the gnome ever replaces his animal companion, the new companion gains this DR.
<b>Rogue</b>	Gnome rogues gain a +1 bonus on Finesse checks and Spellcraft checks related to glyphs, symbols, scrolls, or other magical writings each time they gain a level of rogue.
<b>Wizard</b>	Add +1/2 to the number of uses per day of Arcane School Powers. This increase only applies to arcane school powers available at 1 <sup>st</sup> level and normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier.

### Gnome Class Archetypes:

- Prankster (Bard):** The prankster sees humor as the highest form of art, and pranks as the highest form of humor. In addition to setting friends up for light-hearted pranks, the prankster can use his quick wit and cruel sense of humor to enrage foes before incapacitating them with a clever turn of phrase.

# Halfling

Below are the standard Halfling character traits, followed by a listing of alternative halfling traits and a table of additional Halfling Favored Class benefits. Lastly, this section includes a list of class archetypes which are only available to Halflings – ask the Dungeon Master for more details if you are interested in any of these archetypes.

- The three main subraces of halfling found on the surface are:
  - Lightfoot Halflings may select either **Dexterity** or **Charisma** to receive a +2 bonus at character creation
  - Strongheart Halflings may select either **Dexterity** or **Intelligence** to receive a +2 bonus at character creation
  - Ghostwise Halflings may select either **Dexterity** or **Wisdom** to receive a +2 bonus at character creation
- **Small:** Halflings are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Slow Speed:** Halflings have a base speed of 20 feet.
- **Fearless:** Halflings receive a +2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.
- **Halfling Luck:** halflings receive a +1 racial bonus on all saving throws.
- **Keen Senses:** Halflings receive a +1 racial bonus on Perception skill checks.
- **Sure-Footed:** Halflings receive a +1 racial bonus on Acrobatics and Athletics skill checks.
- **Weapon Familiarity:** Halflings are proficient with slings and treat any weapon with the word “halfling” in its name as a martial weapon.
- **Languages:**





## Alternate Racial Traits:

- **Craven:** While most halflings are fearless, some are skittish, making them particularly alert. Halflings with this racial trait gain a +1 bonus on initiative checks and a +1 bonus on attack rolls when flanking, they suffer a -2 penalty on fear saves and gain no benefit from morale bonuses on fear saves. When affected by a fear effect, their base speed increases by 10 feet and they gain a +1 dodge bonus to Armor Class. This replaces the **Fearless** and **Halfling Luck** racial traits.
- **Fleet of Foot:** Some halflings are quicker than their kin but less cautious. Halflings with this racial trait move at normal speed and have a base speed of 30 feet. This replaces the **Slow Speed** and **Sure-Footed** racial traits.
- **Ingratiating:** Halflings often survive at the whims of larger, more aggressive races. Because of this, they go out of their way to make themselves more useful, or at least entertaining, to larger folk. Halflings with this trait gain a +2 bonus on Influence checks and Influence is always a class skill for them. They also gain a +2 bonus on Craft and Profession checks. This replaces the **Keen Senses** and **Sure-Footed** racial traits.
- **Low Blow:** Some halflings train extensively in how to attack larger creatures. Halflings with this racial trait gain a +1 bonus on critical confirmation rolls against opponents larger than themselves. This replaces the **Keen Senses** racial trait.
- **Outrider:** Some halflings specialize in mounted combat. Halflings with this racial trait gain a +2 bonus on Nature checks related to handling animals and to Acrobatics checks related to riding. This replaces the **Sure-Footed** racial trait.
- **Polyglot:** Some halflings, especially those who spend a lot of time traveling, develop a talent for learning new languages. These halflings gain a +2 racial bonus on Society checks, and Society is always a class skill for them. Halflings with this racial trait also begin play with the ability to speak Common, Halfling, and any one other language of their choice, in addition to bonus languages due to high intelligence. This replaces the **Keen Senses** trait and modifies the **Halfling Languages** trait.
- **Practicality:** Halflings are grounded in hard work and common sense. Halflings with this racial trait gain a +2 bonus on any one Craft or Profession skill, as well as a +1 on Perception checks and saves against illusions This replaces the **Fearless** and **Sure-Footed** racial traits.
- **Shiftless:** Halflings have a reputation for larceny and guile – and sometimes it is well deserved. Halflings with this racial trait gain a +2 racial bonus on Influence checks to bluff and on Finesse checks. Finesse is always a class skill for them. This replaces the **Sure-Footed** racial trait.
- **Speak without Sound:** Some ghostwise halflings, unlike other halflings, can communicate telepathically with any creature within 20 feet, just as if speaking to him or her. The halfling can only speak and listen to one person at a time, and he must share a common language with the person or creature he speaks to telepathically or the link fails. This replaces the **Halfling Luck** racial trait and may only be selected by halflings of the Ghostwise subrace.
- **Swift as Shadows:** Halflings possess incredible stealth even while moving through obstructed areas. Halflings with this racial trait reduce the penalty for using Stealth while moving by 5 and reduce the Stealth check penalty for sniping by 10. This replaces the **Sure-Footed** racial trait.
- **Underfoot:** Halflings must train hard to effectively fight bigger opponents. Halflings with this racial trait gain a +1 dodge bonus to AC against foes larger than themselves and a +1 bonus on Reflex saving throws to avoid trample attacks. This replaces the **Halfling Luck** racial trait.
- **Wanderlust:** Halflings love travel and maps. Halflings with this racial trait receive a +2 bonus on Nature and Survival checks. When casting spells and using abilities that provide or enhance movement, halflings treat their caster level as +1 higher than normal. This replaces the **Fearless** and **Halfling Luck** racial traits.

- **Warslinger:** Halflings are experts at the use of the sling. Halflings with this racial trait can reload a sling as a free action. Reloading a sling still requires two hands and provokes attacks of opportunity. This racial trait replaces the **Sure-Footed** racial trait.

## Halfling Racial Favored Class Options:

Class	Benefit
<b>Any</b>	+1 hit point
<b>Any</b>	+1 skill point
<b>Barbarian</b>	Add a +1/2 bonus to trap sense or +1/3 to the bonus from the surprise accuracy rage power
<b>Bard</b>	Add +1/2 on Influence checks to pass secret messages and to gather information, and +1/2 on Performance checks to appear as an elven, half-elven, or human child.
<b>Cleric</b>	Select one domain power granted at 1 <sup>st</sup> level that is normally useable for a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds ½ to the number of uses per day of that domain power.
<b>Druid</b>	Add a +1/4 luck bonus on the saving throws of the druid's animal companion.
<b>Fighter</b>	Add +1 to the fighter's CMD when resisting a grapple or trip.
<b>Monk</b>	Add +1 to the monk's CMD when resisting a grapple and +1/2 to the number of stunning attacks he can attempt per day.
<b>Paladin</b>	Add +1/2 hp to the paladin's lay on hands ability (whether using it to heal or harm)
<b>Ranger</b>	Add +1/3 dodge bonus to Armor Class against the halfling's favored enemies
<b>Rogue</b>	Choose a weapon from the following list: sling, dagger, or any weapon with "halfling" in its name. Add a +1/2 circumstance bonus on critical hit confirmation rolls with that weapon (max bonus of +4). This bonus does not stack with Critical Focus.
<b>Wizard</b>	Add +1/2 to the wizard's effective class level for the purposes of determining his familiar's natural armor adjustment, Intelligence, and special abilities

## Halfling Class Archetypes:

- **Filcher (Rogue):** A filcher steals valuables without their owners even realizing it. Whether cutting purses in the midst of combat or replacing prized items with fakes under the noses of their owners, the filcher is the master of the quick and quiet steal.
- **Underfoot Adept (Monk):** An underfoot adept turns his diminutive stature and unorthodox footwork into a powerful weapon. Effortlessly moving across the battlefield, he ducks under the legs of larger creatures and then topples them with surprising attacks.

# Half-elf

Below are the standard Half-elf character traits, followed by a listing of alternative half-elven traits and a table of additional Half-elven Favored Class benefits. Lastly, this section includes a list of class archetypes which are only available to Half-elves – ask the Dungeon Master for more details if you are interested in any of these archetypes.

- Half-elves may select any ability score to receive a +2 bonus at character creation
- **Medium:** Half-elves are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Half-elves have a base speed of 30 feet.
- **Low-Light Vision:** Half-elves can see twice as far as humans in conditions of dim light.
- **Adaptability:** Half-elves receive Skill Focus as a bonus feat at 1<sup>st</sup> level.
- **Elf Blood:** Half-elves count as both elves and humans for any effect related to race.
- **Elven Immunities:** Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.
- **Keen Sense:** Half-elves receive a +1 racial bonus on Perception skill checks.
- **Multitalented:** Half-elves choose two favored classes at 1<sup>st</sup> level and gain their selected choice of Favored Class bonus whenever they take a level in either one of these classes.
- **Languages:**



## Alternate Racial Traits:

- **Ancestral Arms:** Some half-elves receive training in an unusual weapon. Half-elves with this racial trait receive Exotic Weapon Proficiency or Martial Weapon Proficiency with one weapon as a bonus feat at 1<sup>st</sup> level. This replaces the **Adaptability** racial trait.
- **Arcane Training:** Half-elves occasionally seek tutoring to help them master the magic in their blood. Half-elves with this racial trait have only one favored class and it must be an arcane spellcasting class. They can use spell trigger and spell completion items for their favored class as if 1 level higher (or as a 1<sup>st</sup>-level character if they have no levels in that class). This replaces the **Multitalented** racial trait.
- **Drow Magic:** A few half-elves with drow ancestry exhibit the innate magic of that race. Half-elves with this trait have drow blood somewhere in their background, and can cast *dancing lights*, *darkness*, and *faerie fire* each once per day, using the half-elf's character level as the caster level for these spell-like abilities. This replaces the **adaptability** and **multitalented** racial traits.
- **Dual Minded:** The mixed ancestry of some half-elves makes them resistant to mental attacks. Half-elves with this racial trait get a +2 bonus on all Will saving throws. This replaces the **Adaptability** racial trait.
- **Integrated:** Many half-elves are skilled in the art of ingratiating themselves into a community as if they were natives. Half-elves with this racial trait gain a +1 bonus on Bluff, Disguise, and Knowledge (local) checks. This replaces the **Adaptability** racial trait.
- **Sociable:** Half-elves are skilled at charming others and recovering from faux pas. If half-elves with this racial trait attempt to change a creature's attitude with a Diplomacy check and fail by 5 or more, they can try to influence the creature a second time even if 24 hours have not passed. This replaces the **Adaptability** racial trait.
- **Wary:** Many half-elves have spent their long lives moving from place to place, often driven out by the hostility of others. Such experiences have made them wary of others' motivations. Half-elves with this trait gain a +1 racial bonus on Sense Motive and Bluff checks. This replaces the **keen senses** racial trait.
- **Water Child:** Some half-elves are born of elves adapted to life on or near the water. These half-elves gain a +4 racial bonus on Swim checks, can always take 10 while swimming, and may choose Aquan as a bonus language. This replaces the **Adaptability** and **Multitalented** racial traits.

## Half-elven Racial Favored Class Options:

Class	Benefit
<b>Any</b>	+1 hit point
<b>Any</b>	+1 skill point
<b>Barbarian</b>	Add +1/4 to the bonus on Reflex saves and doge bonus to AC against attacks made by traps granted by trap sense
<b>Bard</b>	Add 1 to the half-elf's total number of bardic performances per day.
<b>Cleric</b>	Add +1/3 to the amount of damage dealt or damage healed when the cleric uses channel energy.
<b>Druid</b>	Select one cleric domain power at 1 <sup>st</sup> level that is normally usable a number of times per day equal to 3 + the druid's Wisdom modifier. The druid adds ½ to the number of uses per day of that domain power. For half-elf druids whose nature bond gives them an animal companion, add +1 skill rank to the animal companion. If the half-elf ever replaces her animal companion, the new companion gains these bonus skill ranks.
<b>Fighter</b>	Add +1 to the fighter's CMD when resisting a disarm or overrun.
<b>Monk</b>	Add +1/2 on Escape Artist checks and on Acrobatics checks to cross narrow surfaces.
<b>Paladin</b>	Add +1 foot to the size of all the paladin's aura class features. This option has no effect unless the paladin has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.
<b>Ranger</b>	Add +1 skill rank to the ranger's animal companion. If the half-elf ever replaces his companion, the new companion gains these bonus skill ranks.
<b>Rogue</b>	Add +1/2 bonus on Influence checks to feint and to gather information.
<b>Sorcerer</b>	Select one bloodline power at 1 <sup>st</sup> level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.
<b>Wizard</b>	When casting wizard enchantment spells, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

## Half-Elven Class Archetypes:

- Wild Shadow (Ranger):** The isolation that some half-elves feel leads them to live a life of isolation amid the wild places of the world. Such rangers stalk the wild like shadows, creating close bonds with the wild itself instead of seeking the solace and aid of companions. While ill at ease within cities and other urban areas, they are adept at using the terrain to tactical advantage; they dart through brambles and rough terrain with uncommon grace and use the land itself to lock down enemies.



# Half-orc

Below are the standard Half-orc character traits, followed by a listing of alternative half-orcish traits and a table of additional Half-orcish Favored Class benefits. Lastly, this section includes a list of class archetypes which are only available to Half-orcs – ask the Dungeon Master for more details if you are interested in any of these archetypes.

- Half-orcs may select any ability score to receive a +2 bonus at character creation
- **Medium:** Half-orcs are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Half-orcs have a base speed of 30 feet.
- **Low-Light Vision:** Half-orcs can see twice as far as humans in conditions of dim light.
- **Intimidating:** Half-orcs receive a +2 racial bonus on Influence skill checks to demoralize or intimidate others, due to their fearsome nature.
- **Orc Blood:** Half-orcs count as both human and orcs for any effect related to race.
- **Orc Ferocity:** Once per day, when a half-orc is brought below 0 hit points but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.
- **Weapon Familiarity:** Half-orcs are proficient with greataxes and falchions and treat any weapon with the word “orc” in its name as a martial weapon
- **Languages:**



## Alternate Racial Traits:

- **Beastmaster:** Some half-orcs have a spiritual kinship with fantastical beasts, capturing them for sport or living and hunting with them. A half-orc with this trait treats whip and net as martial weapons and gains a +2 bonus on Handle Animal checks. This replaces the **Orc Ferocity** racial trait.
- **Bestial:** The orc blood of some half-orcs manifests in the form of particularly prominent orc features, exacerbating their bestial appearances but improving their already keen senses. They gain a +2 racial bonus on Perception checks. This replaces the **Orc Ferocity** racial trait.
- **Cavewight:** Some half-orcs live far from the surface, seeking solace in winding cave complexes. Half-orcs with this racial trait gain a +1 bonus on Knowledge (dungeoneering) and Survival checks made underground. This replaces the **Intimidating** racial trait.
- **Chain Fighter:** Some half-orcs have escaped from slavery and reforged the chains of their imprisonment into deadly weapons. Half-orcs with this racial trait are proficient with flails and heavy flails and treat dire flails and spiked chains as martial weapons. This replaces the **Weapon Familiarity** racial trait.
- **City Raised:** Half-orcs with this trait know little of their orc ancestry and were raised among humans and other half-orcs in a large city. City-raised half-orcs are proficient with whips and longswords, and they receive a +1 bonus on Society checks. This replaces the **weapon familiarity** racial trait.
- **Gatecrasher:** Many half-orcs revel in acts of wanton destruction. Half-orcs with this racial trait gain a +2 bonus on Strength checks to break objects and a +2 bonus on sunder attempts. This replaces the **Orc Ferocity** racial trait.
- **Rock Climber:** Half-orcs from mountainous regions are excellent climbers, and sometimes ambush prey by leaping down from above. Half-orcs with this racial trait gain a +1 racial bonus on Athletics checks. This replaces the **intimidating** racial trait.
- **Plagueborn:** Half-orcs are sometimes forced to live on the rancid and unsanitary margins of society, becoming inured to all manner of sickness. Half-orcs with this racial trait gain a +2 racial bonus on saving throws against disease, ingested poisons, and becoming nauseated or sickened. This replaces the **Intimidating** and **Orc Ferocity** racial traits.
- **Rock Climber:** Half-orcs from mountainous regions are excellent climbers, and sometimes ambush prey by leaping down from above. Half-orcs with this racial trait gain a +1 bonus on Acrobatics and Climb checks. This replaces the **Intimidating** racial trait.
- **Sacred Tattoo:** Tattoos, piercings, and ritual scarification are sacred markings to many half-orcs. Half-orcs with this racial trait gain a +1 luck bonus on all saving throws. This replaces the **Orc Ferocity** racial trait.
- **Scavenger:** Some half-orcs eke out a living picking over the garbage heaps of society and must learn to separate rare finds from the inevitable dross. Half-orcs with this racial trait receive a +2 racial bonus on Appraise checks and on Perception checks to find hidden objects (including traps and secret doors), determine if food is spoiled, or identify a potion by taste. This replaces the **Intimidating** racial trait.
- **Shaman's Apprentice:** Only the most stalwart survive the years of harsh treatment that an apprenticeship to an orc shaman entails. Half-orcs with this trait gain Endurance as a bonus feat. This replaces the **Intimidating** racial trait.
- **Toothy:** Some half-orcs' vestigial tusks are massive and sharp, granting a bite attack. This is a primary natural weapon attack that deals 1d4 points of piercing damage. This replaces the **Orc Ferocity** racial trait.

## Half-orcish Racial Favored Class Options:

Class	Benefit
<b>Any</b>	+1 hit point
<b>Any</b>	+1 skill point
<b>Barbarian</b>	Add 1 to the half-orc's total number of rage rounds per day.
<b>Druid</b>	Add +1/3 to the druid's natural armor bonus when using wild shape.
<b>Fighter</b>	Add +2 on rolls to stabilize when dying.
<b>Monk</b>	Add +1 to the monk's CMD when resisting a grapple and +1/2 to the number of stunning attacks he can attempt per day.
<b>Paladin</b>	Add +1/3 on critical hit confirmation rolls while using smite evil (maximum bonus of +5). This bonus does not stack with Critical Focus.
<b>Ranger</b>	Add +1 hit point to the ranger's animal companion. If the half-orc ever replaces his animal companion, the new animal companion gains these bonus hit points.
<b>Rogue</b>	Add +1/3 on critical hit confirmation rolls made while using sneak attack (maximum bonus of +5). This bonus does not stack with Critical Focus.
<b>Sorcerer</b>	Add +1/2 to fire spell damage.
<b>Wizard</b>	Add a +1 bonus on concentration checks made due to taking damage while casting wizard spells.

## Half-Orcish Class Archetypes:

- **Hateful Rager (Barbarian):** From a young age, many half-orcs are treated cruelly, bullied, ridiculed, and made outcasts. While some hide their shame, others foster a deep, burning hatred that they channel into a raw fury and unleash against their enemies. These half-orcs are called hateful ragers.
- **Redeemer (Paladin):** As most half-orcs are outcasts, a half-orc paladin recognizes that often those who are monstrous are not necessarily evil and that sometimes even those who are evil became that way because of circumstances and misfortune. Some half-orc paladins take up these misunderstood creatures as their cause, standing up for the monstrous creatures and, when possible, leading them to the light. These paladins are called redeemers.
- **Skulking Slayer (Rogue):** Pushed into a life of crime by the society around them, half-orcs gravitate toward criminal activities that suit them best. Half-orc rogues leave subtle tactics and finesse to halflings and elves, and instead rely on brute strength and thuggery when they go about making mischief. Skulking slayers have turned the use of raw strength and surprise into an art form.

# Human

Below are the standard Human character traits, followed by a listing of alternative human traits and a table of additional Human Favored Class benefits. Lastly, this section includes a list of class archetypes which are only available to Humans – ask the Dungeon Master for more details if you are interested in any of these archetypes.

- Humans may select any ability score to receive a +2 bonus at character creation
- **Medium:** Humans are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Humans have a base speed of 30 feet.
- **Bonus Feat:** Humans select one extra feat at 1<sup>st</sup> level.
- **Skilled:** Humans gain an additional skill rank at 1<sup>st</sup> level and one additional rank whenever they gain a level
- **Languages:**



## Alternate Racial Traits:

- **Eye for Talent:** Humans have great intuition for hidden potential. They gain a +2 bonus on Sense Motive checks. In addition, when they acquire an animal companion, bonded mount, cohort, or familiar, that creature gains a +2 bonus to one ability score of the character's choice. This replaces the **Bonus Feat** racial trait.
- **Focused Study:** All humans are skillful, but some focus on a specialized set of skills even more closely. At 1<sup>st</sup>, 8<sup>th</sup>, and 16<sup>th</sup> level, such humans gain Skill Focus in a skill of their choice as a bonus feat. This replaces the **bonus feat** racial trait.
- **Heart of the Fields:** Humans born in rural areas are used to hard labor. They gain a bonus equal to half their character level to any one Craft or Profession skill, and once per day they may ignore an effect that would cause them to become fatigued or exhausted. This replaces the **Skilled** racial trait.
- **Heart of the Mountains:** Humans born in the mountains are skilled at negotiating heights and precipices. They gain a +2 racial bonus on Athletics and Acrobatics checks to move on narrow surfaces and uneven ground. Furthermore, they are considered acclimated to the effects of high altitude. This replaces the **skilled** racial trait.
- **Heart of the Sea:** Humans born near the sea are always drawn to it. They gain a +2 racial bonus on Profession (sailor) and Athletics checks related to swimming and climbing ropes. These skills are always considered class skills for them. They can also hold their breath twice as long as normal, and spellcasters gain a +4 racial bonus on concentration checks when attempting to cast spells underwater. This replaces the **Skilled** racial trait.
- **Heart of the Slums:** Humans who eke out a life in a city's teeming slums must be quick and clever. They gain a +2 racial bonus on Finesse and Stealth checks, and a +4 racial bonus on Survival checks in urban and underground settings. In addition, they may roll twice when saving against disease, taking the better roll. This replaces the **Skilled** racial trait.
- **Heart of the Snows:** Humans born in chilly climates treat cold climates as one category less severe. They gain a +2 racial bonus on Fortitude saving throws against the effects of cold climates, on any check or saving throw to avoid slipping and falling, and to CMD against trip combat maneuvers. This applies on Acrobatics and Athletics checks made in slippery conditions. This replaces the **Skilled** racial trait.
- **Heart of the Streets:** Humans from bustling cities are skilled with crowds. They gain a +1 bonus on Reflex saves and a +1 dodge bonus to Armor Class when adjacent to at least 2 other allies. Crowds do not count as difficult terrain for them. This replaces the **Skilled** racial trait.
- **Heart of the Sun:** Humans born in tropical climates treat hot climates as one category less severe. They also gain a +2 racial bonus on Fortitude saving throws against the effects of a hot climate, as well as against the poison and distraction ability of swarms and vermin. This replaces the **Skilled** racial trait.
- **Heart of the Wilderness:** Humans raised in the wild learn the hard way that only the strong survive. They gain a bonus equal to half their character level on Survival checks. They also gain a +5 bonus on Constitution checks to stabilize when dying and add half their character level to their constitution score when determining the negative hit point total necessary to kill them. This replaces the **Skilled** racial trait.
- **Silver Tongued:** Humans are often adept at subtle manipulation and putting even sworn foes at ease. Humans with this trait gain a +2 bonus on Influence checks. In addition, when they use Influence to shift a creature's attitude, they can shift up to three steps up rather than just two. This replaces the **Skilled** racial trait.



## Human Racial Favored Class Options:

Class	Benefit
<b>Any</b>	+1 hit point
<b>Any</b>	+1 skill point
<b>Barbarian</b>	Add +1/2 bonus to trap sense or +1/3 to the bonus from the superstitious rage power.
<b>Bard</b>	Add one spell known from the bard spell list. This spell must be at least one level below the highest spell level the bard can cast.
<b>Cleric</b>	Add +1 on caster level checks made to overcome the spell resistance of outsiders.
<b>Druid</b>	Add a +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.
<b>Fighter</b>	Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.
<b>Monk</b>	Add +1/4 to the monk's <i>ki</i> pool.
<b>Paladin</b>	Add +1 to the paladin's energy resistance to one kind of energy (max +10).
<b>Ranger</b>	Add +1 hit point or +1 skill rank to the ranger's animal companion. If the ranger ever replaces his companion, the new companion gains these bonus hit points or skill ranks.
<b>Rogue</b>	The human gains +1/6 of a new rogue talent.
<b>Sorcerer</b>	Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.
<b>Wizard</b>	Add one spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level he can cast.

## Human Class Archetypes:

- **Imperious Bloodline (Sorcerer):** A scion of forgotten kings, with a lineage rich with the dust of ancient empires spanning every golden age of humanity's history, an imperious embodies the apex of human potential, as well as human temerity and uninhibited hubris.
- **Wanderer (Monk):** Some monks wander the world in humility to learn and to share wisdom and philosophy from their teachers with those they meet, often aiding those who are in need.

# Rare: Dhampir

The half-living children of vampires birthed by human females, dhampirs are progenies of both horror and tragedy. The circumstances of a dhampir's conception are often called into question but scarcely understood, as few mortal mothers survive the childbirth. Those who do often abandon their monstrous children and refuse to speak of the matter. While some speculate that dhampirs result when mortal women couple with vampires, others claim that they form when a pregnant woman suffers a vampire bite. Some particularly zealous scholars even contest dhampirs' status as a unique race, instead viewing them as humans suffering from an unholy affliction. Indeed, this hypothesis is strengthened by dhampirs' seeming inability to reproduce, their offspring inevitably humans (usually sorcerers with the undead bloodline). Regardless, they live and die just like any other mortal creatures, despite possessing a supernatural longevity akin to that of elves. **NOTE:** The dhampir race may only be selected in rare circumstances with prior approval by the Dungeon Master.

- Dhampirs may select either **Dexterity** or **Charisma** to receive a +2 bonus at character creation
- **Dhampir:** Dhampirs are humanoids with the dhampir subtype.
- **Medium:** Dhampirs are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Dhampirs have a base speed of 30 feet.
- **Senses:** Dhampirs have both low-light vision *and* darkvision 60 feet. *(This is an exception to the standard house rule that all PC races have darkvision replaced with low-light vision.)*
- **Manipulative:** Dhampirs receive a +2 racial bonus on Influence checks.
- **Undead Resistance:** Dhampirs gain a +2 racial bonus on saving throws against disease and mind-affecting effects
- **Light Sensitivity:** Dhampirs are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.
- **Negative Energy Affinity:** Dhampir exist somewhere between living and undeath which results in them having a complicated relationship with positive and negative energy. All positive energy effects heal Dhampir as normal. Negative energy also heals Dhampir, but with a complication: anytime a Dhampir heals 1 or more hit points due to exposure to negative energy, he must succeed at a Will saving (DC 10 + 1/2 the damage healed) or become *confused*. The Dhampir may repeat this save at the end of each of his turns until he succeeds; the DC decreases by 5 with each attempt.
- **Spell-Like Ability:** A dhampir can use *detect undead* three times per day as a spell-like ability. The caster level for this ability equals the dhampir's class level.
- **Resist Level Drain (Ex):** A dhampir takes no penalties from energy drain effects, though he can still be killed if he accrues more negative levels than he has Hit Dice. After 24 hours, any negative levels a dhampir takes are removed without the need for an additional saving throw.
- **Languages:**





#### Alternate Racial Traits:

- **Dayborn:** A few fortunate dhampirs were born during the day under the blessings of priests, and their blood has weaker ties to their undead bloodline than others of their kind. Such dhampirs are unhindered by daylight and lose the light sensitivity racial trait. This replaces the **Spell-Like Ability** racial trait.
- **Fangs:** On occasion, a dhampir may inherit his father's lengthy canines. Whenever the dhampir makes a grapple combat maneuver check to damage an opponent, he can choose to bite his opponent, dealing 1d3 points of damage as if using a natural bite attack. As a standard action, the dhampir can bite a creature that is bound, helpless, paralyzed, or similarly unable to defend itself. This replaces the **Spell-Like Ability** racial trait.
- **Heir to Undying Nobility:** Descended from undead nobility, some dhampirs inherit a bit of their ancestors' ability to control living beings. They can use command and charm person each once per day. This replaces the **Spell-Like Ability** racial trait.
- **Vampiric Empathy:** Though dhampirs often relate poorly to humanoids, some share an affinity with baser creatures. These dhampirs gain the ability to communicate with bats, rats, and wolves as if under the effects of a *Speak with Animals* spell (caster level equal to 1/2 the dhampir's Hit Dice). In addition, they gain a +2 racial bonus on Influence checks when dealing with these animals. Whenever these dhampirs initiate an exchange, animals begin with a starting attitude of indifferent. This is a supernatural ability. This replaces the **Manipulative** racial trait.

### Dhampir Racial Favored Class Options:

Class	Benefit
<b>Any</b>	+1 hit point
<b>Any</b>	+1 skill point
<b>Cleric</b>	Add +1 to the caster level of any channeling feat used to affect undead.
<b>Fighter</b>	Add a +2 bonus on rolls to stabilize when dying.
<b>Magus</b>	Add +1/4 to the magus's arcane pool.
<b>Rogue</b>	Add a +1/2 bonus on Stealth checks and Perception checks made in dim light or darkness.
<b>Wizard</b>	Add +1/4 to the wizard's caster level when casting spells of the necromancy school.

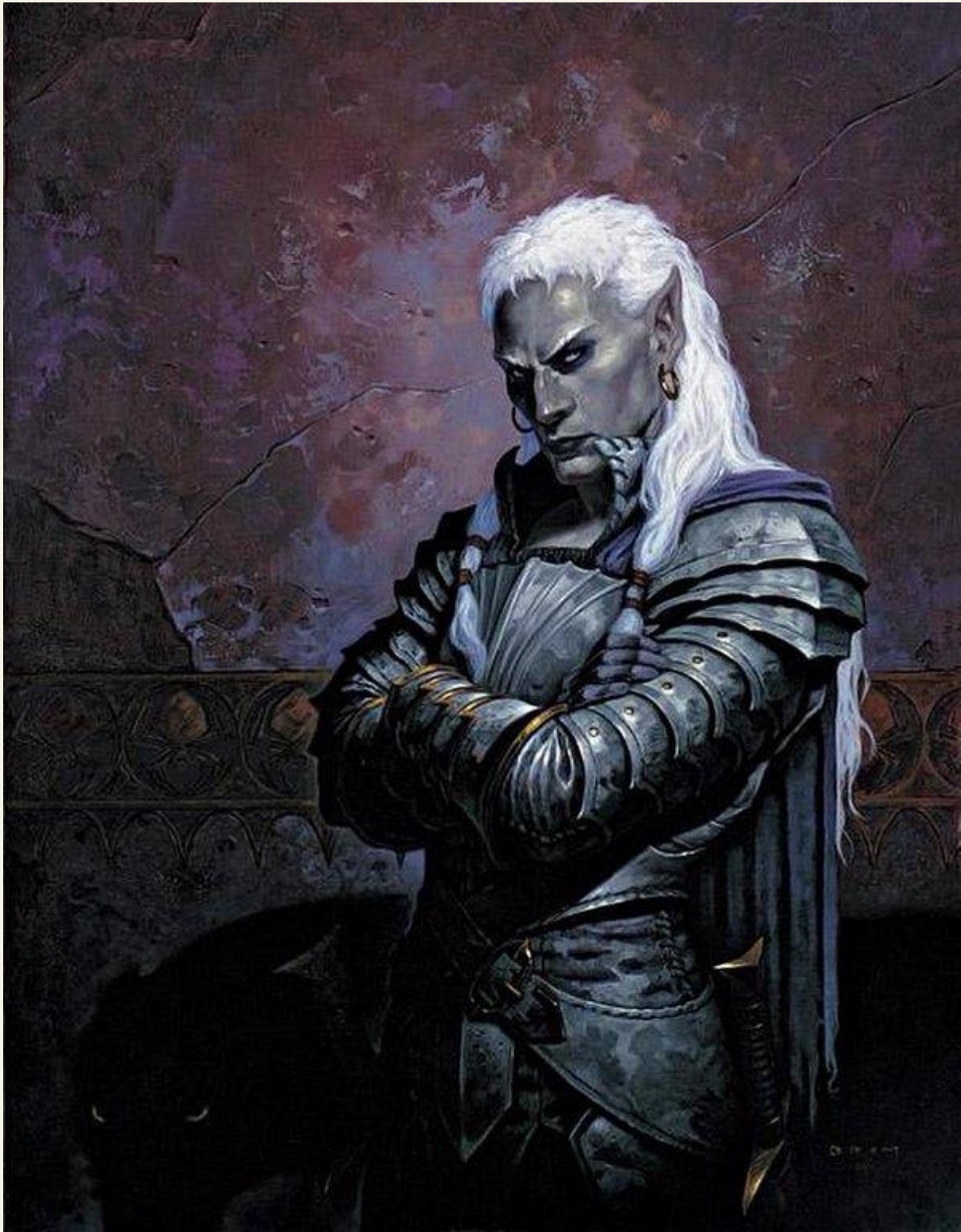
### Dhampir Class Archetypes:

- **Cruoromancer (Wizard):** To those who know how to manipulate it, the blood of a dhampir can be a powerful component to magic. A cruoromancer infuses his necromantic magic with the power of his unique mixture of living blood and undead ichor. As his power increases in this strange arcane art, a cruoromancer finds potent ways to infuse his unique blood with necromancy spells.

## Rare: Drow

Cruel and cunning, drow are a dark reflection of the elven race. Also called dark elves, they dwell deep underground in elaborate cities shaped from the rock of cyclopean caverns. Drow seldom make themselves known to surface folk, preferring to remain legends while advancing their sinister agendas through proxies and agents. Typical drow have no love for anyone but themselves and are adept at manipulating other creatures. While they are not born evil, malignancy is deep-rooted in their culture and society, and nonconformists rarely survive for long. **NOTE:** The drow race may only be selected in rare circumstances with prior approval by the Dungeon Master.

- Drow may select either **Dexterity** or **Charisma** to receive a +2 bonus at character creation
- **Elf:** Drow are humanoids with the elf subtype.
- **Medium:** Dhampirs are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Dhampirs have a base speed of 30 feet.
- **Senses:** Drow have darkvision with a range of 120 feet. *(This is an exception to the standard house rule that all PC races have darkvision replaced with low-light vision.)*
- **Drow Immunities:** Drow are immune to magic sleep effects and gain a +2 racial bonus on saving throws against enchantment spells and effects.
- **Keen Senses:** Drow gain a +1 racial bonus on Perception checks.
- **Light Blindness:** Abrupt exposure to bright light blinds drow for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.
- **Poison Use:** Drow are skilled in the use of poison and never risk accidentally poisoning themselves.
- **Spell-Like Ability:** A drow can cast dancing lights, darkness, and faerie fire, once each per day, using her total character level as her caster level.
- **Spell Resistance:** Drow possess spell resistance equal to 6 plus their class levels.
- **Weapon Familiarity:** Drow are proficient with the hand crossbow, rapier, and short sword.
- **Languages:**



### Alternate Racial Traits:

- **Ambitious Schemer:** Seduction and treachery are tools for advancement in drow society, even for the martially inclined. Drow with this racial trait gain Influence as a class skill and gain a +2 bonus on such skill checks. This replaces the **Keen Senses** racial trait.
- **Ancestral Grudge:** The enmity between the drow and elves and dwarves is long-standing and deeply entrenched. Drow with this racial trait gain a +1 bonus on attack rolls against humanoids with the dwarf or elf subtypes (with the exception of drow) because of their special training against these reviled foes. This replaces the **Poison Use** racial trait.
- **Darklands Stalker:** The lands outside of drow cities, from rough-hewn tunnels to rocky caverns, are treacherous to navigate. Drow with this racial trait may move through difficult terrain without penalty while underground. In addition, drow with a Dexterity of 13 or higher gain Nimble Moves as a bonus feat. This replaces the **Spell-Like Abilities** racial trait.
- **Seducer:** Certain drow possess an innate understanding of the darkest desires that lurk in every heart. Drow with this racial trait add +1 to the saving throw DCs for spells and spell-like abilities of the enchantment school. In addition, drow with a Wisdom score of 15 or higher may use charm person once per day as a spell-like ability (caster level equal to the drow's character level). This replaces the **Drow Immunities** racial trait.
- **Surface Infiltrator:** Some drow dwell close to the surface lands, either because they serve drow causes or they were exiled. Drow with this racial trait gain lowlight vision, allowing them to see twice as far as humans in conditions of dim light. This replaces the **Darkvision** and **Light Blindness** racial traits.

### Drow Racial Favored Class Options:

Class	Benefit
<b>Any</b>	+1 hit point
<b>Any</b>	+1 skill point
<b>Cleric</b>	Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.
<b>Fighter</b>	Choose the disarm or reposition combat maneuver. Add +1/3 to the fighter's CMB when attempting this maneuver (maximum bonus of +4).
<b>Rogue</b>	Add a +1/2 bonus on Influence checks to feint and pass secret messages.
<b>Sorcerer</b>	Add one spell known from the sorcerer spell list. This spell must have a direct tie to the drow race (for instance, one with the darkness descriptor) and be at least one level below the highest spell level the sorcerer can cast.
<b>Wizard</b>	Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.

### Drow Class Archetypes:

- **Cavern Sniper (Fighter):** Perfectly at home in the darkness, the cavern sniper capitalizes on stealth and ranged attacks imbued with his spell-like abilities to harass his opponents. The cavern sniper focuses on surprise, his innate magical abilities, and poison to take down unwary foes.

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# Chapter 3: Classes

To begin, only consider classes from the Pathfinder Core Rulebook. Additional classes and class options may become available throughout the life of the campaign.

For characters of the barbarian, monk, and rogue classes, the only playable versions will be those presented in Pathfinder Unchained. Those class entries are included in their entirety in the Appendix.

# Barbarian

For some heroes, the rage that lives within them cannot be contained. Whether this fury is a product of heritage or of nature, these adventurers have learned to harness it, turning its power against their foes. The primal warriors known as barbarians transform their rage into a potent weapon on the battlefield. Heedless of their wounds and possessed of unstoppable bloodlust, these savage brutes are the embodiment of war.

This campaign uses the alternate class version of the Barbarian provided in *Pathfinder Unchained*. Please see the full class entry referenced in the Appendix for full class details.

The unchained barbarian is similar in many regards to its counterpart in the *Pathfinder Core Rulebook*—she still goes into a rage and gains rage powers, but many of the details have been changed. Rage now grants temporary hit points and static bonuses on attack and damage rolls, rather than bonuses to ability scores that force players to recalculate a number of statistics. Additionally, many rage powers now function whenever the barbarian is raging, as opposed to just once per rage. Finally, the overall utility of many of the rage powers has been adjusted to make them more useful and interesting.

Starting characters of the Barbarian class choose either **Strength** or **Constitution** to receive a +2 ability score bonus.

Using the Consolidated Skills system (see Chapter 4), a Barbarian gains **1 + (1/2 Int Bonus)** skill ranks per level (minimum 1) and the Barbarian class skill list includes **Athletics and Nature**.



Additional Barbarian Class Options:

### Advanced Player's Guide:

**Unchained Barbarian Rage Powers:** An additional batch of eligible rage powers from the APG are included in the appendix.

**Breaker (Archetype):** While most barbarians are skilled at breaking things, some find the need to destroy their surroundings an almost uncontrollable urge when in the middle of a rage. These barbarians are a danger not only to their foes, but also to the very environment around them.

**Elemental Kin (Archetype):** Some barbarian tribes have strong ties to the elemental forces of nature. Their shamans anoint the warriors at birth, tying them to the patron element of the tribe and granting them lasting boons against such forces.

**Hurler (Archetype):** A raging barbarian is frightening enough in melee, but some become skilled at throwing objects at their foes before closing in for the kill.

**Invulnerable Rager (Archetype):** Some barbarians learn to take whatever comes their way, shrugging off mortal wounds with ease. These barbarians invite their enemies to attack them and use pain to fuel their rage.

**Mounted Fury (Archetype):** Many barbarian tribes are masters of the horse, teaching their members how to ride from a young age. As a result, barbarians from such tribes are even more terrifying when mounted, using their steeds' speed and strength to great advantage.

**Savage Barbarian (Archetype):** Some barbarians are truly savage, having little training in modern arms. These savage barbarians learn to avoid blows and toughen up their skin.

**Superstitious (Archetype):** Many barbarians distrust magic. While most just shy away from magic, others focus their rage on users of such foul arts. These barbarians are naturally distrusting and develop keen senses to protect them from harm.

### Advanced Class Guide:

**Unchained Barbarian Rage Powers:** An additional batch of eligible rage powers from the ACG are included in the appendix.

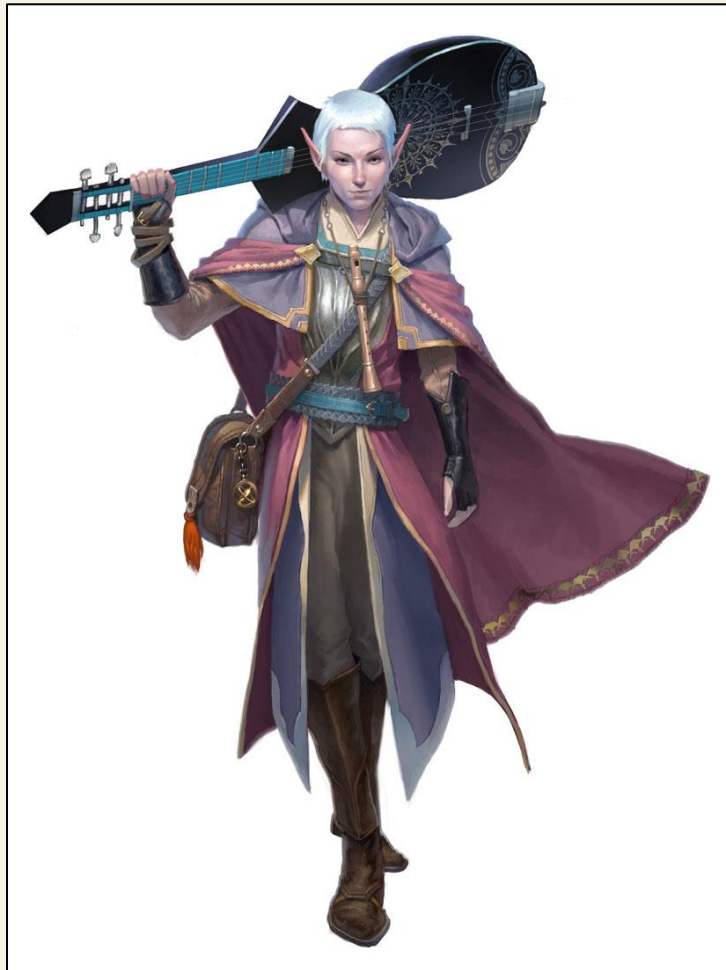
# BARD

Bards capably confuse and confound their foes while inspiring their allies to ever-greater daring. While accomplished with both weapons and magic, the true strength of bards lies outside melee, where they can support their companions and undermine their foes without fear of interruption to their performances.

This campaign uses the standard Bard class presented in the Pathfinder Core Rulebook. Please see below for a summary list of additional Bard options from various supplements – full details on these options can be found in the appendix.

Starting characters of the Bard class choose either **Dexterity** or **Charisma** to receive a +2 ability score bonus.

Using the Consolidated Skills system (see Chapter 4), a Bard gains **3 + (1/2 Int Bonus)** skill ranks per level (minimum 1) and the Bard class skill list includes **Influence, Perception, Performance, Society, and Spellcraft**.



Additional Bard Class Options:

Ultimate Magic:

**Songhealer (Archetype):** Words can harm, but they also heal. The songhealer brings peace and surcease of pain, calming wild emotions and providing a balm for the wounded body.

Advanced Player's Guide:

**Arcane Duelist (Archetype):** A master of the martial applications of steel and spell, the arcane duelist blends both into a lethal combination.

**Detective (Archetype):** Piecing together clues and catching the guilty with sheer cleverness, the detective is skilled at divining the truth.

**Magician (Archetype):** A magician dabbles in performance but sees it as a means to tap into universal energies and channel them.

**Savage Skald (Archetype):** Far from civilization, furious tribes have their own war-singers, work-chanters, and lore-keepers, savaging enemies with song and sword alike.

# Cleric

More than capable of upholding the honor of their deities in battle, clerics often prove stalwart and capable combatants. Their true strength lies in their capability to draw upon the power of their deities, whether to increase their own and their allies' prowess in battle, to vex their foes with divine magic, or to lend healing to companions in need. As their powers are influenced by their faith, all clerics must focus their worship upon a divine source.

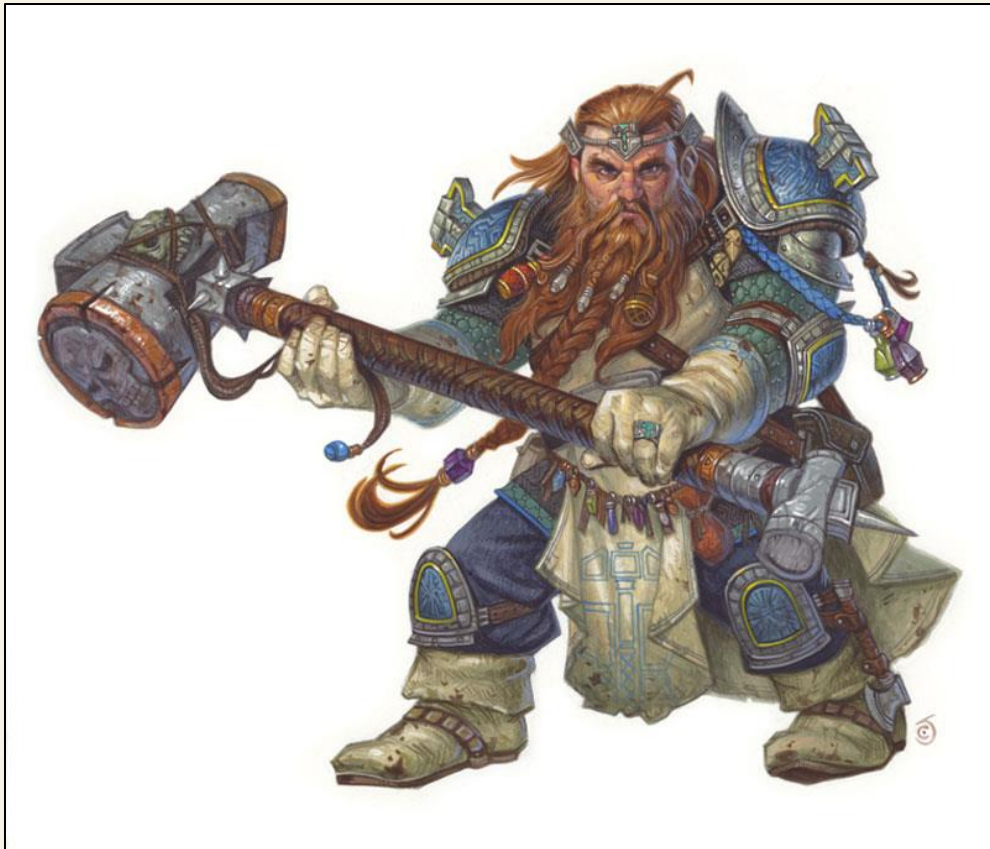
This campaign uses the standard Cleric class presented in the *Pathfinder Core Rulebook*, with the following exception:

- When a standard cleric channels energy, they must choose to either effect living creatures or undead. Good clerics can either heal the living or harm the undead, while evil clerics can either harm the living or heal the undead. **In this campaign**, whenever a cleric channels energy, they effect all creatures, both living and undead, within the affected radius. Therefore, a standard good cleric would simultaneously heal all living creatures and harm all undead creatures within a 30-foot radius.

Please see below for a summary list of additional Cleric option from various supplements – full details on these options can be found in the appendix.

Starting characters of the Cleric class choose either **Strength** or **Wisdom** to receive a +2 ability score bonus.

Using the Consolidated Skills system (see Chapter 4), a Cleric gains **1 + (1/2 Int Bonus)** skill ranks per level (minimum 1) and the Cleric class skill list includes **Religion, Spellcraft, and Survival**.



## Additional Cleric Class Options:

### Ultimate Magic:

**Theologian (Archetype):** A theologian is an expert on one particular area of her religion. She is so focused on that area that she eschews the broader sweep of her deity's dogma and focuses intensely upon that aspect of it, embodying its power in all she does. Theologians tend to be more zealous than other clerics, and many crusades are started by theologians.

### Advanced Player's Guide:

**Subdomains** are more specific focuses for clerical worship and power that allow players greater flexibility in customizing their characters. Every domain has a number of subdomains associated with it (see below for a complete list). Each subdomain replaces a granted power and a number of spells in the domain's granted spell list. A cleric who chooses a subdomain must have access to both the domain and its subdomain from her deity.

- [Agathion] (Good)
- Arcane (Magic)
- Archon (Good, Law)
- [Azata] (Chaos, Good)
- Cloud (Air)
- Defense (Protection)
- Divine (Magic)
- Fate (Luck)
- Ferocity (Strength)
- Freedom (Liberation)
- Feather (Animal)
- Fur (Animal)
- Growth (Plant)
- Heroism (Glory)
- Honor (Glory)
- Inevitable (Law)
- Leadership (Nobility)
- Light (Sun)
- Martyr (Nobility)
- Memory (Knowledge)
- Metal (Earth)
- Night (Darkness)

- Purity (Protection)
- Resolve (Strength)
- Restoration (Healing)
- Revolution (Liberation)
- Seasons (Weather)
- Storms (Weather)
- Tactics (War)
- Thievery (Trickery)
- Wind (Air)



# Druid

While some druids might keep to the fringe of battle, allowing companions and summoned creatures to fight while they confound foes with the powers of nature, others transform into deadly beasts and savagely wade into combat. Druids worship personifications of elemental forces, natural powers, or nature itself.

This campaign uses the standard Druid class presented in the *Pathfinder Core Rulebook*. Please see below for a summary list of additional Druid options from various supplements – full details on these options can be found in the appendix.

Starting characters of the Druid class choose either **Constitution** or **Wisdom** to receive a +2 ability score bonus.

Using the Consolidated Skills system (see Chapter 4), a Druid gains **2 + (1/2 Int Bonus)** skill ranks per level (minimum 1) and the Druid class skill list includes **Athletics, Nature, and Survival**.



Additional Druid Class Options:

## Ultimate Magic:

**Animal and Terrain Domains:** Some domains focus their expertise and energy specifically on kinds of animals or specific terrains. These new animal and terrain domain options are for druids whose focus is more specific than the Animal, Plant, Weather, or elemental domains. A druid with the nature's bond ability can choose an animal domain or terrain domain instead of one of the domains listed in the Pathfinder RPG Core Rulebook. Just like cleric domains, animal and terrain domains have granted powers and domain spells, and a druid who selects an animal or terrain domain gains a domain spell slot at each level. A druid who worships deity (as opposed to nature in general) cannot select an animal or terrain domain that contradicts or is outside of the portfolio of her deity.

**Vermin Companions:** In addition to the normal choices of animal companions listed in the Core Rulebook, a druid who is so inclined may select a vermin as her companion.

**Menhir Savant (Archetype):** Some druids study the paths of nature's power through the nodes and ley lines that connect standing stones and megalithic circles, learning to tap into their energies.

**Storm Druid (Archetype):** While most druids focus their attention upon the rich earth and the bounty of nature that springs forth from it, the storm druid's eyes have ever been cast to the skies and the endless expanse of blue, channeling the most raw and untamed aspects of nature.

## Advanced Player's Guide:

**Arctic Druid (Archetype):** An arctic druid watches over the stark landscape of the far frozen reaches of the world, tending the stunted and rugged life that ekes out its survival in the least habitable climes.

**Bear Shaman (Archetype):** A shaman with this focus calls upon the mighty bear, titan of the woodlands and mountains, a paragon strength and ferocity, and yet also a quiet protector rich in wisdom.

**Cave Druid (Archetype):** Far from the green fields of the world above lies a lightless expanse beneath the surface. This darkling fairyland is not without beauty and natural wonders of its own, and a few druids seek to preserve this hidden realm and purge it of the fell horrors that creep up from below.

**Desert Druid (Archetype):** Not all climates are verdant paradises, but even in desolate deserts there is life—though often hidden from the sun and rarely friendly—and raw, desolate beauty. Here desert druids come to pay homage, protect, and maintain the few habitable locales, and witness nature's majesty in all its burning, merciless glory.

**Eagle Shaman (Archetype):** A shaman with this totem calls upon the noble eagle, stern and proud, soaring high above the world with keen and pitiless eyes that miss nothing.

**Jungle Druid (Archetype):** The fecund jungles of the equatorial regions are rich in life and ancient tradition; druidical guardians of sacred pools, elder trees, and trembling volcanoes watch over crumbling temples and the inevitable reclamation of lost civilizations by the beating heart of nature untamed.

**Lion Shaman (Archetype):** A shaman with this totem calls upon the proud lion, imposing and majestic, the mighty leader of deadly hunters.

**Mountain Druid (Archetype):** As more and more of the soft, easy lands become cultivated and civilized, many druids look for refuge and solitude among the eternal peaks of the highest mountains.

**Plains Druid (Archetype):** Out upon the wide and rolling prairies and savannahs, plains druids stand guard over the grasslands. These druids range far and wide, watching over nomadic tribes and wandering herds and preserving the sometimes fragile ecosystem of the wide open spaces.

**Serpent Shaman (Archetype):** A shaman with this totem calls upon the cunning serpent, the stealthy deceiver who draws the weak minded in and strikes while they are unaware. Some hate its treacherous nature, while others praise its thoughtful pragmatism.

**Swamp Druid (Archetype):** Some druids eschew pleasant glades and groves and instead seek out dank marshes, misty bogs and heaths, and trackless swamps as the place they call home and watch over with care, finding beauty and life in abundance in places few others would willingly enter.

**Wolf Shaman (Archetype):** A shaman with this totem calls upon the clever wolf, capable of roaming alone yet wise enough to run with a pack when facing dangers too great for one alone.

# Fighter

Fighters excel at combat—defeating their enemies, controlling the flow of battle, and surviving such sorties themselves. Their specific weapons and methods grant them a wide variety of tactics, and few can match fighters for sheer battle prowess.

This campaign uses the standard Fighter class presented in the *Pathfinder Core Rulebook*. Please see below for a summary list of additional Fighter options from various supplements – full details on these options can be found in the appendix.

Starting characters of the Fighter class choose either **Strength** or **Constitution** to receive a +2 ability score bonus.

Using the Consolidated Skills system (see Chapter 4), a Fighter gains **1 + (1/2 Int Bonus)** skill ranks per level (minimum 1) and the Barbarian class skill list includes **Acrobatics and Athletics**.



Additional Fighter Class Options:

## Advanced Player's Guide:

**Archer (Archetype):** The archer is dedicated to the careful mastery of the bow, perfecting his skills with years of practice honed day after day on ranges and hunting for game, or else on the battlefield, raining destruction down on the enemy lines.

**Crossbowman (Archetype):** The crossbowman has perfected the deadly use of the crossbow, a simple but cruelly efficient weapon, as a craftsman mastering a lethal tool.

**Free Hand Fighter (Archetype):** The free hand fighter specializes in the delicate art of handling a single weapon in one hand while using his free hand to balance, block, tip, and distract his opponents. While not a brawler, his open hand is as much a weapon as a bow or blade. His fighting school benefits only apply when he is using a one-handed weapon and carrying nothing in his other hand.

**Mobile Fighter (Archetype):** Where some fighters focus on strength and raw power, the mobile fighter relies on swiftness and mobility, gliding across the battlefield like a steel whirlwind and leaving destruction in his wake.

**Polearm Master (Archetype):** The polearm master is schooled in the ancient wisdom that enemies are best faced at the end of long striking pole, lashing like a serpent before clumsy swords and axes can even be brought to bear.

**Savage Warrior (Archetype):** Warriors' might is not measured only by their skill with steel, but also by their ability to inflict death with fang and claw, horn and hoof, and every exotic appendage the natural and unnatural world has to offer.

**Shielded Fighter (Archetype):** A shielded fighter focuses on both offense and defense, blending weapon and shield in perfect balance to impede his enemies while delivering deadly blows, and even turning the shield itself into a formidable weapon. These fighting school benefits apply when wielding a weapon and a shield simultaneously.

**Two Handed Fighter (Archetype):** Some fighters focus their efforts on finding the biggest, heaviest, most imposing weapon they can find and training to manage and harness the weight of their massive weapons for maximum impact. These fighting school benefits only apply when using two-handed weapons.

**Two Weapon Fighter (Archetype):** Trained under great masters who preached the simple truth that two are better than one when it comes to weapons, the two-weapon warrior is a terror when his hands are full. From paired daggers to exotic double weapons, all combinations come equally alive in his skilled hands.

**Weapon Master (Archetype):** Devoted to the perfection of a single weapon, the weapon master's meditations upon his favored weapon border on the obsessive, but none can deny his consummate skill. The weapon master must select a single type of weapon (such as longsword or shortbow). All of his abilities apply to that weapon type.

# Monk

Physical and mental perfection—that is the life goal of every monk. For these skilled warriors, martial prowess and mental clarity are one and the same. Capable of pummeling foes with both fist and weapon, monks are among the more versatile combatants on the battlefield. Monks are also able to harness their *ki*, a spiritual force that resides within, allowing them to perform amazing acts of acrobatics and mystical skill. All of this depends on incredible discipline and focus, and monks spend their entire lives perfecting these arts.

This campaign uses the alternate class version of the Monk provided in Pathfinder Unchained. Please see the full class entry referenced in the Appendix for full class details.

Much of the monk has been reworked, including its base attack bonus, Hit Die, saves, and many of its special abilities. The result is a version of the monk that not only is easier to play, but also possesses a great deal more versatility. Flurry of blows is now much simpler to use in play. Many of the higher-level abilities of the monk, such as abundant step and quivering palm, have been incorporated into the new system of *ki* powers. As a monk advances in level, he can select from a variety of *ki* powers, allowing the player to truly customize his character.

Starting characters of the Monk class choose either **Dexterity** or **Wisdom** to receive a +2 ability score bonus.

Using the Consolidated Skills system (see Chapter 4), a Monk gains **2 + (1/2 Int Bonus)** skill ranks per level (minimum 1) and the Monk class skill list includes **Acrobatics, Athletics, and Perception**.



Additional Monk Class Options:

Ultimate Magic:

**Monk Vows (Optional Feature):** monk can discipline his body to hold more ki by upholding the strict tenets of a vow. By adhering to his vow's tenets, the monk's ki pool increases by the amount listed in the vow's description. Every vow comes with a penalty or limitation to offset this increase in ki.



# Paladin

Paladins serve as beacons for their allies within the chaos of battle. While deadly opponents of evil, they can also empower goodly souls to aid in their crusades. Their magic and martial skills also make them well suited to defending others and blessing the fallen with the strength to continue fighting.

This campaign uses the standard Paladin class presented in the *Pathfinder Core Rulebook*. Please see below for a summary list of additional Paladin options from various supplements – full details on these options can be found in the appendix.

Starting characters of the Paladin class choose either **Strength** or **Charisma** to receive a +2 ability score bonus.

Using the Consolidated Skills system (see Chapter 4), a Paladin gains **1 + (1/2 Int Bonus)** skill ranks per level (minimum 1) and the Paladin class skill list includes **Religion and Survival**.





Additional Paladin Class Options:

### Ultimate Magic:

**Oathbound Paladin (Archetype):** While all paladins have their own codes of conduct, either taught by an order, handed down from the gods, or inspired by personal conviction, an oathbound paladin devotes herself to a singular cause, which grants her additional powers but also gives further edicts she must follow. An oathbound paladin swears an oath to eradicate a certain kind of evil. This powerful oath gives her access to new spells and adds to or alters typical paladin abilities.

### Advanced Player's Guide:

**Divine Defender (Archetype):** Some paladins see themselves as the last line of defense between the teeming hordes of evil and the innocent folk trying to make a living in a harsh, unforgiving world. These defenders spend their lives protecting others and taking on foes that the common man should not even know exist. To aid them in their holy mission, they have special powers to protect themselves and those around them.

**Hospitaller (Archetype):** Paladins are known for their charity and for tending to the sick. The hospitaller takes to this calling above all others, spending much of her time healing the poor, and giving aid and succor to those in need.

**Sacred Servant (Archetype):** Paladins as a general rule, venerate the gods of good and purity, but some take this a step further, dedicating themselves to a specific deity and furthering the cause of the faith. These sacred servants are rewarded for their devotion with additional spells and powerful allies. A sacred servant must select one deity to worship. This deity's alignment must be lawful good, lawful neutral, or neutral good.

**Shining Knight (Archetype):** While paladins often are seen mounted atop a loyal steed, the shining knight is the true symbol of mounted bravery. They are never far from their steeds and are always clad in brightly polished armor.

**Undead Scourge (Archetype):** Undead are an abomination in the eyes of the just and righteous. It is no surprise then that there are some paladins that dedicate themselves to wiping these unholy terrors from the world.

**Warrior of the Holy Light (Archetype):** Some paladins use their gifts to focus on the holy light that shines within their souls. With the gifts of purity and redemption, these paladins spend much of their lives helping others find the true path. Unleashing this power takes patience and comes at a steep price.

# Ranger

Rangers are deft skirmishers, either in melee or at range, capable of skillfully dancing in and out of battle. Their abilities allow them to deal significant harm to specific types of foes, but their skills are valuable against all manner of enemies.

This campaign uses the standard Ranger class presented in the *Pathfinder Core Rulebook*. Please see below for a summary list of additional Ranger options from various supplements – full details on these options can be found in the appendix.

Starting characters of the Ranger class choose either **Dexterity** or **Wisdom** to receive a +2 ability score bonus.

Using the Consolidated Skills system (see Chapter 4), a Ranger gains **3 + (1/2 Int Bonus)** skill ranks per level (minimum 1) and the Ranger class skill list includes **Athletics, Nature, Perception, Stealth, and Survival**.



Additional Ranger Class Options:

### Advanced Player's Guide:

**Additional Combat Style Options:** At 2nd level, a ranger must select one of the two combat styles on page 65 of the Core Rulebook or one of the following new combat styles: crossbow, mounted combat, natural weapon, two-handed weapon, or weapon and shield style. The ranger can choose feats from his selected combat style even if he does not have the normal prerequisites.

**Guide (Archetype):** Many rangers are loners, but some choose to use their familiarity with the land to guide others safely through the wilderness. The guide forgoes a favored enemy to focus on the task or foe at hand and can pass his knowledge and luck on to his charges.

**Shapeshifter (Archetype):** Most rangers venture into the wilderness, but there are some who let the wilderness seep into them. Whether by curse, disease, ancient rite, a slight lycanthropic influence in the blood, or the corrupting influence of chaos, these rangers embrace the wild to transform themselves into something untamed and feral. Shapeshifters are often held in awe but are even more often feared.

**Skirmisher (Archetype):** Many rangers rely on spells, but there are some who eschew aid from divine powers for their own reasons. Skirmishers rely on their wits, their wisdom, and sometimes even instinct to aid in their quests.

**Urban Ranger (Archetype):** For the urban ranger, the streets and sewers of the city are just as dangerous as the barren wastelands or the deep forests.

# Rogue

Thief, sneak, charmer, diplomat—all of these and more describe the rogue. When not skulking in the shadows, disarming traps, and stealing from the unaware, rogues may rub shoulders with powerful nobles or plot capers with fellow crooks. The rogue is the master of many faces, using her skills and talents to get herself both into and out of trouble with rakish aplomb. While others may call them charlatans and burglars, even the most larcenous rogues tend to consider themselves consummate professionals, willing to take on any job if the price is right.

This campaign uses the alternate class version of the Rogue provided in Pathfinder Unchained. Please see the full class entry referenced in the Appendix for full class details.

While much of the unchained rogue will be familiar to those who have played the class from the Core Rulebook, there are a number of new class features that greatly enhance the power and flexibility of the rogue. Chief among these is the debilitating injury class feature. A rogue with this ability can severely hamper her foes, giving her a much-needed boost to her offense or defense, depending on the situation. In addition, with finesse training, the rogue now gains Weapon Finesse for free at 1st level. This ability also lets her add her Dexterity to damage rolls with one weapon starting at 3rd level. Finally, the rogue's edge ability ties into a new system presented in Chapter 2 of this book called skill unlocks. With this feature, the rogue can master a small set of chosen skills, outperforming all those characters without access to such talents.

Starting characters of the Rogue class choose either **Dexterity** or **Charisma** to receive a +2 ability score bonus.

Using the Consolidated Skills system (see Chapter 4), a Rogue gains **4 + (1/2 Int Bonus)** skill ranks per level (minimum 1) and the Rogue class skill list includes **Acrobatics, Finesse, Influence, Perception, Society, and Stealth**.



Additional Rogue Class Options:

### Advanced Class Guide:

**Counterfeit Mage (Archetype):** Charlatans and stage magicians use sleight of hand to fake magic. A counterfeit mage goes a step further, parroting the motions and activation phrases used by arcane casters to activate wands or other magical accoutrements. While counterfeit mages rarely fool a real wizard, their command of the arcane is enough to convince most lay people.

### Advanced Player's Guide:

**Acrobat (Archetype):** Agility and daring are both excellent rogue traits, and their confluence can create spectacular feats of acrobatics. Whether they are daring thieves, infiltrating assassins, or intrepid spies, proper training in acrobatics is a valuable boon for rogues.

**Burglar (Archetype):** Adept at infiltration, trap removal, and lock picking, burglars prey on the homes of the wealthy and forgotten tombs alike. Such riches are guarded with vicious traps and hazards, but the devious mind of the burglar allows her to find such dangers and avoid them.

**Cutpurse (Archetype):** Everyone who lives in the city understands that a wealthy man stays wealthy by guarding his purse while wandering the streets and markets. Cutpurses are often trained by guilds to collect the guild's tax from local businesses on a daily basis, whether through intimidation or pickpocketing. Some find themselves taking up the mantle of adventurer, and their talents are generally appreciated in this role, but the cutpurse is still the first person her companions look to when an item goes missing.

**Investigator (Archetype):** Not all rogues work against the law. Investigators use their skills to serve the law, often in the employ of nobles or in the pursuit of noble causes. In some cities cabals of investigators work for rulers or bureaucracies, but often an investigator is a free agent who pursues whatever mysteries come across her path. Of course, not all investigators serve the law. Crime lords and guildmasters often have squads of investigators serving their own nefarious purposes.

**Rake (Archetype):** The rake is a rogue who is open about her skills and talents, often to the point of being boastful. Usually she has the protection of an important figure who finds her services useful, but sometimes her bravado is enough to keep enemies away. She is often used as a face for the group for diplomacy, gathering information, negotiations, or to gain the most lucrative contracts and quests from local authorities.

**Scout (Archetype):** Not all rogues live in the city. Scouts frequently roam the wilderness, often banding together as bandits, but sometimes serving as guides, as trailblazers, or as companions to a ranger or barbarian warrior. More comfortable with sneaking and hiding outdoors, the scout is still effective in the city and the dungeon.

**Sniper (Archetype):** Some say that the sniper is the worst kind of assassin: a killer who waits silently in the shadows and then strikes from a distance without remorse. Snipers, of course, understand that such protestations about "cowardice" and "honor" regarding their profession are in fact merely the bleating of sheep fearing the slaughter and pay them no heed. Most snipers take pride in their formidable abilities, which allow them to take life quickly, quietly, and efficiently, then disappear into their surroundings without a trace.

**Spy (Archetype):** The best spies are like chameleons, but not only can they change their appearances to fit the situation, they can also change their personalities, allegiances, and even loves if that's what it takes to achieve their clandestine goals. Spies are the ultimate manipulators, and even those who commission their services sometimes find that they have merely served the spies' own interests.

**Swashbuckler (Archetype):** A paragon of mobile swordplay, the swashbuckler is a rogue who focuses almost exclusively on honing her skill at arms and perfecting daring acrobatic moves and elaborate flourishes that border on performance.

**Thug (Archetype):** Some criminals steal with finesse, their victims only discovering the crime when the rogue is long gone and the coin already spent. A thug, on the other hand, cares nothing for finesse. Through both threat and violence, the thug gets what she wants by the promise of force, and has no problem making good on that promise as needed.

**Trapsmith (Archetype):** Some rogues are not content with just disabling traps—they love to build them, finding a captivating beauty in the turning of gears and the slither of ropes over pulleys. The trapsmith may have started out putting together traps in order to better understand how to disable them, but for most, it is long since gone beyond that—they now relish the challenge of creating the perfect combat machine.



# SORCERER

Sorcerers excel at casting a selection of favored spells frequently, making them powerful battle mages. As they become familiar with a specific and ever-widening set of spells, sorcerers often discover new and versatile ways of making use of magics other spellcasters might overlook. Their bloodlines also grant them additional abilities, assuring that no two sorcerers are ever quite alike.

In the world of Faerun, 1 out of 1,000 people is an arcane spellcaster – and only 1 out of 10 of those is a sorcerer.

This campaign uses the standard Sorcerer class presented in the *Pathfinder Core Rulebook*. Please see below for a summary list of additional Sorcerer options from various supplements – full details on these options can be found in the appendix.

Starting characters of the Sorcerer class choose either **Constitution** or **Charisma** to receive a +2 ability score bonus.

Using the Consolidated Skills system (see Chapter 4), a Sorcerer gains **1 + (1/2 Int Bonus)** skill ranks per level (minimum 1) and the Sorcerer class skill list includes **Influence** and **Spellcraft**.



Additional Sorcerer Class Options:

### Advanced Player's Guide:

**Boreal (Alternate Bloodline):** Descended from inhabitants of the lands of ice and snow, you count among your ancestor's giant-kin, troll-born, and frost-rimed spirits. Their savage and raw energies flow down through generations to infuse you to the marrow with the chill of the polar wind, crackling auroras, and the long winter's night.

**Deep Earth (Alternate Bloodline):** The echoing cave-songs and the rumble and creak of primal spirits deep below the ground thrum in your soul and in all your family line. You are likely slow, steady, and stable in your thinking, little prone to wandering and preferring to instead find depth in contemplation.

**Serpentine (Alternate Bloodline):** Your bloodline carries the lingering stain of ancient serpent races that ruled when the world was young; your forebears were likely favored slaves anointed by their reptilian masters and gifted with their cold cunning and subtle manipulation. While deception and a mesmeric charm are your birthright, you may struggle for truth in spite of your heritage.

**Shadow (Alternate Bloodline):** Spirits from the shadow plane dally at times in the world of light, and such as these lay with your ancestors once upon a time, imparting the mystery of shadow-stuff into your lineage. You are often sullen and withdrawn, preferring to skulk at the fringes of social circles and keep to yourself, cultivating an air of mystery and majesty that is all your own.

**Stormborn (Alternate Bloodline):** You trace your heritage to fierce and proud spirits of storm and sky and living lightning sings in your veins.



# Wizard

While universalist wizards might study to prepare themselves for any manner of danger, specialist wizards research schools of magic that make them exceptionally skilled within a specific focus. Yet no matter their specialty, all wizards are masters of the impossible and can aid their allies in overcoming any danger.

In the world of Faerun, 1 out of 1,000 people is an arcane spellcaster, and the vast majority of those are wizards.

This campaign uses the standard Wizard class presented in the *Pathfinder Core Rulebook*. Please see below for a summary list of additional Wizard options from various supplements – full details on these options can be found in the appendix.

Starting characters of the Wizard class choose either **Dexterity** or **Intelligence** to receive a +2 ability score bonus.

Using the Consolidated Skills system (see Chapter 4), a Wizard gains **1 + (1/2 Int Bonus)** skill ranks per level (minimum 1) and the Wizard class skill list includes **Religion, Society, and Spellcraft**.



Additional Wizard Class Options:

## Ultimate Magic:

**Metal (Elemental School):** Metal represents firmness, rigidity, persistence, strength, determination, and electricity. It is commonly represented by gold and silver as its purest forms, though lower magic relating to iron and steel is part of the metal school.

**Wood (Elemental School):** Wood represents flexibility, warmth, wind, generosity, cooperation, and idealism. Practitioners of this elemental magic often resemble druids in character and in the use of their magic.

## Advanced Player's Guide:

**Air (Elemental School):** The air elemental uses the forces of the wind, sky, clouds, and lightning to confuse and destroy his foes, all while flying through the air with ease.

**Earth (Elemental School):** The earth elemental draws power from the stone around him, shaping it, shattering it, and bending it to his will. He can use it to defend himself or cause it to rise up and crush his foes.

**Fire (Elemental School):** The fire elemental sees a world around him that is made to burn, and he can bring that fire to consume his foes. He has also learned that fire can purify and protect, if properly controlled.

**Water (Elemental School):** The water elemental draws magic from the ocean depths. His power is fluid as well, crushing foes in mighty waves or wearing them down through timeless erosion.

**Focused Arcane Schools:** Wizards that specialize in one of the schools of magic can instead choose to focus their studies still further. Wizards who choose a focused arcane school retain the bonus spells from their school and must select two prohibited schools as normal, but the focused school changes one or more of the powers granted by their arcane school. A wizard must take all of the replacement powers associated with his focused arcane school. Once a focused arcane school is chosen, it cannot be changed.

- **Counterspell (Abjuration)**
- **Enhancement (Transmutation)**
- **Life (Necromancy)**
- **Phantasm (Illusion)**
- **Shadow (Illusion)**
- **Shapechange (Transmutation)**
- **Teleportation (Conjuration)**

## Rare: Magus

There are those who spend their lives poring over ancient tomes and texts, unlocking the power of magic, and there are those who spend their time perfecting the use of individual weapons, becoming masters without equal. The magus is at once a student of both philosophies, blending magical ability and martial prowess into something entirely unique, a discipline in which both spell and steel are used to devastating effect. As he grows in power, the magus unlocks powerful forms of arcana that allow him to merge his talents further, and at the pinnacle of his art, the magus becomes a blur of steel and magic, a force that few foes would dare to stand against.

With specific prior approval of the Dungeon Master, a player in this campaign can create a Magus character as presented in *Ultimate Magic*. Please see below for a summary list of additional Magus options from various supplements – full details on these options can be found in the appendix.

Starting characters of the Magus class choose either **Strength** or **Intelligence** to receive a +2 ability score bonus.

Using the Consolidated Skills system (see Chapter 4), a Magus gains **1 + (1/2 Int Bonus)** skill ranks per level (minimum 1) and the Magus class skill list includes **Athletics** and **Spellcraft**.



Additional Wizard Class Options:

## Ultimate Magic:

**Bladebound (Archetype):** A select group of magi are called to carry a black blade—a sentient weapon of often unknown and possibly unknowable purpose. These weapons become valuable tools and allies, as both the magus and weapon typically crave arcane power, but as a black blade becomes more aware, its true motivations manifest, and as does its ability to influence its wielder with its ever-increasing ego.

**Spellblade (Archetype):** A spellblade magus can manifest a ghostly blade of force that can be used as an off-hand weapon.

**Staff Magus (Archetype):** While most magi use a one-handed weapon as their melee implement of choice, one group of magi uses the quarterstaff instead. These lightly armored magi use staves for both defense and inflicting their spells upon enemies. Skilled in manipulating these weapons with one hand or two, they eventually learn how to use arcane staves as well and are just as formidable in combat as their sword-swinging brethren.

## Advanced Player's Guide:

**Air (Elemental School):** The air elementalist uses the forces of the wind, sky, clouds, and lightning to confuse and destroy his foes, all while flying through the air with ease.

**Earth (Elemental School):** The earth elementalist draws power from the stone around him, shaping it, shattering it, and bending it to his will. He can use it to defend himself or cause it to rise up and crush his foes.

**Fire (Elemental School):** The fire elementalist sees a world around him that is made to burn, and he can bring that fire to consume his foes. He has also learned that fire can purify and protect, if properly controlled.

**Water (Elemental School):** The water elementalist draws magic from the ocean depths. His power is fluid as well, crushing foes in mighty waves or wearing them down through timeless erosion.

**Focused Arcane Schools:** Wizards that specialize in one of the schools of magic can instead chose to focus their studies still further. Wizards who choose a focused arcane school retain the bonus spells from their school and must select two prohibited schools as normal, but the focused school changes one or more of the powers granted by their arcane school. A wizard must take all of the replacement powers associated with his focused arcane school. Once a focused arcane school is chosen, it cannot be changed.

- **Counterspell (Abjuration)**
- **Enhancement (Transmutation)**
- **Life (Necromancy)**
- **Phantasm (Illusion)**
- **Shadow (Illusion)**
- **Shapechange (Transmutation)**
- **Teleportation (Conjuration)**



# Chapter 4: Skills

We will be utilizing two variant skill rulesets: **consolidated skills** and **background skills**. Please see the complete entries in the Appendix.

## Consolidated Skills

The skills in the Core Rulebook allow for complex specialization. In some games, the GM might wish to use a smaller list to make characters more broadly talented, to group skills that characters typically choose together, and to speed up the leveling-up process. The consolidated skills system reduces the number of skills by combining related skills. In many cases, the new skills have been renamed to highlight the nature of the consolidated skill. This variant system makes each skill rank matter more. Even after reducing the number of skill ranks granted, characters will be somewhat more skilled. Character classes that are highly skilled, such as the bard or rogue, get the biggest boost.

The consolidated skills system reduces the number of skills from 35 to 12. Many knowledge skills have been placed into larger categories with a similar theme. Knowledge (arcana), for example, is combined with Use Magic Device under Spellcraft. The list of new skills appears on the table below, along with the key ability for each consolidated skill and the core skills it replaces. Several skills are removed and not replicated by this system, instead becoming Background Skills which are handled separately (see that sister entry later in this chapter). These are typically skills that are less important for adventuring.

Consolidated Skills			
New Skill	Untrained	Ability	Core Skills Included
Acrobatics	Yes	Dex*	Acrobatics (except jumping), Escape Artist, Fly, Ride
Athletics	Yes	Str*	Acrobatics (jumping), Climb, Swim
Finesse	No	Dex*	Disable Device, Sleight of Hand
Influence	Yes	Cha	Bluff, Diplomacy, Intimidate
Nature	No	Int	Handle Animal, Knowledge (dungeoneering, geography, nature)
Perception	Yes	Wis	Perception, Sense Motive
Performance	Yes	Cha	Disguise, Perform
Religion	No	Int	Knowledge (planes, religion)
Society	No	Int	Knowledge (history, local, nobility), Linguistics
Spellcraft	No	Int	Knowledge (arcana), Spellcraft, Use Magic Device
Stealth	Yes	Dex*	Stealth
Survival	Yes	Wis	Heal, Survival

*\*Armor Check Penalty applies*

Skills can be converted to and from the consolidated skills system using the table below:

Converting Core Skills	
Core Skill	Consolidated Skill
Acrobatics (except jumping)	Acrobatics
Acrobatics (jumping)*	Athletics
Appraise	[Background Skill]
Bluff	Influence
Climb	Athletics
Craft	[Background Skill]
Diplomacy	Influence
Disable Device	Finesse
Disguise	Performance
Escape Artist	Acrobatics
Fly	Acrobatics
Handle Animal*	Nature
Heal	Survival
Intimidate	Influence
Knowledge (arcana)	Spellcraft
Knowledge (dungeoneering)	Nature
Knowledge (engineering)	[Background Skill]
Knowledge (geography)	Nature
Knowledge (history)	Society
Knowledge (local)	Society
Knowledge (nature)	Nature
Knowledge (nobility)	Society
Knowledge (planes)	Religion
Knowledge (religion)	Religion
Linguistics	Society
Perception	Perception
Perform	Performance
Profession	[Background Skill]
Ride	Acrobatics
Sense Motive	Perception
Sleight of Hand	Finesse
Spellcraft	Spellcraft
Stealth	Stealth
Survival	Survival
Swim	Athletics
Use Magic Device*	Spellcraft

*\*This skill's key ability changes under the consolidated skills system.*

## ALTERING SKILL BONUSES

To adjust the rest of the system, use the guidelines below. Generally, an ability or effect that would normally grant a bonus on multiple types of skill checks instead grants a bonus on half as many, rounded down (minimum 1).

### Bonuses for Function

For feats and abilities that grant bonuses or penalties to skills, it is best for the GM to either ban them or adjust them to work only with specific functions of the feat. That is to say, the consolidated skills still cover the functions of the skills they have absorbed, so a bonus can still apply to only a specific function. For example, the Intimidating Prowess feat should add a character's Strength modifier instead of Charisma only when using the Influence skill to intimidate, rather than adding it to the Influence skill in all cases. The *jump* spell should give a bonus only on Athletics checks to jump, rather than on all Athletics checks. There are no direct conversions for this effect, so it must be done on a case-by-case basis.

### Prerequisites

If a feat, prestige class, or other ability requires a certain number of ranks in a skill, directly convert that core skill to the consolidated skill. Use the same number of ranks. For example, the Mounted Combat feat would require Acrobatics 1 rank instead of Ride 1 rank.

## ALTERING FEATS

Feats that give bonuses on skill checks need to be adjusted or removed in the consolidated skills system. This section presents a list of the skill feats in the Core Rulebook that should not be used with this system. It also presents an alternative version of Skill Focus that replaces the core version to make its power level work better with this system. If an ability or class feature would grant access to one of the banned feats, use the most appropriate Skill Focus feat instead, as determined by the GM. For example, a familiar that grants Alertness would instead grant Skill Focus (Perception). For feats that modify skills in other ways, see the Bonuses for Function section above.

**Removed Feats:** Acrobatic, Alertness, Animal Affinity, Athletic, Deceitful, Deft Hands, Magical Aptitude, Persuasive, Self-Sufficient, Stealthy.

### Skill Focus

Choose a skill. You are particularly adept at that skill.

**Benefit:** You gain a +2 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +4.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

## ALTERING TRAITS

Many traits offer a +1 trait bonus on core skill checks and make those skills class skills. With the consolidated skills system, those traits instead grant a +1 trait bonus on traits involving the functions of those consolidated skills corresponding to the traits' listed core skills, or a +4 trait bonus if the skills are not class skills. If you later receive that skill as a class skill, this trait bonus reduces to +1.

## SPECIAL CLASS RULES

Some class features function differently because of the consolidated skills list. Clarifications appear here, divided by class. These entries cover only the main class features, so the GM might need to adjudicate how certain arcane schools, domains, and the like interact with the consolidated skills system. Class features are omitted if they can be handled with a simple substitution, such as changing an ability that requires a Disable Device check to instead require a Finesse check.

**Barbarian:** The Acrobatics skill and the intimidate function of Influence can be used while raging.

**Rage Powers:** Raging climber, raging leaper, and raging swimmer are replaced with raging athlete, which adds the barbarian's level as an enhancement bonus on all Athletics checks and treats all such checks to jump as though the character had a running start.



**Bard:** Note that Performance applies to all types of performance, rather than being broken down like the core Perform skills. Bardic knowledge adds 1/2 the bard's class level (minimum 1) on all Nature, Religion, Society, and Spellcraft checks, and the bard can attempt checks with these skills untrained. Versatile performance allows the bard to substitute Performance when attempting either Acrobatics or Influence checks. He must choose only one of these two skills and does not increase the number of substituted skills at higher levels. Lore master applies to Nature, Religion, Society, and Spellcraft checks.

**Druid:** Nature sense instead grants a +1 bonus on Nature and Survival checks.

**Ranger:** The favored enemy bonus applies to Perception and Survival checks against creatures of the selected type, and to checks with the monster knowledge function of the relevant skill. The favored terrain bonus applies to initiative checks, Nature checks, Perception checks to notice things, Stealth checks, and Survival checks.

**Rogue:** The trapfinding bonus applies to both Perception checks to locate traps and Finesse checks to disable traps. A rogue can use Finesse to disable magical traps.

*Rogue Talents:* The skill mastery talent applies to a number of skills equal to 1 + 1/2 the rogue's Intelligence modifier. It can still be taken multiple times.

**Sorcerer:** A bloodline's class skill applies to all uses of the corresponding consolidated skill.

### **Miscellaneous Abilities**

Abilities that are not tied only to one class appear here.

**Animal Companions:** Change animal skills to Acrobatics, Athletics\*, Perception\*, Stealth\*, and Survival. An asterisk (\*) indicates a class skill.

**Familiars:** The skill bonus from the familiar applies to all uses of the corresponding consolidated skill, but the bonus is reduced to +2. The raven familiar grants a +2 bonus on Society checks.

# Background Skills

The skill system presented in the Core Rulebook has a lot of versatility. It allows characters to overcome various challenges related to their diverse talents, with simple rules for dealing with beneficial or adverse conditions. Though many players simply spend their skill ranks on the same skills at every level, it is also possible for a character to diversify his investment in order to gain access to more skills overall or to remedy a shortcoming.

However, not all skills provide the same benefit to characters. It is difficult to argue that a high bonus in a Profession skill has the same value as a high bonus in a more general skill such as Perception. Yet Profession is an important skill for nonplayer characters, as well as for players who wish to show that adventuring is not the only thing their characters care about.

The background skills system recognizes that skills such as Craft, Knowledge, and Profession serve an important role in the game. Though these skills do not directly affect the careers of typical adventurers the same way that Bluff, Perception, and Stealth do, they are useful means for characters to interact with and explore the world outside of combat. You should not have to choose between having the knowledge to understand the world and the ability to survive in it!

These skills are called background skills because they reflect the non-adventuring interests and passions of a player character, or the skills more important to NPCs. All other skills are called adventuring skills.

In a campaign that uses the background skills system, each character **gains an additional 2 skill ranks per level**, which must be spent on background skills. More details appear in the Gaining Background Skills section in the appendix. These new rules make characters and their skills more versatile, but because they boost non-adventuring skills, they are unlikely to unbalance a campaign.

## SKILL CHANGES

Appraise, Craft, Profession, and some Knowledge specialties are all background skills. While all of these skills can be useful, or even necessary, in certain types of campaigns (such as Profession [sailor] in a nautical-themed campaign) or for certain types of characters (such as Handle Animal for a druid or ranger), they are often of less immediate value than sneaking up on a foe using Stealth or journeying through the wilderness using Survival.

This system also adds two new background skills: Artistry and Lore. A counterpart to Craft and Perform, Artistry is about developing a creative work that is not necessarily an object or a discrete performance. This skill can be used to write plays, musical compositions, poems, and all sorts of other works. Lore, on the other hand, functions like an especially specific Knowledge skill. A character might know Lore (elven history) without being trained more generally in Knowledge (history) or could be well versed in Lore (artistic masterpieces) without having ranks in Appraise, Artistry, or Craft.

New skill descriptions can be found on the following pages. These include entries on the new skills and expanded entries on existing skills that are now background skills.

The table below lists the new and redefined background skills.

Background Skills
Appraise
Artistry
Craft
Knowledge (engineering)
Lore
Profession

## GAINING BACKGROUND SKILLS

In addition to their normal allotment of regular skill ranks, all characters gain 2 background skill ranks each time they gain a level in a PC class. The character's Intelligence modifier does not adjust this value. Background skill ranks can be used to gain ranks only in background skills, not adventuring skills. Characters can expend their regular skill ranks on background skills if they desire.

Even the most dedicated adventurers have other things they enjoy doing in their spare time. Some pursue business interests during their downtime between adventures, and though these can be modeled with the downtime rules in *Pathfinder RPG Ultimate Campaign*, players who aren't interested in such a robust system still might wish to include elements of those interests on their character sheets.

### **Class Skills**

In the background skills system, classes use their standard class skill lists. Any class that gains Craft or Perform as a class skill also counts Artistry as a class skill. Lore is always considered a class skill for all characters.

For example, a wizard has Appraise on his class skill list normally, so a wizard has the Appraise background skill as a class skill. Craft is also on his class skill list, so Artistry is a class skill for him as well (even though Perform is not on his class skill list).

# Chapter 5: Feats

As a baseline, all of the feats from the Core Rulebook are approved for use as-is, with a handful of exceptions related to the Consolidated Skills variant discussed in Chapter 4:

Feat	Change
Acrobatic	Removed
Alertness	Removed
Animal Affinity	Removed
Deceitful	Removed
Deft Hands	Removed
Magical Aptitude	Removed
Persuasive	Removed
Self-Sufficient	Removed
Stealthy	Removed
Skill Focus	Bonus becomes +2, or +4 with 10 or more ranks

Additionally, the following table lists many additional feat options from additional sources which are available for all characters:

General Feats			
Feat	Prerequisites	Benefits	Source
Additional Traits	-	Gain two additional character traits	APG
Arcane Blast	Arcane spellcaster, caster level 10th	Sacrifice a spell to make a ray attack	APG
Arcane Shield	Arcane spellcaster, caster level 10th	Sacrifice a spell to gain deflection bonus to AC	APG
Arcane Talent	Cha 10; elf, half-elf, or gnome	Cast a 0-level spell 3 times per day as a spell-like ability	APG
Arcane Preparation	Able to cast arcane spells as a bard or sorcerer	Each day, prepare one or more spells as a wizard does. Prepared spells with metamagic feats do not require full-round actions to cast.	FRCS
Arcane Schooling	Region: Chessenta, Halruaa, Lantan, Mulhorand, Unther.	Choose one spellcasting class. This class is a favored class for you, in addition to any other favored class you select.	FRCS
Arc Slinger*	Point-Blank Shot, proficient with sling or halfling sling staff	Reduce ranged attack penalties due to range by 2	UC

Aspect of the Beast	Wild Shape class feature; see Special feat entry	Gain one of four bestial advantages	APG
Attuned to the Wild	Elf	Select one favored terrain (except urban); natural healing rate doubles in that terrain	ARG
-Guardian of the Wild	Elf, Attuned to the Wild	While in terrain type selected for Attune to the Wild, gain +2 dodge bonus to AC	ARG
-Mage of the Wild	Elf, Attuned to the Wild	While in terrain type selected for Attune to the Wild, gain +2 on CL, concentration, and Spellcraft checks.	ARG
-Spirit of the Wild	Elf, Guardian of the Wild	While in terrain type selected for Attune to the Wild, gain +4 bonus on Perception to act in surprise round; if you do act, gain blindsense 30'.	ARG
Bashing Finish	Shield Master, Two-Weapon Fighting, base attack bonus +11	Make a free shield bash after a critical hit	APG
Blooded	Region: Dalelands, Nelanther Isles, Sembia, Silverymoon, Tethyr, Vaasa	You gain a +2 bonus on Initiative and Perception checks.	FRCS
Bloodline of Fire	Region: Calimshan	You receive a +4 bonus on saving throws against fire effects. Also add +2 to the DC of saving throws for any sorcerer spells with the fire descriptor you cast.	FRCS
Blood Drinker	Race: Dhampir	Choose one humanoid subtype, such as "goblinoid" (this subtype cannot be "dhampir"). Gain temporary hit points and con bonus after drinking fresh blood of this type.	ARG
-Blood Feaster	Race: Dhampir, Blood Drinker, Base Attack Bonus +6	If you use your Blood Drinker feat to drain 4 or more points of Constitution from a living creature, gain +2 bonus damage rolls and a +1 bonus on Strength-based skill checks. This bonus lasts for a number of rounds equal to 1/2 your Hit Dice.	ARG
-Blood Salvage	Race: Dhampir, Blood Drinker	You can use your Blood Drinker feat on a dead creature of the appropriate humanoid subtype	ARG
-Diverse Palate	Race: Dhampir, Blood Drinker	Choose a humanoid subtype or the monstrous humanoid type. You may use your Blood Drinker feat on creatures of this subtype or type.	ARG
Bodyguard	Combat Reflexes	Use attack of opportunity to add a bonus to adjacent ally's AC	APG
-In Harm's Way	Bodyguard	Take the damage of a successful attack upon an adjacent ally	APG
Body Shield*	Improved Grapple, base attack bonus +6	Gain cover against attacks while grappling	UC
Bookish Rogue	Minor magic rogue talent	Change your rogue talent spell-like abilities with study	ACG
Breadth of Experience	Dwarf, elf, or gnome; 100+ years old	+1 bonus on all checks related to knowledge and +2 bonus on all Profession checks	APG

Bullheaded	-	Gain +1 bonus on Will saves and +2 bonus on Influence checks to intimidate.	FRCS
Bull Rush Strike*	Improved Bull Rush, base attack bonus +9	Attempt a bull rush on a successful critical hit	APG
Cartwheel Dodge	Improved evasion class feature, Acrobatics 12 ranks	With a successful evasion, you may move half your speed	UC
Casual Illusionist	Gnome, gnome magic racial trait	While you have at least one spell-like ability from gnome magic racial trait unused, gain +2 bonus on Insight checks to bluff, Performance checks to disguise, and Finesse checks related to sleight of hand.	ARG
Cautious Fighter*	Halfling	When fighting defensively or using total defense, your dodge bonus to AC increases by 2	ARG
-Desperate Swing*	Halfling, Cautious Fighter, base attack bonus +1	Once per day, make a single melee attack at -4 penalty while taking total defense.	ARG
-Surprise Strike*	Halfling, Desperate Swing, base attack bonus +6	Once per day, when fighting defensively or making an attack of opportunity while taking total defense, you take no penalty on the attack roll.	ARG
-Uncanny Defense*	Halfling, Cautious Fighter, base attack bonus +3	While fighting defensively or taking total defense, gain bonus on Reflex saves and to CMD equal to 1/2 of the dodge bonus you gained from the action.	ARG
Channeled Revival	Channel positive energy 6d6	May expend channel energy to cast <i>breath of life</i>	UC
Channeled Shield Wall	Channel energy 3d6, proficiency with shield	Enhance your shield and the shields of allies adjacent to you	UM
Charge Through*	Improved Overrun, base attack bonus +1	Make overrun as free action while charging	APG
Charging Hurler*	Point-Blank Shot	May use charge rules to make thrown weapon attack	UC
-Improved Charging Hurler*	Charging Hurler	Your target may be at any range.	UC
Childlike	Cha 13, halfling	+1 bonus on Performance checks to disguise to look like a child, take 10 on Influence checks to bluff	APG
Chokehold*	Improved Grapple, base attack bonus +6 or monk level 5th	May pin grappled opponent one size category larger than you	UC
Cleave Through*	Str 13, Cleave, Power Attack, base attack bonus +11, dwarf	Take a 5' step as a free action before making your additional cleave attacks	ARG
Cleaving Finish*	Cleave	Make additional attack if opponent is knocked out	UC
Close Quarters Thrower*	Dodge, Weapon Focus with selected thrown weapon	Attacks with selected weapons do not provoke attacks of opportunity	UC
Courteous Magocracy	Region: Evermeet or Halruaa	Gain +2 bonus on Society and Spellcraft checks.	FRCS

Clustered Shots*	Point-Blank Shot, Precise Shot, base attack bonus +6	Total damage from full-round ranged attacks before applying DR	UC
Cooperative Crafting	1 rank in any Craft skill, any item creation feat	+2 bonus on Craft or +1 bonus on Spellcraft while working together	APG
Cosmopolitan	-	Read and speak two additional languages; choose two mental skills to always treat as trained	APG
Courageous Resolve	Halfling, Craven or Fearless racial trait	If Fearless, bonus on saves against fear increases to +4. If Craven, gain morale bonuses against fear effects	ARG
Covering Defense*	Shield Focus, base attack bonus +6	Provide cover to an ally with total defense	APG
Crippling Critical*	Critical Focus, base attack bonus +13	Whenever you score a critical hit, the target's speed is halved	APG
Crossbow Mastery*	Dex 15, Rapid Reload, Rapid Shot	Reload crossbow as free action and make full attacks	APG
Crusader's Fist*	Lay on hands class feature; Improved Unarmed Strike, base attack bonus +6	May use lay on hands upon successful unarmed strike	UC
Dastardly Finish*	Sneak attack +5d6	Deliver coup de grace to cowering or stunned target	APG
Death from Above*	-	Gain +5 bonus on attack rolls when charging from higher ground or flying	UC
Death or Glory*	Str 13, Power attack, base attack bonus +6	Against a Large or larger creature, make a single attack with bonuses as a full attack action. Opponent gets to make same attack back.	UC
Defiant Luck	Human	Once per day, after either you roll a natural 1 on a save or a critical hit is confirmed against you, you can reroll or force the attacker to reroll.	ARG
-Inexplicable Luck	Human, Defiant Luck	Once per day, as a free action before rolling, add +8 bonus on single d20 roll. Instead, add +4 bonus after roll is made.	ARG
-Bestow Luck	Human, Inexplicable Luck	Gain 1 extra use per day of Defiant Luck. Use Inexplicable Luck to grant an ally the benefit as immediate action	ARG
Deny Death	Ki pool, Endurance	Use ki to stave off death	UM
Destroyer's Blessing*	Half-orc or Orc, rage class feature	When raging and succeed at sunder maneuver, regain 1 round of rage. If you break the target object, heal 1 hit point.	ARG
Detect Expertise	Int 13; ability to cast <i>detect chaos</i> , <i>detect evil</i> , <i>detect good</i> , <i>detect law</i> , or <i>detect magic</i>	Detect a creature's magical abilities	UM
Disarming Strike*	Improved Disarm, base attack bonus +9	Attempt a disarm on a successful critical hit	APG

Discerning Eye	Elf or half-elf, keen senses racial trait	Gain +2 racial bonus on saves vs illusions. Can use Society skill untrained to detect forgeries and gain +2 bonus on such checks.	ARG
Discipline	Race: strongheart halfling, sun elf, or rock gnome; or Region: Aglarond, Anauroch, Cormyr, Impiltur, or Thay	Gain +1 bonus on Will saves and a +2 bonus on Concentration checks.	FRCS
Dispelling Critical*	Arcane Strike, base attack bonus +11, ability to cast <i>dispel magic</i>	After critical hit, you may cast <i>dispel magic</i>	UC
Disrupting Shot*	Dex 13, Point Blank Shot, 6th-level fighter	Ranged attacks increase enemy's DC to cast spells	APG
Distance Thrower*	Str 13	Reduce ranged penalties for thrown weapons by 2	UC
Divine Interference	Divine spellcaster, caster level 10th	Sacrifice a spell to force an enemy to reroll a successful attack against your ally	UM
Diviner's Delving	Spell Focus (divination)	+2 bonus on caster level checks with divinations	APG
Dragonbane Aura	Aura of courage class feature, caster level 8th	Aura of courage expands and grants protection against dragon breath weapons	UM
Drow Nobility	Race: Drow; ability to use drow spell-like abilities	Use <i>detect magic</i> at-will; use <i>feather fall</i> and <i>levitate</i> once per day	ARG
-Improved Drow Nobility	Race: Drow; Drow Nobility; Cha 13	Use <i>dancing lights</i> , <i>faerie fire</i> , <i>feather fall</i> , and <i>levitate</i> abilities twice per day instead of once. <i>Darkness</i> ability becomes <i>deeper darkness</i> instead, which can be used twice per day	ARG
-Greater Drow Nobility	Race: Drow; Improved Drow Nobility; Cha 13	Constantly under effects of <i>detect magic</i> ; use <i>dancing lights</i> , <i>deeper darkness</i> , <i>faerie fire</i> , <i>feather fall</i> , and <i>levitate</i> abilities at will	ARG
-Noble Spell Resistance	Race: Drow; Greater Drow Nobility; Cha and Wis 13; character level 13 <sup>th</sup>	Your spell resistance is equal to 11 + your character level	ARG
-Umbral Scion	Race: Drow; Greater Drow Nobility; Cha and Wis 13	Select <i>dispel magic</i> , <i>divine favor</i> , or <i>suggestion</i> – gain the ability to use that spell as a spell-like ability once per day.	ARG
-Improved Umbral Scion	Race: Drow; Umbral Scion; Cha and Wis 13	Use each of <i>dispel magic</i> , <i>divine favor</i> , and <i>suggestion</i> as spell-like abilities once per day	ARG
Dual Enhancement	Two-Weapon Fighting; divine bond (weapon)	Imbue two weapons with divine bond instead of just one	ACG
Eagle Eyes	Wis 13, keen sense racial trait	Ignore up to -5 penalty due to distance on visual perception checks	APG
Eclectic	Human	Gain an additional favored class	APG
Eldritch Claws	Str 15, natural weapons, base attack bonus +6	Natural weapons treated as magic and silver	APG
Eldritch Heritage	Cha 13, Skill Focus in bloodline skill, character level 3rd	Gain a bloodline power	UM



-Improved Eldritch Heritage	Cha 15, Eldritch Heritage, character level 11th	Gain an additional bloodline power	UM
-Greater Eldritch Heritage	Cha 17, Improved Eldritch Heritage, character level 17th	Gain a higher-level sorcerer bloodline power	UM
Elemental Fist*	Con 13, Wis 13, Improved Unarmed Strike, base attack bonus +8	Deal 1d6 energy damage with an unarmed strike	APG
Elemental Focus	-	+1 bonus on save DCs for one energy type	APG
-Greater Elemental Focus	Elemental Focus	+1 bonus on save DCs for one energy type	APG
Elven Accuracy	Elf	Reroll miss chance due to concealment when using a bow	APG
Elven Battle Training*	Elf, base attack bonus +1	Gain +2 bonus to CMD against disarm and sunder against elven weapons you wield; make extra AoO each round with elven melee weapons	ARG
Elven Spirit	Half-Elf	Gain +2 racial bonus on CL checks to overcome SR and Spellcraft checks to identify properties of magic items.	ARG
Energy Channel	Channel energy class feature; Air, Earth, Fire or Water domain or blessing	Spend channel energy to deal extra energy damage with weapon attacks	ACG
Enforcer*	Influence 1 rank	Demoralize opponent as free action when you inflict nonlethal damage	APG
Exile's Path	Half-Elf	Once per day, reroll a failed Will save against an enchantment effect.	ARG
-Neither Elf nor Human	Half-Elf, Exile's Path, Seen and Unseen	Not considered elven or human for harmful spells or effects based on type.	ARG
-Seen and Unseen	Half-Elf, character level 5th, Exile's Path	Gain +2 on saves against scrying and divination. Gain +2 bonus on Stealth Checks. Elves, half-elves, and humans take -4 penalty to track you.	ARG
Expanded Arcana	Caster level 1st, see feat	Add one or two spells to list of spells known	APG
Expanded Resistance	Gnome, illusion resistance racial trait	Select one school of magic other than illusion to gain a +2 racial bonus on saving throws against spells or effects from.	ARG
Extra Cantrips or Orisons	Ability to cast cantrips or orisons	Gain 2 additional cantrips or orisons known	UM
Extra Channel	Channel energy class feature	Channel energy two additional times per day	ACG
Extra Rage Power	Rage power class feature	Gain one additional rage power	APG
Extra Rogue Talent	Rogue talent class feature	Gain one additional rogue talent	APG
Fast Empathy	Handle Animal 5 ranks, wild empathy class feature	Use wild empathy as a standard action	UM
Fast Healer	Con 13, Diehard, Endurance	Regain additional hit points when healing	APG

Fast Learner	Human, Int 13	When you gain a level in a favored class, choose 2 of the favored class benefits instead of just 1	ARG
Favored Defense	Favored enemy class feature	Bonus to CMD and AC when attacked by favored enemy	APG
Favored Enemy Spellcasting	Ability to cast spells	Spell DCs are 1 higher for your chosen enemy	ACG
Fearless Aura	Aura of courage class feature, caster level 8th	Aura of courage expands and makes allies immune to fear effects	UM
Ferocious Resolve	Half-orc, Con 13, orc ferocity racial trait	Gain monster <i>ferocity</i> trait - continue fighting at negative hit points. Gain +2 bonus to Influence checks to intimidate when you do.	ARG
Ferocious Tenacity*	Half-orc or Orc, Ferocity racial trait, rage class feature	While raging, expend rounds of rage to reduce damage of attacks that would kill you.	ARG
Fight On	Con 13; dwarf, half-orc, or orc	Gain temporary hit points when reduced to 0	APG
Focused Shot*	Int 13, Precise Shot	Add Int modifier on damage rolls with bows or crossbows	APG
Foe Hunter*	Race: shield dwarf or wood elf; or Region: Chult, Cormyr, Damara, Lake of Steam, The North, The Moonsea, Tashalar, Tethyr, or Vaasa	Based on your homeland, you gain a +1 bonus to damage rolls with melee and close range attacks against a certain monster and are treated as having Improved Critical against them.	FRCS
Following Step*	Dex 13, Step Up	Move up to 10 feet as an immediate action	APG
Forester	-	You receive a +2 bonus on Nature and Survival checks.	FRCS
Fortified Armor Training*	Proficient with armor or shield	Break armor or shield to turn critical hit into a normal hit	UC
Fortunate One	Halfling, Adaptable luck racial trait	Gain an extra use of adaptable luck racial trait per day.	ARG
-Adaptive Fortune	Halfling, Fortunate One, character level 10th	Gain an extra use of adaptable luck racial trait per day; when you use adaptable luck, increase luck bonus by 2.	ARG
Furious Focus*	Str 13, Power Attack, base attack bonus +1	Do not take the Power Attack penalty on the first attack each round	APG
-Dreadful Carnage*	Str 15, Furious Focus, base attack bonus +11	Make a free Influence check to intimidate when you knock down a foe	APG
Gang Up*	Combat Expertise	Flank an opponent if at least two allies are adjacent to it	APG
Gliding Steps	Dodge, Mobility, Nimble Moves, <i>ki</i> pool	Use <i>ki</i> to provoke fewer attacks of opportunities while moving	UM
Gnome Trickster	Cha 13, gnome, gnome magic racial trait	Use <i>mage hand</i> and <i>prestidigitation</i> once per day	APG
Gnome Weapon Focus*	Gnome, proficient with all martial weapons, base attack bonus +1	Gain +1 bonus on attack rolls with gnome weapons	ARG

Goblin Cleaver*	Str 13, Cleave, Power Attack, dwarf	Cleave attacks can be against any target you threaten that is smaller than you, they need not be adjacent to each other; gain +2 bonus on cleave attacks against goblins	ARG
-Orc Hewer*	Dwarf, Goblin Cleaver	As Goblin Cleaver, but targets can be your size or smaller. Gain +2 bonus on cleave attacks against orcs	ARG
-Giant Killer*	Dwarf, Orc Hewer, Strike Back, base attack bonus +11	As Goblin Cleaver, but targets can be one size larger than you or smaller. Gain +2 bonus on cleave attacks against giants.	ARG
Gore Fiend	Half-orc or Orc, rage class feature	When raging, when you confirm a critical or have a critical confirmed against you, regain 1 round of rage.	ARG
Gory Finish*	Dazzling Display, Weapon Focus	Make an Influence check to intimidate if you reduce an opponent to negative hit points	UC
Go Unnoticed	Dex 13, Small size or smaller	Make Stealth check against flat-footed opponents during first round of combat	APG
Greater Spell Focus	Spell Focus	Add additional +1 to the DC for all saving throws against spells from one school of magic.	FRCS
Greater Spell Penetration	Spell Penetration	Get +4 bonus on caster level checks to beat a creature's spell resistance.	FRCS
Greater Wild Empathy	Knowledge (nature) 5 ranks, wild empathy class feature	Use wild empathy to intimidate and expand the creatures it can affect	UM
Great Hatred*	Gnome, hatred racial trait	Gain additional +1 bonus on melee and thrown weapon attacks against targets of hatred racial trait	ARG
Groundling	Cha 13, gnome, gnome magic racial trait	Speak with burrowing animals as spell-like ability	APG
Half-Drow Paragon	Half-Elf, drow magic racial trait	Count as drow for any effects that relate to race. Drow magical racial trait abilities qualify to meet feat prerequisites.	ARG
Hammer the Gap*	Base attack bonus +6	With a full attack action, each hit against the same opponent deals extra damage	UC
Heroic Defiance	Diehard, base Fortitude save +8	Once per day, delay onset of harmful condition for 1 round	APG
Heroic Recovery	Diehard, base Fortitude save +4	Once per day, gain new saving throw against harmful condition requiring Fort save	APG
Heroic Will	Human, Iron Will, base Will save +4	Once per day as a standard action, attempt new save against harmful condition requiring Will save.	ARG
Human Spirit	Half-Elf	Gain 1 bonus skill rank, and gain an additional skill rank whenever you gain another hit die (max 4)	ARG
Impact Critical Shot*	Dex 13, Point Blank Shot, base attack bonus +9	You can bull rush on a critical hit	UC
Impaling Critical*	Critical Focus, Weapon Specialization with piercing weapon, base attack bonus +11	May impale and deal extra damage to opponent with a critical hit	UC

Improved Blind-Fight*	Perception 10 ranks, Blind-Fight	Ignore miss chance for less than total concealment	APG
-Greater Blind-Fight*	Perception 15 ranks, Improved Blind-Fight	Total concealment is considered normal concealment	APG
Improved Counterspell	-	When counterspelling, instead of using the exact spell you are trying to counter, you may use a spell of the same school that is one or more levels higher than the target spell	FRCS
Improved Dirge of Doom	Ability to perform dirge of doom	Dirge of doom expands to 60 feet and can cause fear up to frightened	ACG
-Greater Dirge of Doom	Improved Dirge of Doom	Your dirge effects linger and can cause fear up to panicked	ACG
Improved Dirty Trick*	Combat Expertise	+2 bonus on dirty trick attempts, no attack of opportunity	APG
-Greater Dirty Trick*	Improved Dirty Trick, base attack bonus +6	Dirty trick penalty lasts 1d4 rounds	APG
Improved Drag*	Power Attack	+2 bonus on drag attempts, no attack of opportunity	APG
Improved Familiar	Ability to acquire a familiar, compatible alignment	Expand familiar options	FRCS
Improved Low Blow*	Halfling, Low-Blow racial trait, base attack bonus +4	Bonus to confirm critical hits against larger opponents improves to +2. Once per day, reroll a critical hit confirmation roll.	ARG
Improved Reposition*	Combat Expertise	+2 bonus on reposition attempts, no attack of opportunity	APG
Improved Share Spells	Spellcraft 10 ranks, see feat	Spells affect both you and your bonded creature	APG
Improved Stonecunning	Wis 13, dwarf, stonecunning racial trait	+4 bonus on Perception checks to notice unusual stonework	APG
-Stone Sense	Perception 10 ranks, Improved Stonecunning	Gain tremorsense 10 ft.	APG
Improved Two-Weapon Feint*	Combat Expertise, Improved Two-Weapon Fighting	Make an Influence check to bluff instead of your first attack	UC
Improvisation	Human, Fast Learner, Int 13	Gain +2 bonus on all skill checks you have no ranks in. Also, can use all skills untrained.	ARG
Inscribe Rune	Int 13, Craft skill 3 ranks, divine spellcaster level 3rd	Gain ability to create divine spell runes	FRCS
Inspired by Fear	Ability to perform dirge of doom	You and allies in your dirge of doom effect gain a +4 bonus against fear	ACG
Ironguts	Con 13; dwarf, half-orc, or orc	+2 on saves against nausea, sickening, and ingested poisons	APG
Ironhide	Con 13; dwarf, half-orc, or orc	+1 natural armor bonus to AC	APG
Keen Scent	Wis 13; half-orc or orc	Gain the scent special ability	APG
-Smell Fear	Keen Scent	+4 on Perception checks to detect frightened creatures	APG
Ki Stand	Ki pool	Stand up as a swift action, and spend 1 <i>ki</i> point to not provoke attacks of opportunity when you do so	UM

<i>Ki Throw</i> *	Improved Trip, Improved Unarmed Strike	Throw opponent into adjacent square with a trip attack	APG
-Improved <i>Ki Throw</i>	Improved Bull Rush, <i>Ki Throw</i>	Throw opponent into adjacent square as a bull rush	APG
Leaf Singer	Cha 13, bardic performance, elf or half-elf	Gain benefits to bardic performance in forests and against fey	APG
Ledge Walker	Dex 13, dwarf, mountaineer or stability racial trait	Move at full speed while balancing on narrow surfaces; gain +4 bonus on Athletics checks to catch yourself or another creature falling; gain +4 bonus on saves against effects that would knock you prone	ARG
Life Lure	Channel positive energy class feature	Channel positive energy to fascinate undead	UM
Light Step	Acrobatic Steps, Nimble Moves, elf	Move normal speed in difficult terrain	APG
Lingering Performance	Bardic performance class ability	Bardic performance continues for 2 rounds after you stop performing	APG
Low Profile*	Dex 13, Small size or smaller	+1 dodge bonus to AC against ranged attacks	APG
Luck of Heroes	Region: Aglarond, Dalelands, Tethyr, the Vast.	Gain +1 luck bonus on all saving throws.	FRCS
Lucky Halfling	Halfling	You may roll saving throw for an ally once per day	APG
Lucky Healer	Halfling, Adaptive Luck racial trait	When healed by magic, use one of your adaptive luck racial trait uses to reroll the amount cured and take the higher of the 2 values.	ARG
Lucky Strike*	Halfling, Adaptive Luck racial trait, base attack bonus +5	Spend a use of adaptive luck racial trait to reroll the damage from a single weapon attack. You deal the higher of the two rolls.	ARG
Lunging Spell Touch	Spellcraft 6 ranks	Increase reach of spell's touch attack by 5 feet	ACG
Magical Artisan	Any item creation feat	Choose an item creation feat you know: treat base price as 75% for all such items you create.	FRCS
Magical Training	Int 10, Region: Halruaa	Cast <i>dancing lights</i> , <i>daze</i> , and <i>mage hand</i> once per day.	FRCS
Martial Versatility*	Human, Fighter level 4th	Choose one combat feat you know that applies to a specific weapon (e.g., Weapon Focus). Use the feat with all weapons in that weapon group	ARG
-Martial Mastery*	Human, Martial Versatility, Fighter level 16th	Each combat feat you have that applies to a specific weapon can be used with all weapons in the same weapon group.	ARG
Master Alchemist	Craft (alchemy) 5 ranks	+2 on Craft (alchemy) checks, and you can create alchemical items and poisons faster	APG
Mind Over Body	Race: moon elf or sun elf; or, Region: Calimshan or Thay	At 1st level, may use Int modifier instead of Con modifier to determine hit points. Gain +1 hit point every time you learn a metamagic feat.	FRCS
Minor Spell Expertise	Cast 4th level spells	Cast 1st-level spell as a spell-like ability 2/day	APG

-Major Spell Expertise	Minor spell expertise, cast 9th-level spells	Cast 5th-level or lower spell as spell-like ability 2/day	APG
Missile Shield*	Dex 13, Shield Focus	Deflect one ranged attack per round with shield	APG
-Ray Shield*	Dex 15, Missile Shield, Spellbreaker	Deflect one ranged touch attack per round with shield	APG
Moonlight Summons	Spell Focus (conjuration), ability to cast <i>summon nature's ally</i>	Summoned creatures are immune to confusion and sleep effects, and their natural weapons are treated as silver	UM
Mounted Shield*	Mounted Combat, Shield Focus	Apply shield bonus to mount's AC	APG
Multitalented Mastery	Half-elf, character level 5th, multitalented racial trait	All of your classes are considered favored classes. (Apply benefits retroactively if necessary.)	ARG
Mystic Stride	Dex 15, Nimble Moves, woodland stride class feature	Move at full speed even through magically enhanced foliage	UM
Natural Charmer	Race: Dhampir, Charisma 17	You can take 20 on any Charisma-based skills to charm, convince, persuade, or seduce humanoids whose attitude is at least friendly to you. Taking 20 still requires 20 times the normal time to perform the skill.	ARG
Nature Magic	Nature 1 rank	Gain <i>know direction</i> as a constant ability and use one other druid orison once per day	ACG
Opening Volley	-	Successful ranged attack grants +4 bonus on next melee attack roll	UC
Parry Spell	Spellcraft 15 ranks, Improved Counterspell	Reflect a counterspelled spell back on its caster	APG
Parting Shot*	Shot on the Run, base attack bonus +6	Make a ranged attack when withdrawing	APG
Pass for Human	Half-elf, half-orc, or halfling	+10 on Performance checks to look like a human	APG
Perfect Strike*	Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8	Roll twice for attacks with monk weapons and take the better roll	APG
Pin Down*	Combat Reflexes, fighter level 11th	Opponents that take 5-foot step or withdraw provoke attacks of opportunity from you	UC
Point-Blank Master*	Weapon specialization with a ranged weapon	Do not provoke attacks of opportunity while firing one ranged weapon	APG
Powerful Shape	Wild shape class feature, druid level 8th	While in wild shape, you are treated as one size category larger	UM
Preferred Spell	Spellcraft 5 ranks, Heighten Spell	Spontaneously cast a specific spell	APG
Prone Shooter*	Weapon focus (crossbow), base attack bonus +1	Take a reduced penalty to your AC against melee attacks while prone	UC
Prone Slinger*	-	May use a sling while prone	UC

Pushing Assault*	Str 15, Power Attack, base attack bonus +1	Push a foe back with a two-handed weapon	APG
Quarterstaff Master*	Weapon Focus (quarterstaff), base attack bonus +5	Use a quarterstaff one-handed	UM
-Tripping Staff*	Int 13, Combat Expertise, Improved Trip, Weapon Focus (quarterstaff), base attack bonus +6	Treat quarterstaff as if it had the trip weapon special feature	UM
-Tripping Twirl	Tripping Staff, Weapon Specialization (quarterstaff), base attack bonus +12	Use a quarterstaff to make a trip attack against all adjacent enemies	UM
Quick Channel	Knowledge (religion) 5 ranks, channel energy class feature	Channel energy faster by expending more uses	UM
Quick Wild Shape	Wild shape class feature, druid level 8th	Wild shape quickly into less powerful form	UM
Racial Heritage	Human	Affected as though both human and another race	APG
Radiant Charge	Lay on hands class feature	Expend use of lay on hands to deal extra damage, bypassing evil creatures' resistances and immunities	UM
Raging Hurler	Rage class feature, Throw Anything	Throw a two-handed weapon as a standard action	UC
Rapid Reload*	Weapon proficiency (crossbow)	Reload your crossbow quickly	UC
Razortusk	Half-orc	Gain bite attack	APG
Rending Claws*	Str 13, two claw attacks, base attack bonus +6	Deal 1d6 extra damage if both claws hit	APG
Reward of Grace	Lay on hands class feature	With each use of lay on hands, gain a +1 sacred bonus on attack rolls	UM
Reward of Life	Lay on hands class feature	With each use of lay on hands, gain hit points equal to your Charisma	UM
Repositioning Strike*	Improved Reposition, base attack bonus +9	Attempt a reposition attack on a successful critical hit	APG
Resilient Brute	Half-orc or Orc	Once per day, when a creature confirms a critical hit against you, treat half the damage as nonlethal.	ARG
Risky Striker*	Halfling, base attack bonus +1	Take -1 penalty to AC to gain +2 damage bonus against creatures two or more sizes larger than you.	ARG
Riving Strike*	Arcane Strike	Those damaged by your Arcane Strike take a penalty	ACG
Sap Adept*	Sneak attack +1d6	Gain bonus damage on nonlethal attacks	UC
-Sap Master*	Sap Adept, sneak attack +3d6	Deal twice your sneak attack damage when dealing nonlethal damage	UC



Saving Shield*	Shield proficiency	Grant shield bonus to an adjacent ally	APG
School Strike*	Improved Unarmed Strike, wizard school class feature	May deliver magic school effect as swift action after melee attack	UC
Second Chance*	Combat Expertise, base attack bonus +6	Exchange later attacks to reroll missed first attack	APG
-Improved Second Chance*	Second Chance, base attack bonus +11	Take a -5 penalty on later attacks to reroll missed attack	APG
Shadow Caster	Race: Drow; Caster level 1 <sup>st</sup>	Treat caster level as 2 levels higher to determine duration when casting spells with darkness or shadow descriptor	ARG
Shadow Strike*	Base attack bonus +1	Deal precision damage against targets with concealment	APG
Shadow Weave Magic	Wis 13 or patron deity Shar	All spells you cast tap the Shadow Weave. +1 DC and CL (for overcoming SR) for Enchantment, Illusion, and Necromancy. -1 CL for Evocation and Transmutation.	FRCS
Shapeshifting Hunter	Favored enemy class feature, wild shape class feature	Add your druid and ranger levels for favored enemy	UC
Shaping Focus	Knowledge (nature) 5 ranks, wild shape class feature	Count other class levels as druid levels for the purpose of wild shape	UM
Shared Insight	Wis 13, half-elf	Grant friendly creatures a +2 bonus on Perception checks	APG
Sharp Senses	Keen senses racial trait	+4 racial bonus on Perception checks	APG
Shield of Swings*	Str 13, Power Attack, base attack bonus +1	Reduce damage with a two-handed weapon to gain a +4 shield bonus	APG
Shield Specialization*	Shield Focus, 4th-level fighter	+2 bonus to AC against criticals with one type of shield	APG
-Greater Shield Specialization*	Greater Shield Focus, Shield Specialization, 12th-level fighter	+2 bonus on AC against criticals, and negate critical hit once per day	APG
Sidestep*	Dex 13, Dodge, Mobility	Make 5-foot step immediately after an opponent misses	APG
-Improved Sidestep*	Dex 15, Sidestep	Sidestep without using your 5-foot step on your next turn	APG
Signature Spell	Spell Mastery	Choose one spell to master. Convert arcane spells of that spell's level or higher into the signature spell	FRCS
Slayer's Knack	Favored enemy class feature, base attack bonus +6	Double the threat range of all weapons against one favored enemy	UC
Sling Flail	Weapon Focus (sling), base attack bonus +1	Make melee attacks with a sling	UC
Smash*	Power Attack, half-orc	Ignore 5 points of hardness when breaking objects	APG
Snake Blood	-	Gain +2 bonus on Fortitude and +1 bonus on Reflex saving throws	FRCS
Sociable	Cha 13, half-elf	Grant friendly creatures a +2 bonus on Influence checks for diplomacy	APG
Sorcerous Bloodstrike	Cha 13, sorcerer bloodline class feature	Regain a bloodline power when you reduce a creature to 0 or fewer hit points	UM

Spell Bluff	Influence 5 ranks, Spellcraft 5 ranks	Bluff other spellcasters, increasing the DC needed to identify your spell	UM
Spellcasting Prodigy	-	For determining bonus spells and saving throw DCs of spells you cast, treat primary spellcasting ability as 2 points higher.	FRCS
Spell Perfection	Spellcraft 15 ranks, 3 metamagic feats	Apply any metamagic feat to one spell without penalty, up to 9th level	APG
Spell Specialization	Int 13, Spell Focus	Pick one spell and cast it as if you were higher level	UM
-Greater Spell Specialization	Spell Specialization, ability to cast 5th-level spells	Sacrifice a spell to cast your specialized spell	UM
Spellsong	Cha 13, bard performance class feature, ability to cast 1st-level spells	Combine spellcasting and bardic performance	UM
Spider Climber	Race: Drow; character level 3 <sup>rd</sup>	Cast <i>spider climb</i> once per day; gain +4 on saving throws against web effects	ARG
Spider Summoner	Race: Drow; ability to cast <i>summon monster</i> or <i>summon nature's ally</i> spells	Add additional spider options to the list of creatures you can summon with certain spells.	ARG
Spontaneous Metafocus	Cha 13, one metamagic feat, ability to spontaneously cast spells	Apply metamagic to one spell and keep the standard casting time	UM
Starlight Summons	Spell Focus (conjuration), ability to cast <i>summon nature's ally</i>	Summoned creatures gain a bonus on Perception and Stealth checks	UM
Stabbing Shot*	Rapid Shot, elf	Use arrow as a melee weapon to push enemies back	APG
Steel Soul	Dwarf, hardy racial trait	+4 racial bonus on saves against spells and spell-like abilities	APG
Stone-Faced	Dwarf	+4 bonus on Influence checks to lie or conceal motives	APG
Stone Singer	Cha 13, bardic performance, dwarf	Gain benefits to bardic performance underground and against earth creatures	APG
Strong Soul	Race: deep gnome, ghostwise halfling, lightfoot halfling, moon elf, rock gnome, strongheart halfling, sun elf, wild elf, wood elf; or, Region: Dalelands or Moonshaes	Gain +1 bonus on Fortitude and Will saves and additional +1 bonus on saves against energy draining and death effects.	FRCS
Stunning Assault*	Power Attack, base attack bonus +16	Trade melee attack bonus to stun opponents	APG
Sundering Strike*	Improved Sunder, base attack bonus +9	Attempt a sunder attack on a successful critical hit	APG
Sunlight Summons	Spell Focus (conjuration), ability to cast <i>summon nature's ally</i>	Summoned creatures glow and are immune to blinding and dazzling effects	UM

Superior Summoning	Augment Summoning, caster level 3rd	When summoning more than one creature, summon an extra one	UM
Sure and Fleet	Halfling, Fleet of Foot racial trait	Gain +2 racial bonus on Acrobatics checks and Athletics checks to climb.	ARG
Sure Grasp	Athletics 1 rank	When climbing, roll twice and take the higher result	UC
Surge of Success	Human	When you confirm a critical hit or roll a natural 20 on a save, gain +2 circumstance bonus to a single attack roll, saving throw, skill check, or ability check before the end of your next turn	ARG
Surprise Follow-Through*	Half-orc or Orc, Str 13, Cleave, Power Attack, base attack bonus +1	When using Cleave or Great Cleave, the second foe you attack on your turn is denied its Dex bonus against you.	ARG
-Improved Surprise Follow-Through*	Half-Orc, Surprise Follow Through, Great Cleave, base attack bonus +8	When using Great Cleave, each opponent you attack on your turn other than the first is denied its Dex bonus against you.	ARG
Survivor	Race: deep gnome, drow elf, lightfoot halfling, ghostwise halfling, shield dwarf, or wild elf; or, Region: Anauroch, Chondalwood, Chult, Damara, Hordelands, Moonshaes, Narfell, The North, The Shaar, Rashemen, Vaasa, Vilhon Reach, or Western Heartlands	Gain +1 bonus on Fortitude saves and +2 bonus on Survival checks.	FRCS
Swift Aid*	Combat Expertise, base attack bonus +6	Attempt to aid another as a swift action	APG
Tattoo Focus	Thay region, specialized in a school of magic	Add +1 to DC of saves against spells from your specialized school. Add +1 CL to overcome SR on spells from your specialized school.	FRCS
Teleport Tactician*	Combat Reflexes, Disruptive, Spellbreaker	Teleporting creatures provoke attacks of opportunity	APG
Tenacious Survivor	Half-Orc or Orc, Con 13, Diehard, Endurance	When you are killed by hit point damage, you can still be healed by magic for a number of rounds equal to Con bonus.	ARG
Tenacious Transmutation	Spell Focus (transmutation)	+2 to DC to dispel your transmutations	APG
Theurgy	Wis 13, Int or Cha 13, ability to cast 1st-level arcane spells, ability to cast 1st-level divine spells	Augment arcane spells with divine energy and divine spells with arcane energy	UM
Thrill of the Kill	Half-orc or Orc, rage class feature	While raging, when you reduce an enemy with the same number of HD as you or more to negative hit points or kill it, regain 1 round of rage.	ARG

Thug	Region: Calimshan, Dragon Coast, Moonsea, Nelanther Isles, Unther, The vast, Vilhon Reach, Waterdeep.	Gain +2 bonus on Initiative checks and +2 bonus on Influence checks to intimidate	FRCS
Thunder Twin	Dwarf	You have a thunder twin; always detect their direction with Survival check. Gain +2 bonus on all Charisma-based checks.	FRCS
Toxic Recovery	Dwarf, hardy racial trait	Heal ability damage when you save against poison and heal extra when you heal ability damage naturally	ARG
Trick Riding*	Ride rank 9, Mounted Combat	Automatically pass basic Athletics checks to ride	APG
-Mounted Skirmisher*	Ride rank 14, Trick Riding	Make a full attack action if mount moves its speed or less	APG
Tripping Strike*	Improved Trip, base attack bonus +9	Attempt a trip attack on a successful critical hit	APG
Twin Sword Style	Two-Weapon Fighting and either Race: drow elf or Region: Sembia or Waterdeep	When fighting with two swords, gain +2 armor bonus to AC against one opponent.	FRCS
Two-Handed Thrower*	Str 15	Gain Str bonus when using two hands to throw a one- or two-handed weapon	UC
Uncanny Alertness	Alertness	+1 on Perception checks and a +2 bonus on saving throws against sleep and charm effects	UM
Uncanny Concentration	Combat Casting	Do not make concentration checks for violent movement, gain a +2 bonus on all other concentration checks	UM
Under and Over*	Agile Maneuvers, Small size or smaller	Failed grapples against you cause attacker to fall prone	APG
Underfoot*	Dodge, Mobility, Small size or smaller	+4 on Acrobatics checks to move past larger opponents	APG
Unsactioned Knowledge	Int 13, must be able to cast 1st-level paladin spells	Add spells to your paladin spell list	UM
Vast Hatred	Gnome, hatred racial trait	Gain attack bonus from hatred racial traits against choice of two additional creature types from ranger favored enemy list.	ARG
Vermin Heart	Wild empathy class feature	Target vermin with spells as if they were animals	APG
Warrior Priest	Ability to cast divine spells, domain class feature	+1 bonus to initiative and +2 on concentration checks when casting defensively	UM
War Singer	Cha 13, bardic performance, half-orc or orc	Gain benefits to bardic performance on battlefields and against orcs	APG
Well-Prepared	Halfling	Retrieve a specific mundane item from your person	APG
Wild Speech	Wild shape class feature, druid level 6th	Speak while in wild shape	UM
Word of Healing	Lay on hands class feature	Use lay on hands from a distance	UM

## Metamagic Feats

Feat	Prerequisites	Benefits	Source
Bouncing Spell	-	Redirect a spell that had no effect on initial target	APG
Burning Spell	-	Spell with acid or fire descriptor deals extra damage the next round	UM
Concussion Spell	-	Spell with sonic descriptor gains a debilitating concussive effect	UM
Dazing Spell	-	Daze creature with spell damage	APG
Delay Spell	Any other metamagic feat	You can cast spells that take effect after a 1 to 5 round delay of your choosing.	FRCS
Disruptive Spell	-	Target of spell must make concentration check to cast a spell in the next round	APG
Echoing Spell	-	Cast spell a second time	UM
Elemental Spell	-	Inflict energy damage instead of regular spell damage	APG
Flaring Spell	-	Spell with the fire, light, or electricity descriptor dazzles creatures it effects	UM
Focused Spell	-	Increase save DC of spell for one target in a group	APG
Insidious Magic	Shadow Weave Magic	Weave users must succeed at caster level checks to detect your spells using divination powers.	FRCS
Intensified Spell	-	Increase maximum damage dice by 5 levels	APG
Piercing Spell	-	Affected spell treats creatures with SR as having an SR of 5 lower	UM
Pernicious Magic	Shadow Weave Magic	Weave users must succeed at caster level check to counter your spells	FRCS
Persistent Spell	-	Creatures who saved against a spell must save again	APG
Reach Spell	-	Increase spell range to higher range category	APG
Rime Spell	-	Spell with cold descriptor also entangles creatures if the spell damages them	UM
Selective Spell	Spellcraft 10 ranks	Exclude targets from an area effect spells	APG
Sickening Spell	-	Sicken creature with spell damage	APG
Tenacious Magic	Shadow Weave Magic	Increase DC of dispel checks made by Weave users against your spells	FRCS
Thundering Spell	-	Deafen creature with spell damage	APG
Toppling Spell	-	Spell with force descriptor knocks targets prone	UM

## Teamwork Feats

Feat	Prerequisites	Benefits	Source
Allied Spellcaster	Caster level 1st	+2 bonus on level checks to overcome spell resistance	APG
Back to Back	Perception 3 ranks	Gain a +2 bonus to AC against flanking opponents	UC
-Improved Back to back	Back to Back, Perception 5 ranks	Grant adjacent ally +2 to AC against flanking opponents	UC
Broken Wing Gambit*	Influence 5 ranks	Grant opponent bonus to hit you, but opponent's attack provokes attacks of opportunity	UC
Combat Medic	Survival 5 ranks	May take 10 and not provoke attacks of opportunity when using Survival to heal	UC
Coordinated Charge*	At least two other teamwork feats, base attack bonus +10	You may charge the same foe when an ally does	UC
Coordinated Defense*	-	+2 bonus to CMD	APG
Coordinated Maneuvers*	-	+2 bonus on combat maneuver checks	APG
Coordinated Shot*	Point-Blank Shot	When an ally with this feat threatens a foe, gain a +1 bonus on ranged attack rolls, or +2 if that ally is flanking the foe	ACG
Distracting Charge*	-	When an ally with this feat charges, you gain a +2 bonus on attack rolls against the creature charged	ACG
Duck and Cover	-	Take ally's result on Reflex saving throw	APG
-Improved Duck and Cover	Duck and Cover	When you use Duck and Cover, an ally with evasion or improved evasion takes some of the damage	ACG
Ensemble	Perform 5 ranks	Nearby performers can aid your Performance checks	UM
Horde Charge	Half-orc or Orc, base attack bonus +1	When charging, gain +2 bonus on attack and damage rolls in addition to normal bonus for charging. Only applies to first attack.	ARG
Improved Spell Sharing	Ability to acquire an animal companion, familiar, or special mount	Divide spell duration with the companion creature	ACG
Lookout*	-	Act in surprise round if ally can act	APG
Outflank*	Base attack bonus +4	Gain +4 bonus on attack rolls when flanking	APG
Pack Attack	Base attack bonus +1	Ally's attack allows you to take a 5-foot step	UC
Paired Opportunists*	-	+4 bonus on attacks of opportunity	APG
Precise Strike*	Dex 13, base attack bonus +1	Deal +1d6 precision damage with melee attacks	APG
Shake It Off	-	Gain +1 bonus to all saving throws per adjacent ally	UC
Shield Wall*	Shield Proficiency	Increase your shield bonus to AC	APG
Shielded Caster	-	+4 bonus on concentration checks	APG
Stealth Synergy	-	Take the highest roll made by you and your allies on Stealth checks	UC

Swap Places*	-	Switch places with an adjacent ally	APG
-Improved Swap Places*	Swap Places	When you use Swap Places, your ally can be smaller or larger and your movement does not provoke attacks of opportunity	ACG



# General Feats

## Adaptive Fortune

Your luck takes on almost legendary proportions.

**Prerequisites:** Fortunate One, adaptable luck racial trait, character level 10th, half ling.

**Benefit:** Increase the number of times per day you can use the adaptable luck racial trait by 1. Furthermore, when you use adaptable luck, increase the luck bonus for each type of use by 2.

## Additional Traits

You have more traits than normal.

**Benefit:** You gain two character traits of your choice (see Chapter 6). These traits must be chosen from different lists and cannot be chosen from lists from which you have already selected a character trait. You must meet any additional qualifications for the character traits you choose.

## Arcane Blast

You can convert any spell into an attack.

**Prerequisites:** Arcane spellcaster, caster level 10th.

**Benefit:** As a standard action, you can sacrifice a prepared spell or unused spell slot of 1st level or higher and transform it into a ray, targeting any foe within 30 feet as a ranged touch attack. This attack deals 2d6 points of damage plus an additional 1d6 points of damage for every level of the spell or spell slot you sacrificed. 0-level spells may not be sacrificed in this manner.

## Arcane Shield

You can convert any spell into a defense.

**Prerequisites:** Arcane spellcaster, caster level 10th.

**Benefit:** As an immediate action, you can sacrifice a prepared spell or unused spell slot of 1st level or higher and gain a deflection bonus to AC equal to the level of the spell or spell slot you sacrificed for 1 round. 0-level spells may not be sacrificed in this manner.

## Arcane Talent

Magic is in your blood, and at your fingertips.

**Prerequisites:** Cha 10; elf, half-elf, or gnome.

**Benefit:** Choose a 0-level spell from the sorcerer/wizard spell list. You can cast this spell three times per day as a spell-like ability. The caster level is equal to your character level. The save DC is 10 + your Charisma modifier.

## Arcane Preparation

You can prepare an arcane spell ahead of time just as a wizard does.

**Prerequisites:** You must be able to cast arcane spells as a bard or sorcerer before you can select this feat.

**Benefit:** Each day, you are able to prepare one or more spells as a wizard does. If you are a sorcerer or a bard, this means that you can prepare a spell with a metamagic ahead of time, instead of casting as a full-round action.

## Arcane Schooling

In your homeland, all who show some skill at the Art may receive training as a wielder of magic. Many characters know something of the ways of the bard, the sorcerer, or the wizard.

**Prerequisites:** Region: Chessenta, Halruaa, Lantan, Mulhorand, Unther.

**Benefit:** Choose one arcane spellcasting class. This class is a favored class for you in addition to any other favored class you select. For example, a multiclassed human fighter/rogue who gains levels as wizard may also gain their choice of the wizard favored class benefits available to them whenever they gain a level of wizard.

**Special:** You may only select this feat as 1<sup>st</sup>-level character.

## Arc Slinger (Combat)

You can twirl your sling in a way that maximizes its effectiveness.

**Prerequisites:** Point-Blank Shot, proficient with sling or half ling sling staff.

**Benefit:** When using a sling or sling staff, you reduce your penalty on ranged attack rolls due to range by 2. Point-Blank Shot's damage bonus applies within the first normal range increment of your sling (50 feet) or sling staff (80 feet).

## Aspect of the Beast

Whether by magic or a curse of your blood, some part of you is more beast than man.

**Prerequisite:** wild shape class feature, see Special.

**Benefit:** Your bestial nature manifests itself in one of the following ways. You choose the manifestation when you choose the feat, and then you cannot change it.

*Night Senses (Ex):* If your base race has normal vision, you gain low-light vision. If your base race has low-light vision, you gain darkvision out to a range of 30 feet. If your base race has darkvision, the range of your darkvision increases by 30 feet.

*Claws of the Beast (Ex):* You grow a pair of claws. These claws are primary attacks that deal 1d4 points of damage (1d3 if you are Small).

*Predator's Leap (Ex):* You can make a running jump without needing to run 10 feet before you jump.

*Wild Instinct (Ex):* You gain a +2 bonus on initiative checks and a +2 bonus on Survival skill checks.

**Special:** A character that has contracted lycanthropy can take this feat without having to meet the prerequisites. A ranger who selects the natural weapon combat style can take this feat without having to meet the prerequisites (even if he does not select Aspect of the Beast as a bonus feat).

## Attuned to the Wild

You share a strong mystic connection with one type of wilderness terrain.

**Prerequisite:** Elf.

**Benefit:** Select one type of terrain from the ranger class's favored terrain class feature (except urban). While you are in your selected terrain type, your natural healing rate (the amount of hit points and ability damage you heal from a full night's rest) doubles.

**Special:** You can take this feat multiple times. Its effects do not stack. Each time you take it, it applies to a different terrain type.

## Bashing Finish (Combat)

You follow a powerful blow from your weapon with an opportunistic bash from your shield.

**Prerequisites:** Improved Shield Bash, Shield Master, Two-Weapon Fighting, base attack bonus +11.

**Benefit:** Whenever you score a critical hit with a melee weapon, you can make a shield bash attack against the same target using the same bonus as a free action.

## Bestow Luck

You are extremely lucky and sometimes your allies are as well.

**Prerequisites:** Defiant Luck, Inexplicable Luck, human.

**Benefit:** You gain an extra use per day of your Defiant Luck ability. You can also use your Inexplicable Luck ability to grant an ally that can see and hear its benefit as an immediate action.

## Blooded

You know what it means to fight for your life, and the value of quick wits and quicker reactions when blades are bared and deadly spells chanted. Enemies find it difficult to catch you off guard.

**Prerequisites:** Region: Dalelands, Nelanther Isles, Sembia, Silvermoon, Tethyr, Vaasa.

**Benefit:** Whenever you score a critical hit with a melee weapon, you can make a shield bash attack against the same target using the same bonus as a free action.

## Bloodline of Fire

You are descended from the efreet who ruled Calimshan for two millennia. The blood of these fire-spirits runs thick in your veins.

**Prerequisites:** Region: Calimshan

**Benefit:** You receive a +4 bonus on saving throws against fire effects. You also add +2 to the DC of saving throws for any sorcerer spells with the fire descriptor that you cast. This benefit stacks with the Spell Focus feat if the spell you cast is from your chosen school.

**Special:** You may only take this feat as a 1<sup>st</sup>-level character.

## Bodyguard (Combat)

Your swift strikes ward off enemies attacking nearby allies.

**Prerequisite:** Combat Reflexes.

**Benefit:** When an adjacent ally is attacked, you may use an attack of opportunity to attempt the aid another action to improve your ally's AC. You may not use the aid another action to improve your ally's attack roll with this attack.

**Normal:** Aid another is a standard action.

## Body Shield (Combat)

With a sly maneuver, you force a grappled opponent into the path of an incoming attack.

**Prerequisites:** Dex 13, Improved Grapple, Improved Unarmed Strike, base attack bonus +6.

**Benefit:** As an immediate action while you are grappling an adjacent creature, you can make a grapple combat maneuver check against that creature to gain cover against a single attack. If you are successful and the attack misses you, that attack targets the creature you used as cover, using the same attack roll. You cannot use this feat against a creature grappling you, and the cover you gain ends after the attack you gained cover against is resolved.

## Bookish Rogue

Thanks to your preparation, your arcane ability is more varied than most.

**Prerequisite:** Minor magic rogue talent.

**Benefit:** By studying a spellbook for 10 minutes, you can change one spell you are able to cast using your minor magic or major magic rogue talent to one sorcerer/wizard spell of the same level contained in the spellbook. This change is permanent until you take the time to change it via this feat again.

## Blood Drinker

Consuming blood reinvigorates you.

**Prerequisites:** Dhampir.

**Benefit:** Choose one humanoid subtype, such as "goblinoid" (this subtype cannot be "dhampir"). You have acquired a taste for the blood of creatures with this subtype. Whenever you drink fresh blood from such a creature, you gain 5 temporary hit points and a +1 bonus on checks and saves based on Constitution. The effects last 1 hour. If you feed multiple times, you continue to gain hit points to a maximum of 5 temporary hit points for every three Hit Dice you have, but the +1 bonus on Constitution-based skill checks and saving throws does not stack.

Normally, you can only drink blood from an opponent who is helpless, grappled, paralyzed, pinned, unconscious, or similarly disabled. If you have a bite attack, you can drink blood automatically as part of your bite attack; otherwise, you must first cut your target by dealing 1 hit point of damage with a slashing or piercing weapon (though you may feed upon a creature with severe wounds or a bleed effect without cutting it first). Once you cut the target, you can drink from its wound as a standard action. Drinking blood deals 2 points of Constitution damage to the creature you feed upon.

The blood must come from a living creature of the specified humanoid subtype. It cannot come from a dead or summoned creature. Feeding on unwilling intelligent creatures is an evil act.

## Blood Feaster

Consuming blood gives you superhuman strength.

**Prerequisites:** Dhampir; Blood Drinker; base attack bonus +6.

**Benefit:** If you use your Blood Drinker feat to drain 4 or more points of Constitution from a living creature, you gain a +2 bonus on damage rolls and a +1 bonus on Strength-based skill checks. This bonus lasts for a number of rounds equal to 1/2 your Hit Dice.

### **Blood Salvage**

You do not need to drink blood from a living creature to gain healing benefits.

**Prerequisites:** Dhampir; Blood Drinker.

**Benefit:** You can use your Blood Drinker feat on a dead creature of the appropriate humanoid subtype. The creature must have died less than 6 hours beforehand.

**Normal:** You only benefit from the Blood Drinker feat if you consume fresh blood from a living creature.

### **Breadth of Experience**

Although still young for your kind, you have a lifetime of knowledge and training.

**Prerequisites:** Dwarf, elf, or gnome; 100+ years old.

**Benefit:** You get a +2 bonus on all Knowledge and Profession skill checks and can make checks with those skills untrained.

### **Bullheaded**

The stubbornness and determination of your kind is legendary. You are exceptional headstrong and difficult to sway from your intended course.

**Prerequisites:** Dwarf, or Region: Damara, Dragon Coast, Great Dale, Moonshaes, Narfell, Nelanther Isles, Rashemen, Vaasa, or Western Heartlands

**Benefit:** You receive a +1 bonus on Will saves and a +2 bonus on Influence checks to intimidate.

### **Bull Rush Strike (Combat)**

Your critical hits can push back your foes.

**Prerequisites:** Str 13, Improved Bull Rush, Power Attack, base attack bonus +9.

**Benefit:** Whenever you score a critical hit with a melee attack, you can push your opponent back, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may push your opponent back as if from the bull rush combat maneuver. You do not need to move with the target if successful. This does not provoke an attack of opportunity.

**Normal:** You must perform a bull rush combat maneuver to bull rush an opponent.

**Special:** You can only apply the effects of one of the following feats to a given critical hit: Bull Rush Strike, Disarming Strike, Repositioning Strike, Sundering Strike, or Tripping Strike. You may choose to use this feat after you make your confirmation roll.

### **Cartwheel Dodge**

You use your knack for avoiding damage to reposition yourself in combat.

**Prerequisites:** Evasion class feature, improved evasion class feature, acrobatics 12 ranks.

**Benefit:** When you successfully use improved evasion to avoid taking damage, you can move up to half your speed as an immediate action. This movement provokes attacks of opportunity as normal.

### **Casual Illusionist**

You can use your innate magic to create minor illusions that augment your efforts at trickery and deceit.

**Prerequisites:** Gnome, gnome magic racial trait.

**Benefit:** As long as you have at least one spell-like ability unused from your gnome magic racial trait, you gain a +2 racial bonus on Insight checks to bluff, Performance checks to disguise, and Finesse checks related to use sleight of hand. At 10th level, these bonuses increase to +4.

**Special:** This feat counts as the Deceitful feat for the purposes of all prerequisites.

### **Cautious Fighter (Combat)**

You care more about survival than victory.

**Prerequisite:** Halfling.

**Benefit:** When fighting defensively or using total defense, your dodge bonus to AC increases by 2.

## Channeled Revival

You can expend a large portion of your channeling power to reverse death itself.

**Prerequisite:** Channel energy 6d6 (positive energy).

**Benefit:** As a full-round action that provokes attacks of opportunity, you can expend three uses of your channel energy class feature to restore a dead creature to life as if you had cast the *breath of life* spell (*Core Rulebook* 251).

## Channeled Shield Wall

You draw on your channel energy to enhance the protective ability of your shield and those of adjacent allies.

**Prerequisites:** Channel energy 3d6, proficiency with a shield.

**Benefit:** As a swift action, you can spend a use of your channel energy to grant yourself a +2 deflection bonus while using a shield. This bonus lasts 1 minute per cleric level or effective cleric level. While you benefit from this bonus, allies with shields also gain a +2 deflection bonus while they are adjacent to you.

## Charge Through (Combat)

You can overrun enemies when charging.

**Prerequisites:** Str 13, Improved Overrun, Power Attack, base attack bonus +1.

**Benefit:** When making a charge, you can attempt to overrun one creature in the path of the charge as a free action. If you successfully overrun that creature, you can complete the charge. If the overrun is unsuccessful, the charge ends in the space directly in front of that creature.

**Normal:** You must have a clear path toward the target of your charge.

## Charging Hurler (Combat)

You know how to use your momentum to enhance your thrown weapon attacks.

**Prerequisite:** Point-Blank Shot.

**Benefit:** You can use the charge rules to make a thrown weapon attack. All the parameters of a charge apply, except that you must only move closer to your opponent, and you must end your movement within 30 feet of that opponent. If you do, you can make a single thrown weapon attack against that opponent, gaining the +2 bonus on the attack roll and taking a –2 penalty to your AC until the start of your next turn.

## Childlike

Your resemblance to a human child tends to make others trust you, perhaps more than they should.

**Prerequisites:** Cha 13, halfling.

**Benefit:** You can take 10 on Bluff checks to convince others you are telling the truth, so long as your story makes you appear innocent. You gain a +2 bonus on Performance checks to pose as a human child and ignore the check penalties for disguising yourself as a different race and age category while doing so.

## Chokehold (Combat)

While grappling, you can cut off an opponent's air and blood supply.

**Prerequisites:** Improved Grapple, Improved Unarmed Strike, base attack bonus +6 or monk level 5th.

**Benefit:** While you have an opponent up to one size category larger than you grappled, you can attempt a grapple combat maneuver with a –5 penalty on the check. If you succeed, you have pinned your opponent and hold the opponent in a chokehold. When you maintain the grapple, you also maintain the chokehold. A creature in a chokehold cannot breathe or speak, and thus cannot cast spells that have a verbal component. An opponent you have in a chokehold has to hold his breath or begin suffocating. Any creature that does not breathe, is immune to bleed damage, or is immune to critical hits is immune to the effects of your chokehold. When the grapple is ended, so is the chokehold.

## Cleave Through (Combat)

You can step forward to hew enemies farther away from you.

**Prerequisites:** Str 13, Cleave, Power Attack, base attack bonus +11, dwarf.

**Benefit:** When using Cleave or Great Cleave, if your initial attack hits, you may take a single 5-foot step as a free action before making your additional attacks. If doing so places a creature within your threatened area, that creature becomes a legal target for your additional Cleave attack(s) as long as it meets all the other prerequisites.

**Normal:** You may only make additional attacks with Cleave against creatures you threaten when you make your initial attack.

### **Cleaving Finish (Combat)**

When you strike down an opponent, you can continue your swing into another target.

**Prerequisites:** Str 13, Cleave, Power Attack.

**Benefit:** If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

### **Close-Quarters Thrower (Combat)**

You are agile enough to avoid melee attacks while throwing weapons.

**Prerequisites:** Dex 13, Dodge, Weapon Focus with selected thrown weapon.

**Benefit:** Choose a type of thrown weapon. You do not provoke attacks of opportunity for making ranged attacks using the selected weapon.

**Normal:** Making a ranged attack provokes attacks of opportunity.

### **Clustered Shots (Combat)**

You take a moment to carefully aim your shots, causing them all to strike nearly the same spot.

**Prerequisites:** Point-Blank Shot, Precise Shot, base attack bonus +6.

**Benefit:** When you use a full-attack action to make multiple ranged weapon attacks against the same opponent, total the damage from all hits before applying that opponent's damage reduction.

### **Cooperative Crafting**

Your assistance makes item crafting far more efficient.

**Prerequisites:** 1 rank in any Craft skill, any item creation feat.

**Benefit:** You can assist another character in crafting mundane and magical items. You must both possess the relevant Craft skill or item creation feat, but either one of you can fulfill any other prerequisites for crafting the item. You provide a +2 circumstance bonus on any Craft or Spellcraft checks related to making an item, and your assistance doubles the gp value of items that can be crafted each day.

### **Cosmopolitan**

Living in large, exotic cities has put you in touch with many diverse civilizations, cultures, and races.

**Benefit:** You can speak and read two additional languages of your choice. In addition, choose two Intelligence-, Wisdom-, or Charisma-based skills. Those skills always count as class skills for you.

### **Courageous Resolve**

Even when others run, you tend to stand your ground.

**Prerequisites:** Craven racial trait or fearless racial trait, halfling.

**Benefit:** If you have the fearless racial trait, your racial bonus on saving throws against fear effects increases to +4. If you have the craven racial trait, you still take the -2 penalty on fear saves, but you can gain the benefit of morale bonuses on saving throws against fear effects.

### **Covering Defense (Combat)**

You are skilled at protecting yourself and your allies with your shield.

**Prerequisites:** Shield Focus, base attack bonus +6.

**Benefit:** When you use the total defense action while using a light, heavy, or tower shield, you can provide a cover bonus to AC against all attacks to an adjacent ally your size or smaller. This cover bonus is equal to your shield's shield bonus and lasts until the beginning of your next turn. Your shield does not provide a cover bonus to Reflex saves.

### **Courteous Magocracy**

You were raised in a land where mighty wizards order affairs. Where powerful spellcasters are common, cautious courtesy is the norm and everyone has an eye for magic goods.

**Prerequisites:** Region: Evermeet, Halruua

**Benefit:** You receive a +2 bonus on all Spellcraft checks and Influence checks related to diplomacy.

### **Crippling Critical (Combat, Critical)**



You are able to maim a target and hinder its movement.

**Prerequisites:** Critical Focus, base attack bonus +13.

**Benefit:** Whenever you score a critical hit against an opponent, its speed is halved for 1 minute. A successful Fortitude save reduces this duration to 1d4 rounds. The DC of this save is equal to 10 + your base attack bonus. Against creatures with multiple types of movement, you must choose which movement type to affect. A flying creature hit by this attack must make a DC 10 Fly check to remain airborne, and has its maneuverability reduced by one step.

**Special:** You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

### **Crossbow Mastery (Combat)**

You can load crossbows with blinding speed and even fire them in melee with little fear of reprisal.

**Prerequisites:** Dex 15, Point-Blank Shot, Rapid Reload, Rapid Shot.

**Benefit:** The time required for you to reload any type of crossbow is reduced to a free action, regardless of the type of crossbow used. You can fire a crossbow as many times in a full attack action as you could attack if you were using a bow. Reloading a crossbow for the type of crossbow you chose when you took Rapid Reload no longer provokes attacks of opportunity.

**Special:** Starting at 6th level, a ranger with the archery combat style may select Crossbow Mastery as a combat style feat.

### **Crusader's Fist (Combat)**

You pour divine energy into the enemy you strike.

**Prerequisites:** Lay on hands class feature, Improved Unarmed Strike, base attack bonus +6.

**Benefit:** When you attack with an unarmed strike and hit a creature that you can harm with your lay on hands feature, you can use a swift action to expend a daily use of that feature to deal its normal damage as if you had hit with the feature's normal touch attack. This extra damage is not multiplied if you scored a critical hit.

### **Dastardly Finish (Combat)**

You can take advantage of an enemy's debilitated state to attempt a coup de grace.

**Prerequisite:** Sneak attack +5d6.

**Benefit:** You can deliver a coup de grace to cowering or stunned targets.

**Normal:** You can only coup de grace helpless targets.

### **Death from Above (Combat)**

You allow gravity to add extra force to your charges.

**Benefit:** Whenever you charge an opponent from higher ground, or from above while flying, you gain a +5 bonus on attack rolls in place of the bonuses from charging and being on higher ground.

### **Death or Glory (Combat)**

Even when facing a larger foe, you are not afraid to take great risks in order to finish the fight.

**Prerequisites:** Str 13, Power Attack, base attack bonus +6.

**Benefit:** Against a creature of size Large or larger, you can make a single melee attack as a full-round action, gaining a +4 bonus on the attack roll, damage roll, and critical confirmation roll. You gain an additional +1 on this bonus at base attack bonus +11, +16, and +20 (for a maximum of +7 at base attack +20). After you resolve your attack, the opponent you attack can spend an immediate action to make a single melee attack against you with the same bonuses.

**Special:** You can combine the full-round action attack this feat allows with the benefit of Vital Strike, Improved Vital Strike, or Greater Vital Strike.

### **Defiant Luck**

You can sometimes defiantly shrug off spells and attacks that would kill a lesser creature.

**Prerequisite:** Human.

**Benefit:** Once per day, after you roll a natural 1 on a saving throw or a critical hit is confirmed against you, you can either reroll that saving throw, or force the creature that confirmed the critical hit against you to reroll the critical confirmation roll. This does not stack with other effects that allow you to reroll a saving throw or an attack roll. You may only make one reroll.



## Deny Death

Your *ki* is so strong that it can deny death.

**Prerequisite:** *Ki* pool, Endurance

**Benefit:** As long as you have 1 *ki* point in your *ki* pool, when you fail your Constitution check to stabilize, you do not lose 1 hit point. If you succeed at the check, you can spend 1 *ki* point to heal 1d6 hit points. If you roll a natural 20 on the check to stabilize, you can spend 1 *ki* point to heal 2d6 hit points of damage instead.

## Desperate Swing (Combat)

You land your most telling blows in desperate situations.

**Prerequisites:** Cautious Fighter, base attack bonus +1, halfling.

**Benefit:** Once per day, you can make a single melee attack while taking the total defense action. You take a –4 penalty on attack rolls when making this attack. You also gain a +4 bonus on critical confirmation rolls made while fighting defensively or making an attack of opportunity using this feat.

## Destroyer's Blessing (Combat)

Breaking things adds to your power.

**Prerequisites:** Half-orc or orc, rage class feature.

**Benefit:** When you are raging and you succeed at a sunder combat maneuver, you regain 1 round of rage. If the sunder attempt causes the object to gain the broken condition, you heal 1 hit point. You can only gain these benefits once per round.

## Detect Expertise

You can detect the mystic specialty of a foe.

**Prerequisites:** Int 13; ability to cast *detect chaos*, *detect evil*, *detect good*, *detect law*, or *detect magic*.

**Benefit:** When you use any of the spells listed in this feat's prerequisites to detect a creature's alignment or its magic, you have a chance of detecting what spellcasting expertise it has. After you observe a creature with the detect spell for 3 rounds, it must make a Will save (DC 10 + 1/2 your caster level + your Intelligence modifier). If it fails the saving throw, you learn what bloodlines, domains, hexes, schools, or mysteries (if any) the creature possesses. If the creature makes its save, it is immune to the effects of this feat for 24 hours.

## Disarming Strike (Combat)

Your critical hits can disarm your foes.

**Prerequisites:** Int 13, Combat Expertise, Improved Disarm, base attack bonus +9.

**Benefit:** Whenever you score a critical hit with a melee attack, you can disarm your opponent, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may disarm your opponent as if from the disarm combat maneuver. This does not provoke an attack of opportunity.

**Normal:** You must perform a disarm combat maneuver to disarm an opponent.

**Special:** You can only apply the effects of one of the following feats to a given critical hit: Bull Rush Strike, Disarming Strike, Repositioning Strike, Sundering Strike, or Tripping Strike. You may choose to use this feat after you make your confirmation roll.

## Discerning Eye

You are not easily fooled by illusions and forgeries.

**Prerequisites:** Elf or half-elf, keen senses racial trait.

**Benefit:** You receive a +2 racial bonus on saving throws against illusion spells and effects and a +2 bonus on Society checks to detect forgeries. You can use the Society skill to detect forgeries untrained.

## Discipline

Your people are admired for their single-minded determination and clarity of purpose. You are difficult to distract by sell or blow.

**Prerequisites:** Race: strongheart halfling, sun elf, or rock gnome; or Region: Aglarond, Anauroch, Cormyr, Impiltur, or Thay

**Benefit:** You gain a +1 bonus on Will saves and a +2 bonus on Concentration checks.

## Dispelling Critical (Critical)

Your blows attack the physical and arcane forms of your enemies at the same time.

**Prerequisites:** Arcane Strike, base attack bonus +11, ability to cast *dispel magic*.

**Benefit:** If you have *dispel magic* prepared or can cast it spontaneously, when you score a critical hit against an opponent, you may use a swift action to cast *dispel magic* to make a targeted dispel against that opponent.

### **Disrupting Shot (Combat)**

With a well-placed shot, you make it harder for a nearby opponent to cast spells.

**Prerequisites:** Dex 13, Point-Blank Shot, fighter level 6th.

**Benefit:** If you ready an action to shoot an opponent casting a spell within 30 feet and successfully hit that opponent with a ranged attack, the concentration DC to successfully cast the spell is increased by +4.

### **Distance Thrower (Combat)**

You are accurate with thrown weapons at longer ranges than normal.

**Prerequisite:** Str 13.

**Benefit:** With a thrown weapon, you reduce your penalty on ranged attack rolls due to range by 2.

### **Diverse Palate**

Your taste for blood is broader than that of other dhampirs.

**Prerequisites:** Dhampir; Blood Drinker.

**Benefit:** Choose a humanoid subtype or the monstrous humanoid type. You may use your Blood Drinker feat on creatures of this subtype or type.

**Special:** You can take this feat multiple times. Each time you select it, choose a new humanoid subtype or the monstrous humanoid type.

### **Divine Interference**

You can convert a spell to interfere with an enemy's attack.

**Prerequisites:** Divine spellcaster, caster level 10th.

**Benefit:** As an immediate action, when an enemy within 30 feet hits an ally with an attack, you can sacrifice a prepared divine spell or (if you are a spontaneous caster) an unused spell slot and make the enemy reroll the attack roll. The second attack roll takes a penalty equal to the level of the spell you sacrifice. You must sacrifice a spell of 1st-level or higher to use this ability. Whether or not the second attack is successful, you cannot use this effect on the same creature again for 1 day.

### **Diviner's Delving**

Your keen magical intuition makes reading signs, portents, and mystical clues quick and easy.

**Prerequisite:** Spell Focus (divination).

**Benefit:** You gain a +2 bonus on caster level checks with divinations to overcome spell resistance or effects that impede divination (for example, *nondetection*). When using a divination spell that requires concentration, you gain information from the spell 1 round sooner than normal (so you gain information from the first 2 rounds with 1 round of concentration, and information from the third round in the second round of concentration).

### **Dragonbane Aura**

Those within your dragonbane aura gain the same protection that you do.

**Prerequisites:** Aura of courage class feature, caster level 8th.

**Benefit:** When fighting dragons, your aura of courage expands to a 20-foot-radius emanation, and allies in the aura gain a morale bonus on saving throws against dragon breath equal to your aura of courage's bonus against fear effects.

**Normal:** The aura of courage is a 10-foot-radius emanation and grants a +4 morale bonus on fear effects.

### **Dreadful Carnage (Combat)**

Slaying an enemy demoralizes your other nearby foes.

**Prerequisites:** Str 15, Power Attack, Furious Focus, base attack bonus +11.

**Benefit:** Whenever you reduce an enemy to 0 or fewer hit points, you can make an Influence check to demoralize all enemies within 30 feet as a free action. Enemies that cannot see both you and the enemy you reduced to 0 or fewer hit points are unaffected.

## Drow Nobility

Your blood courses with power, granting you greater spell-like abilities.

**Prerequisites:** Able to use drow spell-like abilities, drow.

**Benefit:** You may use *detect magic* as a spell-like ability at will, and add *feather fall* and *levitate* to the spell-like abilities that you may use once each per day. Your caster level is equal to your character level.

## Dual Enhancement

You can enhance two weapons, or both ends of a double weapon, with a single act.

**Prerequisites:** Two-Weapon Fighting; divine bond (weapon) or sacred weapon† class feature.

**Benefit:** When you use divine bond or sacred weapon to improve your weapon, you can choose to enhance two weapons or both ends of a double weapon. All weapons affected must be in hand or otherwise wielded. Any enhancement bonus you add to one of your weapons gets added to both automatically, but weapon special abilities must be accounted for separately. For example, if you can enhance up to the equivalent of a +2 bonus, you could give both your weapons an additional +1 bonus and apply the *keen* special weapon ability to one of those weapons.

## Eagle Eyes

Your vision is especially keen.

**Prerequisites:** Wis 13, keen senses racial trait.

**Benefit:** You ignore up to –5 in penalties due to distance on visual Perception checks, allowing you to see accurately at much greater distances than most.

## Eclectic

You have a talent for picking up different vocations.

**Prerequisite:** Human.

**Benefit:** Choose an additional favored class and gain either +1 hit point, +1 skill point, or other favored class available for your race whenever you take a level in that class. If you choose a class in which you already have levels, the benefits of this feat are retroactive.

## Eldritch Claws (Combat)

Who needs magic weapons? Eldritch tricks are no match for your bestial ferocity.

**Prerequisites:** Str 15, natural weapons, base attack bonus +6.

**Benefit:** Your natural weapons are considered both magic and silver for purpose of overcoming damage reduction.

## Eldritch Heritage

You are descended from a long line of sorcerers, and some portion of their power flows in your veins.

**Prerequisites:** Cha 13, Skill Focus with the class skill of bloodline selected for this feat (see below), character level 3rd.

**Benefit:** Select one sorcerer bloodline. You must have Skill focus in the class skill that bloodline grants to a sorcerer at 1st level (for example, Heal for the celestial bloodline). This bloodline cannot be a bloodline you already have. You gain the first-level bloodline power for the selected bloodline. For purposes of using that power, treat your sorcerer level as equal to your character level – 2, even if you have levels in sorcerer. You do not gain any of the other bloodline abilities.

## Elemental Fist (Combat)

You empower your strike with elemental energy

**Prerequisites:** Con 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

**Benefit:** When you use Elemental Strike pick one of the following energy types: acid, cold, electricity, or fire. On a successful hit, the attack deals damage normally plus 1d6 points of damage of the chosen type. You must declare that you are using this feat before you make your attack roll (thus a failed attack roll ruins the attempt). You may attempt an elemental fist attack once per day for every four levels you have attained (see Special), and no more than once per round.

**Special:** A monk of the four winds receives Elemental Fist as a bonus feat at 1st level, even if he does not meet the prerequisites. A monk may attempt an Elemental Fist attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

## Elemental Focus

Your spells of a certain element are more difficult to resist.

**Benefit:** Choose one energy type (acid, cold, electricity, or fire). Add +1 to the Difficulty Class for all saving throws against spells that deal damage of the energy type you select.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new energy type.

### **Elven Accuracy (Combat)**

Your sharp eyesight makes difficult shots easier.

**Prerequisite:** Elf.

**Benefit:** If you miss due to concealment when making a ranged attack with a longbow or shortbow (including composite bows), you can reroll your miss chance roll one time to see if you actually hit.

### **Elven Battle Training (Combat)**

You have been specially trained to wield a variety of traditional elven weapons.

**Prerequisites:** Base attack bonus +1, elf.

**Benefit:** You have received special training with traditional elven weapons (longbows, composite longbows, longswords, rapiers, shortbows, composite shortbows, and any weapon with the word “elven” in its name). You receive a +2 bonus to your CMD against disarm and sunder maneuvers directed at one of these weapons you are wielding. In addition, if you are wielding one of these melee weapons, you may make an additional attack of opportunity each round (this bonus stacks with Combat Reflexes).

### **Elven Spirit**

Although you are of mixed heritage, you are closer to your elven relatives and the magic in their blood flows freely in your veins.

**Prerequisite:** Half-elf.

**Benefit:** You possess the elven magic racial trait of the elves, granting you a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, you receive a +2 racial bonus on Spellcraft checks made to identify the properties of magic items. Alternatively, you can instead gain any one racial trait that elves can exchange for the elven magic racial trait.

**Special:** You can only take this feat at 1st level. If you take this feat, you cannot take the Human Spirit feat.

### **Energy Channel**

You distill your channeled energy into your weapon to empower it.

**Prerequisites:** Channel energy class feature; Air, Earth, Fire, or Water domain or blessing†.

**Benefit:** A swift action, you can expend one use of channel energy to grant your weapon attacks a bonus on damage rolls equal to twice the number of dice rolled for your channel energy. This additional damage is of an energy type determined by your domain or blessing: acid (Earth), cold (Water), electricity (Air), or fire (Fire). If you have more than one of those domains or blessings, you must choose one of those damage types when you use this ability. This effect lasts for your next three weapon attacks or until the end of combat, whichever comes first.

### **Enforcer (Combat)**

You are skilled at causing fear in those you brutalize.

**Prerequisite:** Intimidate 1 rank.

**Benefit:** Whenever you deal nonlethal damage with a melee weapon, you can make an Intimidate check to demoralize your target as a free action. If you are successful, the target is shaken for a number of rounds equal to the damage dealt. If your attack was a critical hit, your target is frightened for 1 round with a successful Intimidate check, as well as being shaken for a number of rounds equal to the damage dealt.

### **Exile's Path**

A lifetime spent shunned by others and eschewing your heritage makes you resistant to efforts to pry inside of your mind.

**Prerequisite:** Half-elf.

**Benefit:** Once per day, when you fail a Will save against an enchantment spell or effect, you may reroll that saving throw, but must take the reroll result even if it is worse.

### **Expanded Arcana**

Your research has revealed new spells.

**Prerequisites:** Caster level 1st, see Special.

**Benefit:** Add one spell from your class's spell list to your list of spells known. This is in addition to the number of spells normally gained at each new level in your class. You may instead add two spells from your class's spell list to your list of spells known, but both of these spells must be at least one level lower than the highest level spell you can cast in that class. Once made, these choices cannot be changed.

**Special:** You can only take this feat if you possess levels in a class whose spellcasting relies on a limited list of spells known, such as the bard or sorcerer.

You can gain Expanded Arcana multiple times.

### Expanded Resistance

You have expanded your natural resistance to magic to encompass different kinds of magic.

**Prerequisites:** Gnome, illusion resistance racial trait.

**Benefit:** Select one school of magic other than illusion. You gain a +2 racial bonus on saving throws against spells or effects from the selected school.

**Special:** You may select this feat more than once. Its effects do not stack. Each time you select it, it applies to a different school of magic.

### Extra Cantrips or Orisons

You are a master of minor spells.

**Prerequisites:** Ability to cast cantrips or orisons.

**Benefit:** Add two cantrips to your cantrips known or two orisons to your orisons known.

**Special:** You can take this feat multiple times. Each time you do, add two cantrips or orisons to your spells known.

### Extra Channel

You can channel divine energy more often.

**Prerequisite:** Channel energy class feature.

**Benefit:** You can channel energy two additional times per day.

**Special:** If a paladin with the ability to channel positive energy takes this feat, she can use lay on hands four additional times per day, but only to channel positive energy.

### Extra Rage Power

You have unlocked a new ability to use while raging.

**Prerequisite:** Rage power class feature.

**Benefit:** You gain one additional rage power. You must meet all of the prerequisites for this rage power.

**Special:** You can gain Extra Rage Power multiple times.

### Extra Rogue Talent

Through constant practice, you have learned how to perform a special trick.

**Prerequisite:** Rogue talent class feature.

**Benefit:** You gain one additional rogue talent. You must meet all of the prerequisites for this rogue talent.

**Special:** You can gain Extra Rogue Talent multiple times.

### Fast Empathy

Your empathic attunement to nature connects you swiftly with bestial minds.

**Prerequisites:** Handle Animal 5 ranks, wild empathy class feature.

**Benefit:** Using wild empathy is a standard action for you.

**Normal:** Using wild empathy requires 1 minute.

### Fast Healer

You benefit greatly from your healing, be it from spells or natural healing.

**Prerequisites:** Con 13, Diehard, Endurance.

**Benefit:** When you regain hit points by resting or through magical healing, you recover additional hit points equal to half your Constitution modifier (minimum +1).

### **Fast Learner**

You possess extra versatility.

**Prerequisites:** Int 13, human.

**Benefit:** When you gain a level in a favored class, you choose 2 of the available favored class benefits to gain instead of choosing one.

### **Favored Defense**

Your cunning is your shield against your quarry's attacks.

**Prerequisite:** Favored enemy class feature.

**Benefit:** Choose one of your favored enemy types. You add half your favored enemy bonus to your CMD and as a dodge bonus to AC when attacked by a favored enemy.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new favored enemy type.

### **Favored Enemy Spellcasting**

Your spells are more effective against creatures that you especially abhor.

**Prerequisite:** Ability to cast spells.

**Benefit:** When you select this feat, choose a creature type or a humanoid subtype from the Ranger Favored Enemies table (*Core Rulebook* 64). When creatures of the chosen type attempt saving throws against your spells, they treat the spells' DCs as 1 higher. If you also have the favored enemy class feature and the chosen type is already a favored enemy of yours, such creatures treat your spells' DCs as 2 higher.

**Special:** You can take this feat multiple times. Each time you do, it applies to a different creature type.

### **Fearless Aura**

Your aura of courage becomes more potent, as your steadfast resolve is also manifested by your allies.

**Prerequisites:** Aura of courage class feature, caster level 8th.

**Benefit:** Your aura of courage expands to a 20-foot-radius emanation. Allies within the aura are immune to fear effects.

**Normal:** The aura of courage affects each ally within 10 feet and grants a +4 morale bonus on saving throws against fear effects.

### **Ferocious Resolve**

Your orc heritage allows you to fight on.

**Prerequisites:** Con 13, half-orc, orc ferocity racial trait.

**Benefit:** You gain the ferocity universal monster ability, allowing you to continue fighting at negative hit points. When using this ability, you gain a +2 bonus on Influence checks to intimidate.

**Normal:** A half-orc with the orc ferocity racial trait can fight for 1 more round after he is brought below 0 hit points.

### **Ferocious Tenacity (Combat)**

You spit in the face of death.

**Prerequisites:** Ferocity racial trait, half-orc or orc, rage class feature.

**Benefit:** Once per day when raging, if you are hit by an attack that would deal enough hit points of damage to kill you (negative hit points equal to your Constitution score), as an immediate action you may expend 1 or more rounds of rage to negate some of this damage and keep yourself alive. Each round of rage you spend reduces the attack's damage by 1 point but cannot reduce the damage taken below 1 hit point.

For example, if you are raging, have a raging Constitution score of 18, are currently at 2 hit points, and take 20 hit points of damage from a hit (which is enough to bring you to -18 hit points, thereby killing you), you may spend 1 round of rage to reduce the damage by 1 hit point (leaving you perilously close to death at -17 hit points); if you spend 17 rounds of rage, you reduce the damage to 1 (the minimum), leaving you with 1 hit point.

If this damage still makes you fall unconscious, your rage ends just like it normally would, lowering your Constitution to its normal value and reducing your hit point total as normal. Therefore, it is possible to use this feat to prevent yourself from instantly dying, yet you still die because your negative hit points exceed your normal Constitution score—take your normal Constitution into account when deciding how many rounds of rage to spend with this feat.

### **Fight On**



You can keep fighting even after you should be dead.

**Prerequisites:** Con 13; dwarf, half-orc, or orc.

**Benefit:** Once per day, you can gain a number of temporary hit points equal to your Constitution modifier. You can activate this feat as an immediate action when reduced to 0 or fewer hit points. You can use this feat to prevent yourself from dying. These temporary hit points last for 1 minute. If your hit points drop below 0 due to the loss of these temporary hit points, you fall unconscious and are dying as normal. If you also have the ferocity racial trait, you can use that once you have lost the temporary hit points from this feat.

### **Focused Shot (Combat)**

Your anatomical insight adds deadliness to your shots.

**Prerequisites:** Int 13, Point Blank Shot, Precise Shot.

**Benefit:** As a standard action, you may make an attack with a bow or crossbow and add your Intelligence modifier on the damage roll. You must be within 30 feet of your target to deal this extra damage. Creatures immune to critical hits and sneak attacks are immune to this extra damage.

**Special:** Starting at 2nd level, a ranger with the archery combat style may select Focused Shot as a combat style feat.

### **Foe Hunter**

In lands threatened by evil nonhumans, many warriors learn ways to fight effectively against these creatures. You have served as a member of a militia or military unit devoted to protecting your home from the fierce raiders who trouble the area.

**Prerequisites:** Race: shield dwarf or wood elf; or Region: Chult, Cormyr, Damara, Lake of Steam, The North, The Moonsea, Tashalar, Tethyr, or Vaasa

**Benefit:** Your homeland dictates the type of foe you have trained against. When fighting monsters of that race, you gain a +1 competence bonus on damage rolls with melee attacks and on ranged attacks at ranges up to 30 feet, and you act as if you had the Improved Critical feat for the weapon you are using. This benefit does not stack with the Improved Critical feat.

**Special:** In Cormyr, Damara, Tethyr, Vaasa, or as a shield dwarf, your traditional foes are goblinoids—goblins, hobgoblins, and bugbears. In Chult and Tashalar, this feat applies to lizardfolk and yuan-ti. Wood elves train against gnolls. In the Lake of Steam, the North, and the Moonsea, this feat applies to orcs and half-orcs.

You may take this feat multiples times. Its effects do not stack. Each time you take the feat, you must qualify for learning regional feats in a land that hunts a different creature from that specified by the regional feat or feats you already have.

### **Following Step (Combat)**

You can repeatedly close the distance when foes try to move away, without impeding your normal movement.

**Prerequisites:** Dex 13, Step Up.

**Benefit:** When using the Step Up feat to follow an adjacent foe, you may move up to 10 feet. You may still take a 5-foot step during your next turn, and any movement you make using this feat does not subtract any distance from your movement during your next turn.

**Normal:** You can only take a 5-foot step to follow an opponent using Step Up.

### **Forester**

Faerun's great forests stretch for hundreds of miles across the northlands. You are knowledgeable about the secrets of the forest and wise in its ways.

**Prerequisites:** Race: ghostwise halfling, moon elf, wild elf, or wood elf; or, Region: Chondalwood, Dalelands, Great Dale, or The High Forest.

**Benefit:** You receive a +2 bonus on all Survival and Nature checks.

### **Fortified Armor Training (Combat)**

You have learned to let your armor bear the brunt of the worst attacks.

**Prerequisite:** Proficient with armor or shield.

**Benefit:** If an opponent scores a critical hit against you, you can turn the critical hit into a normal hit. If you do, either your armor or your shield gains the broken condition (your choice).

### **Fortunate One**



You have an even greater knack than most half lings for adaptable luck.

**Prerequisites:** Adaptable luck racial trait, half ling.

**Benefit:** The number of times per day you can use the adaptable luck racial trait increases by 1.

### **Furious Focus (Combat)**

Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home.

**Prerequisites:** Str 13, Power Attack, base attack bonus +1.

**Benefit:** When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

### **Gang Up (Combat)**

You are adept at using greater numbers against foes.

**Prerequisites:** Int 13, Combat Expertise.

**Benefit:** You are considered to be flanking an opponent if at least two of your allies are threatening that opponent, regardless of your actual positioning.

**Normal:** You must be positioned opposite an ally to flank an opponent.

### **Giant Killer (Combat)**

Your cleaving strokes menace giants and larger foes.

**Prerequisites:** Str 13, Cleave, Goblin Cleaver, Orc Hewer, Power Attack, Strike Back, base attack bonus +11, dwarf.

**Benefit:** This functions as Goblin Cleaver, but your additional attacks can be made against creatures one size category larger than you or smaller. In addition, any such attacks made against humanoids (giant) gain a +2 circumstance bonus on attack rolls.

### **Gliding Steps**

You skate across the surface of the earth as if gliding on ice.

**Prerequisites:** Dodge, Mobility, Nimble Moves, *ki* pool.

**Benefit:** If you have at least one *ki* in your *ki* pool, when you move you do not provoke attacks of opportunity when leaving the first square of that movement. You can spend 1 *ki* point to avoid provoking attacks of opportunity during that entire move.

### **Gnome Trickster**

Your arcane talents go beyond the illusory.

**Prerequisites:** Cha 13, gnome, gnome magic racial trait.

**Benefit:** In addition to your normal gnome spell-like abilities, you also gain the following spell-like abilities: 1/day—*mage hand* and *prestidigitation*.

### **Gnome Weapon Focus (Combat)**

Your extensive training with traditional gnome weapons gives you an advantage.

**Prerequisites:** Base attack bonus +1, gnome, proficient with all martial weapons.

**Benefit:** You gain a +1 bonus on attack rolls with gnome weapons (weapons with "gnome" in the title).

### **Goblin Cleaver (Combat)**

You are ferocious at hewing smaller opponents.

**Prerequisites:** Str 13, Cleave, Power Attack, dwarf.

**Benefit:** When using Cleave or Great Cleave, if your initial attack hits, you may take your additional attacks against any creature smaller than you that you threaten; your targets need not be adjacent to one another. Additional attacks you make against humanoids (goblinoid) gain a +2 circumstance bonus on attack rolls.

### **Gore Fiend**

Horrible wounds, whether on yourself or your enemies, make your blood sing.

**Prerequisites:** Half-orc or orc, rage class feature.

**Benefit:** When you are raging and you confirm a critical hit with a melee weapon or a critical hit is confirmed on you (whether by a melee weapon, spell, or ranged weapon), you regain 1 round of rage (up to your maximum for the day). You can only gain this benefit once per round.

### **Gory Finish (Combat)**

By drawing upon wells of savagery, you can slay your foe in creative and horrifyingly gruesome manners, intimidating nearby foes.

**Prerequisites:** Dazzling Display, Weapon Focus.

**Benefit:** When you use the attack action, you can use a weapon with which you have Weapon Focus to make a single attack at your highest base attack bonus. If you reduce your target to negative hit points, you can spend a swift action to make an Intimidate check to demoralize all foes within 30 feet who could see your attack.

### **Go Unnoticed**

Your small size lets you quickly duck out of sight.

**Prerequisites:** Dex 13, Small size or smaller.

**Benefit:** During the first round of combat, flat-footed opponents are considered not to have noticed you yet for the purposes of Stealth skill checks, allowing you to make a Stealth check that round to hide from them.

### **Greater Blind-Fight (Combat)**

Your enemies cannot hide from you.

**Prerequisites:** Perception 15 ranks, Improved Blind-Fight.

**Benefit:** Your melee attacks ignore the miss chance for less than total concealment, and you treat opponents with total concealment as if they had normal concealment (20% miss chance instead of 50%). You may still reroll a miss chance percentile roll as normal.

If you successfully pinpoint an invisible or hidden attacker, that attacker gets no advantages related to hitting you with ranged attacks, regardless of the range. That is, you do not lose your Dexterity bonus to Armor Class, and the attacker does not get the usual +2 bonus for being invisible.

**Special:** The Greater Blind-Fight feat is of no use against a character who is the subject of a *blink* spell.

### **Greater Dirge of Doom**

The haunting sound of sepulchral intonations chills the most stalwart adversary to its very core.

**Prerequisites:** Improved Dirge of Doom, ability to perform dirge of doom.

**Benefit:** The effect of your dirge of doom lingers with a target for 2 rounds after the creature leaves the dirge's area of effect. If you use your dirge on a creature that is shaken, it becomes frightened. If you use it on a creature that is frightened, it becomes panicked.

**Normal:** Fear effects on a creature end immediately once it leaves the area of dirge of doom. A fear effect cannot be made more extreme by dirge of doom and can be changed only to the frightened condition by the Improved Dirge of Doom feat.

### **Greater Dirty Trick (Combat)**

When you pull a dirty trick, your foe is truly hindered.

**Prerequisites:** Int 13, Combat Expertise, Improved Dirty Trick, base attack bonus +6.

**Benefit:** You receive a +2 bonus on checks made to attempt a dirty trick. This bonus stacks with the bonus granted by Improved Dirty Trick. Whenever you successfully perform a dirty trick, the penalty lasts for 1d4 rounds, plus 1 round for every 5 by which your attack exceeds the target's CMD. In addition, removing the condition requires the target to spend a standard action.

**Normal:** The condition imposed by a dirty trick lasts for 1 round plus 1 round for every 5 by which your attack exceeds the target's CMD. Removing the condition requires the target to spend a move action.

### **Greater Drow Nobility**

You have mastered the lesser spell-like abilities of the drow, demonstrating true nobility.

**Prerequisites:** Cha 13, Drow Nobility, Improved Drow Nobility, able to use drow spell-like abilities, drow.

**Benefit:** Your *detect magic* spell-like ability is now constant. You may use your *dancing lights*, *deeper darkness*, *faerie fire*, *feather fall*, and *levitate* spell-like abilities at will.

### Greater Eldritch Heritage

Your discovered bloodline power reaches its zenith.

**Prerequisites:** Cha 17, Eldritch Heritage, Improved Eldritch Heritage, character level 17th.

**Benefit:** You gain an additional power from the bloodline you selected with the Eldritch Heritage feat. You gain a 15th-level (or lower) sorcerer bloodline power that you do not already have. For purposes of using that power, treat your character level as your sorcerer level for all your sorcerer bloodline powers granted by this feat, Eldritch Heritage, and Improved Eldritch Heritage.

### Greater Elemental Focus

Choose an energy type to which you have already applied the Elemental Focus feat. Any spells you cast of this energy type are very hard to resist.

**Prerequisite:** Elemental Focus.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells that deal damage of the energy type you select. This bonus stacks with the bonus from Elemental Focus.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new energy type to which you have already applied the Elemental Focus feat.

### Greater Shield Specialization (Combat)

Your masterful shieldwork provides even greater protection to your vital areas.

**Prerequisites:** Proficiency with selected shield, Greater Shield Focus, Shield Focus, Shield Specialization with selected shield, fighter level 12th.

**Benefit:** Choose one type of shield (buckler, light, heavy, or tower shield) for which you possess the Shield Specialization feat. With the selected shield, you gain a +2 bonus to your Armor Class against critical hit confirmation rolls (this bonus stacks with that from Shield Specialization). In addition, once per day you may negate a critical hit, and damage is instead rolled normally.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of shield.

### Greater Spell Focus

Choose a school of magic to which you have already applied the Spell Focus feat. Your spells of that school are even more potent than normal.

**Prerequisites:** Spell Focus

**Benefit:** Add an additional +1 to the DC for all saving throws against spells from the school of magic you select.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

### Greater Spell Penetration

Your spells are especially potent, defeating spell resistance more readily than normal

**Prerequisites:** Spell Penetration

**Benefit:** You get a +4 bonus on caster level checks (1d20 + caster level) to beat a creature's spell resistance. This overlaps (does not stack with) the bonus from Spell Penetration.

### Greater Spell Specialization

You can sacrifice a prepared spell in order to spontaneously cast your specialized spell.

**Prerequisites:** Int 13, Spell Focus, Spell Specialization, able to prepare 5th-level spells.

**Benefit:** By sacrificing a prepared spell of the same or higher level than your specialized spell, you may spontaneously cast your specialized spell. The specialized spell is treated as its normal level, regardless of the spell slot used to cast it. You may add a metamagic feat to the spell by increasing the spell slot and casting time, just like a cleric spontaneously casting a *cure* or *inflict* spell with a metamagic feat.

### Greater Wild Empathy

Your natural empathy stretches across the world of nature.

**Prerequisites:** Nature 5 ranks, wild empathy class feature.

**Benefit:** You gain a +2 insight bonus on wild empathy checks, and you may use wild empathy to duplicate a check to intimidate check rather than a diplomacy check. In addition, choose one of the following kinds of creatures: elementals, fey, lycanthropes, plants, or vermin. You may influence creatures of that type with wild empathy, if their Intelligence score is 1 or 2, or they do not possess an Intelligence score. Once you choose the type of creature, it cannot be changed.

**Special:** You may select this feat more than once. Each time, you may choose an additional creature type to influence.

### **Great Hatred (Combat)**

Your rage burns with vast intensity.

**Prerequisites:** Gnome, hatred racial trait.

**Benefit:** You gain an additional +1 bonus on melee and thrown weapon attacks against targets of your hatred racial trait.

### **Groundling**

You can speak with burrowing animals.

**Prerequisites:** Cha 13, gnome, gnome magic racial trait.

**Benefit:** You can use *speak with animals* as a spell-like ability at will, but only to communicate with burrowing animals like gophers, moles, and the like. You can still use your gnome *speak with animals* ability once per day to speak with any animal, as usual.

### **Half-Drow Paragon**

Your drow blood is particularly strong.

**Prerequisites:** Drow-blooded and drow magic racial traits, half-elf.

**Benefit:** You count as a drow for any effects that relate to race. Furthermore, the spell-like abilities granted to you by your drow magic racial trait count as drow spell-like abilities for the purposes of any feat prerequisites.

### **Hammer the Gap (Combat)**

You repeatedly strike the same location, causing increasing amounts of damage.

**Prerequisite:** Base attack bonus +6.

**Benefit:** When you take a full-attack action, each consecutive hit against the same opponent deals extra damage equal to the number of previous consecutive hits you have made against that opponent this turn. This damage is multiplied on a critical hit.

### **Heroic Defiance**

You struggle on when others would fall.

**Prerequisites:** Diehard, Endurance, base Fortitude save +8.

**Benefit:** Once per day as an immediate action you can delay the onset of one harmful condition or affliction (such as panicked, paralyzed, stunned, and so on), including permanent and instantaneous conditions. Activating this feat delays the onset of the condition until the end of your next turn, after which time the condition takes its normal effect. This feat has no effect on hit point damage or ability damage.

### **Heroic Recovery**

You can throw off the effects of crippling conditions.

**Prerequisites:** Diehard, Endurance, base Fortitude save +4.

**Benefit:** Once per day as a standard action you may attempt a new saving throw against a harmful condition or affliction requiring a Fortitude save that is affecting you. If this save against the affliction fails, there is no additional effect, but a successful save counts toward curing an affliction such as poison or disease. You cannot use this feat to recover from instantaneous effects, effects that do not allow a saving throw, or effects that do not require a Fortitude save.

### **Heroic Will**

Your indomitable will breaks free from mental shackles.

**Prerequisites:** Iron Will, base Will save +4, human.

**Benefit:** Once per day as a standard action, you may attempt a new saving throw against a harmful condition requiring a Will save that is affecting you. If you are dominated, controlled, or cannot take an action because of the effect against

which you are trying to make a new saving throw, you can make this saving throw at the start of the turn as no action, but on a success, your turn ends. You cannot use this feat to remove instantaneous effects, effects that do not require a Will save, or effects that do not allow a saving throw.

### **Human Spirit**

Your blood burns with the passion and unyielding quest for self-improvement displayed so prominently by your human relatives.

**Prerequisite:** Half-elf.

**Benefit:** You receive 1 bonus skill rank. Whenever you gain another Hit Die, you gain an additional skill rank. You cannot gain more than four skill ranks in this way.

**Special:** You can only take this feat at 1st level. If you take this feat, you cannot take the Elven Spirit feat.

### **Impact Critical Shot (Combat, Critical)**

With a series of ranged attacks, you bring your foes to their knees or force them to move.

**Prerequisites:** Dex 13, Point-Blank Shot, base attack bonus +9.

**Benefit:** Whenever you score a critical hit with a ranged attack, in addition to the normal damage your attack deals, if your confirmation roll exceeds your opponent's CMD, you can push your opponent back as if from the bull rush combat maneuver or knock that target prone as if from a trip combat maneuver. If you choose to bull rush, you cannot move with the target. Your maneuver does not provoke an attack of opportunity.

**Normal:** You must perform a bull rush combat maneuver to bull rush an opponent, and you must perform a trip combat maneuver to trip an opponent.

### **Impaling Critical (Combat, Critical)**

Your critical hits can skewer your foes.

**Prerequisites:** Critical Focus, Weapon Specialization with selected piercing melee weapon, base attack bonus +11.

**Benefit:** Whenever you score a critical hit with the selected piercing melee weapon, you can impale your opponent on your weapon. While your opponent is impaled in this way, each time he starts his turn, you deal damage equal to your weapon's damage dice plus the extra damage dice from your weapon's properties. As an immediate action, you can pull your weapon out of your opponent. If your opponent is ever outside your reach, you must spend a free action to let go of your weapon or pull it out of him. Your opponent can also spend a move action to pull your weapon out. When the weapon comes out, your opponent takes damage as if starting his turn impaled. While you impale your opponent with your weapon, you cannot use it to attack, and you must hold on to it.

### **Improved Blind-Fight (Combat)**

Your keen senses guide your hand against hidden foes.

**Prerequisites:** Perception 10 ranks, Blind-Fight.

**Benefit:** Your melee attacks ignore the miss chance for less than total concealment. You may still reroll your miss chance percentile roll for total concealment.

If you successfully pinpoint an invisible or hidden attacker within 30 feet, that attacker gets no advantages related to hitting you with ranged attacks. That is, you do not lose your Dexterity bonus to Armor Class, and the attacker does not get the usual +2 bonus for being invisible.

**Special:** The Improved Blind-Fight feat is of no use against a character who is the subject of a *blink* spell.

### **Improved Charging Hurler (Combat)**

Every muscle in your body adds its force to your thrown weapons.

**Prerequisites:** Charging Hurler, Point-Blank Shot.

**Benefit:** When you use Charging Hurler, your target can be at any range up to your weapon's maximum range. If your target is within 30 feet, you gain a +2 bonus on damage rolls.

**Normal:** Using Charging Hurler requires you to end your movement within 30 feet of your opponent.

### **Improved Counterspell**

You understand the nuances of magic to such an extent that you can counter your opponents' spells with great efficiency.

**Benefit:** When counterspelling, instead of using the exact spell you are trying to counter, you may use a spell of the same school that is one or more levels higher than the target spell.

## Improved Dirge of Doom

The foreboding tone of your dirge is especially effective at unsettling your enemies.

**Prerequisite:** Ability to perform dirge of doom.

**Benefit:** The range of your dirge of doom ability is extended to 60 feet. Additionally, if a creature is shaken from another effect, the effect of your dirge of doom is changed to frightened for that specific creature. This benefit cannot cause a creature to become panicked, even if a target is already frightened from another effect.

**Normal:** The range of dirge of doom is 30 feet. A creature that is already shaken cannot become frightened by dirge of doom.

## Improved Dirty Trick (Combat)

You are skilled at pulling dirty tricks on your foes.

**Prerequisites:** Int 13, Combat Expertise.

**Benefit:** You do not provoke an attack of opportunity when performing a dirty trick combat maneuver. In addition, you receive a +2 bonus on checks made to attempt a dirty trick. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries a dirty trick on you.

**Normal:** You provoke an attack of opportunity when performing a dirty trick combat maneuver.

## Improved Drag (Combat)

You are skilled at dragging foes around the battlefield.

**Prerequisites:** Str 13, Power Attack, base attack bonus +1.

**Benefit:** You do not provoke an attack of opportunity when performing a drag combat maneuver. In addition, you receive a +2 bonus on checks made to drag a foe. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries to drag you.

**Normal:** You provoke an attack of opportunity when performing a drag combat maneuver.

## Improved Drow Nobility

Your magical heritage is more potent than that of your peers, as demonstrated by your superior spell-like abilities.

**Prerequisites:** Cha 13, Drow Nobility, able to use drow spell-like abilities, drow.

**Benefit:** You may use your *dancing lights*, *faerie fire*, *feather fall*, and *levitate* spell-like abilities twice per day. Your *darkness* spell-like ability instead becomes *deeper darkness*, which you may use twice per day.

## Improved Eldritch Heritage

The power of your discovered bloodline continues to grow.

**Prerequisites:** Cha 15, Eldritch Heritage, character level 11th.

**Benefit:** You gain either the 3rd-level or the 9th-level power (your choice) of the bloodline you selected with the Eldritch Heritage feat. For purposes of using that power, treat your sorcerer level as equal to your character level – 2, even if you have levels in sorcerer. You do not gain any of the other bloodline abilities.

**Special:** You may select this feat multiple times. Its effects do not stack. Each time you select the feat, it applies to a different bloodline power for that bloodline available at sorcerer level 3 or 9.

## Improved Familiar

So long as you are able to acquire a new familiar, you may choose your new familiar from a nonstandard list.

**Prerequisites:** Ability to acquire a new familiar, compatible alignment

**Benefit:** When choosing a familiar, the following creatures are also available to you. You may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil). The improved familiar is magically linked to its master just like a normal familiar. The familiar uses the basic statistics for a creature of its kind, with these exceptions:

*Hit Points:* One-half the master's total or the familiar's normal total, whichever is higher.

*Attacks:* Use the master's base attack bonus or the familiar's, whichever is better. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of that kind.

*Special Attacks:* The familiar has all the special attacks of its kind.

*Special Qualities:* The familiar has all the special qualities of its kind.

*Saving Throws:* The familiar uses the master's base save bonuses if they are better than the familiar's.



*Skills:* Use the normal skills for a creature of its kind

Improved Familiars		
Kind of Familiar	Arcane Spellcaster Level Required	Special Ability
Beholderkin, eyeball	5	Master gains a +3 bonus on Perception checks
Cat, tressym	5	Master gains a +3 bonus on Stealth checks
Pseudodragon	7	Master gains a +3 bonus on Spellcraft checks
Formian Worker	7	Master gains +2 bonus on Fortitude saves
Shocker Lizard	5	Master gains +3 hit points
Stirge	5	Master gains +2 bonus on Reflex saves

### Improved Ki Throw (Combat)

Your enemies are living weapons in your hands.

**Prerequisites:** Improved Bull Rush, *Ki* Throw.

**Benefit:** When using the *Ki* Throw feat, you may throw your target into any square you threaten that is occupied by another creature. Make a bull rush combat maneuver check with a –4 penalty against the secondary target. If this check succeeds, the thrown creature lands prone in the secondary target’s square, while the secondary target is pushed back and knocked prone in an adjacent square. If the check fails, the thrown creature lands prone in the nearest square you threaten adjacent to the secondary target.

If you throw a Large or larger creature into an area containing multiple secondary targets, you take an additional penalty of –4 on your combat maneuver check for each target after the first.

**Special:** A monk may take this as a bonus feat at 14th level.

### Improved Low Blow (Combat)

You are adept at hitting larger opponents where it hurts.

**Prerequisites:** Base attack bonus +4, halfling, low-blow racial trait.

**Benefit:** Your bonus to confirm critical hits against opponents larger than yourself improves to +2. Furthermore, once per day, after you fail to hit with a critical hit confirmation roll, you can reroll the confirmation roll, but must take the new result even if it is worse.

### Improved Reposition (Combat)

You have learned how to force your enemies to move around the battlefield.

**Prerequisites:** Int 13, Combat Expertise.

**Benefit:** You do not provoke an attack of opportunity when performing a reposition combat maneuver. In addition, you receive a +2 bonus on checks made to reposition a foe. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries to reposition you.

**Normal:** You provoke an attack of opportunity when performing a reposition combat maneuver.

### Improved Second Chance (Combat)

You can turn a missed strike into a second chance without sacrificing later attacks.

**Prerequisites:** Int 13, Combat Expertise, Second Chance, base attack bonus +11.

**Benefit:** When you reroll a missed attack using the Second Chance feat, you can still make the rest of your attacks that turn, albeit at a –5 penalty to each attack.

**Normal:** When using the Second Chance feat, you must normally forgo the rest of your attacks that turn.



## Improved Share Spells

You can share spells with those you have a magical connection with.

**Prerequisites:** Spellcraft 10 ranks, ability to acquire an animal companion, familiar, or special mount.

**Benefit:** Any non-instantaneous spell (but not any spell-like ability) you cast on yourself can also affect a creature bonded to you (such as an animal companion, familiar, or special mount). The creature must be within 5 feet of you at the time of casting to receive the benefit. The spell's duration is halved between you and your bonded creature (for example, a spell with a duration of 1 hour has a duration of 30 minutes for both you and your bonded creature).

If the spell or effect has a duration other than instantaneous, it stops affecting the creature if it moves farther than 5 feet away from you. It does not affect the creature again if it returns before the duration expires.

You may share spells in this fashion even if the spells normally do not affect creatures of that type.

This feat only applies to animal companions, familiars, or special mounts gained through a class feature.

## Improved Sidestep (Combat)

You are adept at sidestepping your opponent's melee attacks without compromising your mobility.

**Prerequisites:** Dex 15, Dodge, Mobility, Sidestep.

**Benefit:** After sidestepping an opponent's missed attack using the Sidestep feat, you may still take a 5-foot step during your next turn, or you may move up to your full speed if you take an action to move during your next turn.

**Normal:** If you use the Sidestep feat, you cannot take a 5-foot step during your next turn.

## Improved Stonecunning

Your sense for stonework is uncanny.

**Prerequisites:** Wis 13, dwarf, stonecunning racial trait.

**Benefit:** You receive a +4 bonus on Perception checks to notice unusual stonework. This bonus replaces the stonecunning ability's normal bonus on Perception checks.

## Improved Surprise Follow-Through (Combat)

You follow up an attack with a surprising series of sweeping blows.

**Prerequisites:** Str 13, Cleave, Great Cleave, Power Attack, Surprise Follow Through, base attack bonus +8.

**Benefit:** When using Great Cleave, each opponent you attack on your turn (other than the first) is denied his Dexterity bonus against you.

## Improved Two-Weapon Feint (Combat)

Your primary weapon keeps a foe off balance, allowing you to slip your off-hand weapon past his defenses.

**Prerequisites:** Dex 17, Int 13, Combat Expertise, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +6.

**Benefit:** While using Two-Weapon Fighting to make melee attacks, you can forgo your first primary-hand melee attack to make an Influence check to feint an opponent. If you successfully feint, that opponent is denied his Dexterity bonus to AC until the end of your turn.

## Improved Umbral Scion

You are a master of drow noble magic.

**Prerequisites:** Cha 13, Wis 13, Drow Nobility, Greater Drow Nobility, Improved Drow Nobility, Umbral Scion, able to use drow spell-like abilities, drow.

**Benefit:** You may use *dispel magic*, *divine favor*, and *suggestion* once per day as spell-like abilities. Your caster level is equal to your character level.

## Improvisation

You can figure out how to do almost anything.

**Prerequisites:** Int 13, Fast Learner, human.

**Benefit:** You gain a +2 bonus on all skill checks for skills you have no ranks in. Furthermore, you can use all skills designated "trained only" untrained.

## Inexplicable Luck

Others are often dumfounded by your luck.

**Prerequisites:** Defiant Luck, human.

**Benefit:** Once per day, as a free action before a roll is made, you gain a +8 bonus on any single d20 roll. You can also use this ability after the roll is made, but if you do, this bonus is reduced to +4.

### **In Harm's Way (Combat)**

You put yourself in danger's path to save your allies.

**Prerequisite:** Bodyguard.

**Benefit:** While using the aid another action to improve an adjacent ally's AC, you can intercept a successful attack against that ally as an immediate action, taking full damage from that attack and any associated effects (bleed, poison, etc.). A creature cannot benefit from this feat more than once per attack.

### **Inscribe Rune**

You can create magic runes that hold spells until triggered

**Prerequisites:** Intelligence 13+, appropriate Craft skill, divine spellcaster level 3<sup>rd</sup>+

**Benefit:** You can cast any divine spell you have prepared as a rune. The caster must have prepared the spell to be scribed and must provide any material components or focuses the spell requires. If casting the spell would reduce the caster's XP total, he pays the cost upon beginning the rune in addition to the XP cost for making the rune itself. Likewise, material components are consumed when he begins writing, but focuses are not. The Rune Magic section of the Forgotten Realms Campaign Setting provides more details.

A single object of Medium-size or smaller can hold only one rune. Larger objects can hold one rune per 25 square feet of surface area. Runes cannot be placed on creatures. The rune has a base price of the spell level X caster level X 100 gp (a 0-level spell counts as ½ level). You must spend 1/25 of its base price in XP and use up raw materials costing half this base price. A runes market value equals its base price.

### **Inspired by Fear**

When spreading fear to your enemies, you further embolden your allies.

**Prerequisite:** Ability to perform dirge of doom.

**Benefit:** Allies in the area of your dirge of doom receive a +4 morale bonus on saving throws against fear effects. At least one enemy must be in the dirge's area and become shaken by the dirge for you and your allies to receive this bonus.

### **Ironguts**

You have an especially strong stomach.

**Prerequisites:** Con 13; dwarf, half-orc, or orc.

**Benefit:** You gain a +2 racial bonus on saving throws against any effect causing the nauseated or sickened conditions and against all ingested poisons (but not other poisons). In addition, you receive a +2 bonus on Survival skill checks to find food for yourself (and only yourself).

### **Ironhide**

Your skin is thicker and more resilient than that of most of your people.

**Prerequisites:** Con 13; dwarf, half-orc, or orc.

**Benefit:** You gain a +1 natural armor bonus due to your unusually tough hide.

### **Keen Scent**

Your nose is as sensitive as that of a wild predator.

**Prerequisites:** Wis 13, half-orc or orc.

**Benefit:** You gain the scent special ability.

### **Ki Stand**

If an opponent knocks you down, you swiftly rebound with an attack.

**Prerequisite:** *Ki* pool.

**Benefit:** While you have at least 1 *ki* point in your *ki* pool, you can stand up as a swift action that provokes attacks of opportunity.

You may spend 1 point of your *ki* pool to stand up as a swift action without provoking attacks of opportunity.

### **Ki Throw (Combat)**

Your physical control and mastery of momentum allows you to throw enemies.

**Prerequisites:** Improved Trip, Improved Unarmed Strike.

**Benefit:** On a successful unarmed trip attack against a target your size or smaller, you may throw the target prone in any square you threaten rather than its own square. This movement does not provoke attacks of opportunity, and you cannot throw the creature into a space occupied by other creatures.

**Special:** A monk may gain *Ki Throw* as a bonus feat at 10th level. A monk with this feat can affect creatures larger than his own size by spending 1 *ki* point per size category difference.

### **Leaf Singer**

Your songs recount the ways and mysteries of your people.

**Prerequisites:** Cha 13, bardic performance class feature, elf or half-elf.

**Benefit:** When you use bardic performance with audible components in a forest, the range or area of your chosen performance is doubled. In addition, the DC for saving throws against your bardic performance is increased by +2 for creatures of the fey type, regardless of where the performance occurs.

### **Ledge Walker**

You negotiate tiny ledges like a mountain goat.

**Prerequisites:** Dex 13, dwarf, mountaineer or stability racial trait.

**Benefit:** You can move at full speed while using Acrobatics to balance on narrow surfaces, and you gain a +4 bonus on Athletics checks to catch yourself or another creature while falling. You also gain a +4 bonus on saving throws against effects that would cause you to fall prone (such as earthquakes). This bonus does not apply to your CMD against bull rush or trip attacks.

### **Life Lure**

Your channeled positive energy is irresistibly sweet to nearby undead.

**Prerequisite:** Channel positive energy class feature.

**Benefit:** As a standard action, you can channel positive energy to fascinate all undead within 30 feet for a number of rounds equal to your Charisma modifier (minimum of 1). Undead that succeed at a Will save (DC 10 + 1/2 your cleric level + your Charisma modifier) are unaffected. Channeling energy for this purpose does not heal or harm creatures.

### **Light Step**

You pick your way nimbly through even the most dangerous and uneven terrain.

**Prerequisites:** Acrobatic Steps, Nimble Moves, elf.

**Benefit:** You can ignore the effects of difficult terrain in natural environments, as if it were normal terrain.

### **Lingering Performance**

The effects of your bardic performance carry on, even after you have stopped performing.

**Prerequisite:** Bardic performance class feature.

**Benefit:** The bonuses and penalties from your bardic performance continue for 2 rounds after you cease performing. Any other requirement, such as range or specific conditions, must still be met for the effect to continue. If you begin a new bardic performance during this time, the effects of the previous performance immediately cease.

### **Low Profile (Combat)**

Your small stature helps you avoid ranged attacks.

**Prerequisites:** Dex 13, Small size or smaller.

**Benefit:** You gain a +1 dodge bonus to AC against ranged attacks. In addition, you do not provide soft cover to creatures when ranged attacks pass through your square.

### **Luck of Heroes**

Your land is known for producing heroes. Through pluck, determination, and resilience, your people survive when no one expects them to come through.

**Prerequisites:** Region: Aglarond, Dalelands, Tethyr, the Vast.

**Benefit:** You receive a +1 luck bonus on all saving throws.

## Lucky Halfling

You bring luck to those with whom you travel.

**Prerequisite:** Half ling.

**Benefit:** Once per day, when one of your allies within 30 feet makes a saving throw, you may roll the same saving throw as if you were the one subject to the effect requiring it. You may use this ability after your ally has rolled, but before the GM declares if the roll was a success or failure. Your ally may choose to use your saving throw in place of his own.

## Lucky Healer

Your luck allows you to draw from magical healing far more efficiently than most.

**Prerequisites:** Adaptive luck racial trait, half ling.

**Benefit:** When a magical healing effect (such as a spell with “cure” in the title or channel energy) cures you, you can spend one use of your adaptable luck racial trait to reroll the amount of damage cured. You regain a number of hit points equal to the new roll or the original roll, whichever is greater. Other creatures healed by the effect do not gain this benefit.

## Lucky Strike (Combat)

Your luck increases the potency of your weapon attacks.

**Prerequisites:** Base attack bonus +5, adaptive luck racial trait, halfling.

**Benefit:** Spend a use of your adaptive luck racial trait to reroll the damage from a single weapon attack. You deal damage equal to the new damage roll, or the original roll, whichever is greater.

## Lunging Spell Touch

You can extend your reach to touch foes that would normally be too far away.

**Prerequisite:** Spellcraft 6 ranks.

**Benefit:** You can increase the reach of your spells’ melee touch attacks by 5 feet until the end of your turn by taking a –2 penalty to your AC until your next turn. You must decide to use this ability before you attempt any attacks on your turn.

## Magical Artisan

You have mastered the method of creating a certain kind of magic item.

**Prerequisites:** Any item creation feat.

**Benefit:** Each time you take this feat, choose one item creation feat you know. When determining your cost in XP and raw materials for creating items with this feat, multiply the base price by 75%.

**Special:** You may gain this feat multiple times. Each time you take the feat, it applies to a new item creation feat.

## Magical Training

You come from Halruaa, a half-legendary land where basic magic is taught to all with the aptitude for it. Every crafter and laborer seems to know a cantrip or two to ease her work.

**Prerequisites:** Intelligence 10+, Region: Halruaa

**Benefit:** You may cast the 0-level arcane spells *dancing lights*, *daze*, and *mage hand* once per day each. You have an arcane spell failure chance if you wear armor. You are treated as a wizard of your arcane spellcaster level (minimum 1<sup>st</sup> level) for determining the range at which these spells can be cast.

**Special:** You may only take this feat as a 1<sup>st</sup>-level character.

## Major Spell Expertise

You can cast a single low-level spell as a spell-like ability.

**Prerequisites:** Minor Spell Expertise, ability to cast 9th-level spells.

**Benefit:** Choose one spell that you know of 5th level or lower. You may cast that spell twice per day as a spell-like ability. The caster level for this spell-like ability is equal to your caster level in the class from whose spell list the spell is taken. The spell-like ability’s save DC is Charisma-based. If the spell has an expensive focus or material component, it may not be chosen for this feat. You cannot apply metamagic feats to this spell.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new spell.

### **Martial Mastery (Combat)**

You broaden your study of weapons to encompass multiple similar weapons.

**Prerequisites:** Martial Versatility, fighter level 16th, human.

**Benefit:** Each combat feat you have that applies to a specific weapon (e.g., Weapon Focus) can be used with all weapons in the same weapon group.

### **Martial Versatility (Combat)**

You further broaden your study of weapons to encompass multiple similar weapons.

**Prerequisites:** Fighter level 4th, human.

**Benefit:** Choose one combat feat you know that applies to a specific weapon (e.g., Weapon Focus). You can use that feat with any weapon within the same weapon group.

**Special:** You may take this feat more than once. Each time it applies to a different feat.

### **Master Alchemist**

Your mastery of alchemy is nearly supernatural.

**Prerequisite:** Craft (alchemy) 5 ranks.

**Benefit:** You receive a +2 bonus on Craft (alchemy) checks, and you may create mundane alchemical items much more quickly than normal. When making poisons, you can create a number of doses equal to your Intelligence modifier (minimum 1) at one time. These additional doses do not increase the time required, but they do increase the raw material cost.

In addition, whenever you make alchemical items or poisons using Craft (alchemy), use the item's gp value as its sp value when determining your progress (do not multiply the item's gp cost by 10 to determine its sp cost).

### **Mind Over Body**

The arcane spellcasters of some lands have learned to overcome the frailties of the body with the unyielding power of the mind.

**Prerequisites:** Race: moon elf or sun elf; or, Region: Calimshan or Thay

**Benefit:** At 1<sup>st</sup> level, you may use your Intelligence modifier instead of your Constitution modifier to determine bonus hit points. You gain +2 hit points every time you learn a metamagic feat.

**Special:** You may only take this feat as a 1<sup>st</sup> level character.

### **Minor Spell Expertise**

You are able to cast a 1st-level spell as a spell-like ability.

**Prerequisite:** Ability to cast 4th-level spells.

**Benefit:** Choose one 1st-level spell that you know. You may cast that spell twice per day as a spell-like ability. The caster level for this spell-like ability is equal to your caster level in the class from whose spell list the spell is taken. The spell-like ability's save DC is Charisma-based. If the spell has an expensive focus or material component, it may not be chosen for this feat. You cannot apply metamagic feats to this spell.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new spell.

### **Missile Shield (Combat)**

You are skilled at deflecting ranged attacks with your shield.

**Prerequisites:** Dex 13, Shield Focus.

**Benefit:** You must be using a light, heavy, or tower shield to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon (not including spell effects, natural attacks, or massive ranged weapons), you may deflect it so that you take no damage, as if you had the Deflect Arrows feat. You must be aware of the attack and not flat-footed.

### **Moonlight Summons**

Your summoned minions are infused with the power of the moon.

**Prerequisites:** Spell Focus (conjunction), able to cast *summon nature's ally*.

**Benefit:** Creatures you summon shed light as a *light* spell. They are immune to confusion and sleep effects, and their natural weapons are treated as silver for the purposes of overcoming damage reduction.

### **Mounted Shield (Combat)**

Your defensive tactics defend both you and your mount.

**Prerequisites:** Mounted Combat, Shield Focus.

**Benefit:** You may add your base shield bonus (including the bonus from Shield Focus but not including enhancement bonuses) to your mount's AC. In addition, you may add this bonus when making an Athletics riding check to negate a hit against your mount using the Mounted Combat feat.

### **Mounted Skirmisher (Combat)**

You are adept at attacking from upon a swift moving steed.

**Prerequisites:** Ride rank 14, Mounted Combat, Trick Riding.

**Benefit:** If your mount moves its speed or less, you can still take a full-attack action.

**Normal:** If your mount moves more than 5 feet, you can only take an attack action.

### **Multitalented Mastery**

You are adept at numerous disciplines.

**Prerequisites:** Character level 5th, half-elf, multitalented racial trait.

**Benefit:** All of your classes are considered favored classes. You gain either +1 hit point or +1 skill point (or a racial favored class option) whenever you take a level in any class. Apply these bonuses retroactively for all class levels that have not yet gained one of these bonuses.

**Normal:** Half-elves with the multitalented racial trait have two favored classes.

### **Mystic Stride**

Enchanted vegetation does not bar your path.

**Prerequisites:** Dex 15, Nimble Moves, woodland stride class feature.

**Benefit:** You can move at full speed even through thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, even if those areas confer the entangled condition.

**Normal:** Woodland stride does not apply to thorns, briars, and overgrowth areas that are enchanted or magically manipulated.

### **Natural Charmer**

You possess some of the dominating powers of your vampire progenitor.

**Prerequisites:** Dhampir; Cha 17.

**Benefit:** You can take 20 on any Charisma-based skills to charm, convince, persuade, or seduce humanoids whose attitude is at least friendly to you. Taking 20 still requires 20 times the normal time to perform the skill.

**Normal:** You cannot take 20 on any check where you incur penalties for failure.

### **Nature Magic**

You are able to use simple spells by drawing on nature's raw majesty.

**Prerequisite:** Knowledge (nature) 1 rank.

**Benefit:** You gain *know direction* as a constant spell-like ability and can choose another druid orison you can cast as a spell-like ability once per day. Your caster level for both of these spell-like abilities is equal to your character level.

### **Neither Elf nor Human**

You have removed yourself from your heritage so thoroughly that even magic does not recognize you.

**Prerequisites:** Exile's Path, Seen and Unseen, character level 11th, half-elf.

**Benefit:** You are not considered elven or human for the purpose of harmful spells or effects based on your type, like a *bane* weapon or a ranger's favored enemy class feature.

### **Noble Spell Resistance**

Your ascension is complete; you have the spell resistance approaching that of a demon.

**Prerequisites:** Cha 13, Wis 13, Greater Drow Nobility, character level 13th, drow.

**Benefit:** Your spell resistance is equal to 11 + your character level.

**Special:** You receive a +1 circumstance bonus on Influence checks made against any drow.



### Opening Volley (Combat)

Your ranged assault leaves your foe disoriented and vulnerable to your melee attack.

**Benefit:** Whenever you deal damage with a ranged attack, you gain a +4 circumstance bonus on the next melee attack roll you make against the opponent. This attack must occur before the end of your next turn.

### Orc Hewer (Combat)

You are ferocious at hewing your enemies, especially orcs.

**Prerequisites:** Str 13, Cleave, Goblin Cleaver, Power Attack, dwarf.

**Benefit:** This feat functions as Goblin Cleaver, but your additional attacks can be made against creatures your size or smaller. In addition, any such attacks that you make against humanoids (orc) gain a +2 circumstance bonus on attack rolls.

### Parry Spell

You can throw an enemy spell back at its caster.

**Prerequisites:** Spellcraft 15 ranks, Improved Counterspell.

**Benefit:** Whenever you successfully counter a spell, it returns back to its caster. This works exactly like the *spell turning* spell (*Pathfinder RPG Core Rulebook* page 347).

### Parting Shot (Combat)

You are an expert skirmisher, able to rain missiles upon your enemies whether advancing or retreating.

**Prerequisites:** Dex 13, Dodge, Mobility, Point Blank Shot, Shot on the Run, base attack bonus +6.

**Benefit:** Once per encounter, when using the withdraw action, you can make a single ranged attack at any point during your movement.

**Normal:** You cannot attack when using the withdraw action.

**Special:** Starting at 6th level, a ranger with the archery combat style may select Parting Shot as a combat style feat.

### Pass for Human

You are easily mistaken for a human rather than a member of your own race.

**Prerequisite:** Half-elf, half-orc, or halfling (see Special).

**Benefit:** You receive a +10 bonus on Performance checks to disguise yourself as a human, and do not receive the penalty for disguising yourself as a member of another race when you do so. In areas largely populated or settled by humans, you can take 10 on your Performance check, meaning most people tend to assume you are human unless given a reason to think otherwise.

**Special:** A halfling may take this feat but must have the Childlike feat as a prerequisite. The benefits of the two feats stack.

### Perfect Strike (Combat)

When wielding a monk weapon, your attacks can be extremely precise.

**Prerequisites:** Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

**Benefit:** You must declare that you are using this feat before you make your attack roll (thus a failed attack roll ruins the attempt). You must use one of the following weapons to make the attack: kama, nunchaku, quarterstaff, sai, and siangham. You can roll your attack roll twice and take the higher result. If one of these rolls is a critical threat, the other roll is used as your confirmation roll (your choice if they are both critical threats). You may attempt a perfect attack once per day for every four levels you have attained (but see Special), and no more than once per round.

**Special:** A weapon master monk or zen archer monk receives Perfect Strike as a bonus feat at 1st level, even if he does not meet the prerequisites. A monk may attempt a perfect strike attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

### Pin Down (Combat)

You easily block enemy escapes.

**Prerequisites:** Combat Reflexes, fighter level 11th.

**Benefit:** Whenever an opponent you threaten takes a 5-foot step or uses the withdraw action, that opponent provokes an attack of opportunity from you. If the attack hits, you deal no damage, but the targeted creature is prevented from making the move action that granted a 5-foot step or the withdraw action and does not move.



### **Point Blank Master (Combat)**

You are adept at firing ranged weapons in close quarters.

**Prerequisite:** Weapon Specialization with selected ranged weapon.

**Benefit:** Choose one type of ranged weapon. You do not provoke attacks of opportunity when firing the selected weapon while threatened.

**Normal:** Using a ranged weapon while you are threatened provokes attacks of opportunity.

**Special:** Starting at 6th level, a ranger with the archery combat style may select Point Blank Master as a combat style feat, but he must have Weapon Focus instead of Weapon Specialization in the selected weapon.

### **Powerful Shape**

Your wild shapes are mighty and muscular.

**Prerequisites:** Wild shape class feature, druid level 8th.

**Benefit:** When in wild shape, treat your size as one category larger for the purpose of calculating CMB, CMD, carrying capacity, and any size-based special attacks you use or that are used against you (such as grab, swallow whole, and trample).

### **Preferred Spell**

You find it very easy to cast one particular spell.

**Prerequisites:** Spellcraft 5 ranks, Heighten Spell.

**Benefit:** Choose one spell which you have the ability to cast. You can cast that spell spontaneously by sacrificing a prepared spell or spell slot of equal or higher level. You can apply any metamagic feats you possess to this spell when you cast it. This increases the minimum level of the prepared spell or spell slot you must sacrifice in order to cast it but does not affect the casting time.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different spell.

### **Prone Shooter (Combat)**

While prone, you use the ground to stabilize your aim while using a crossbow or firearm.

**Prerequisites:** Weapon Focus (crossbow or firearm), base attack bonus +1.

**Benefit:** If you have been prone since the end of your last turn, the penalty to your Armor Class against melee attacks made against you is reduced to -2. In addition, the bonus to your Armor Class against ranged attacks made against you is increased to +6.

**Special:** If you have the Prone Slinger feat, Weapon Focus (sling) satisfies this feat's Weapon Focus prerequisite, and you can apply this feat's benefit to attack rolls you make using a sling with which you have Weapon Focus.

### **Prone Slinger (Combat)**

Your sideways sling release allows you to launch bullets and stones even while prone.

**Benefit:** While prone, you can use a sling to make ranged attacks.

**Normal:** Crossbows and firearms are the only ranged weapons that can be used while prone.

### **Pushing Assault (Combat)**

A strike made with a two-handed weapon can push a similar sized opponent backward.

**Prerequisites:** Str 15, Power Attack, base attack bonus +1.

**Benefit:** When you hit a creature your size or smaller with a two-handed weapon attack modified by the Power Attack feat, you can choose to push the target 5 feet directly away from you instead of dealing the extra damage from Power Attack. If you score a critical hit, you can instead push the target 10 feet directly away from you. This movement does not provoke attacks of opportunities, and the target must end this move in a safe space it can stand in. You choose which effect to apply after the attack roll has been made, but before the damage is rolled.

### **Quarterstaff Master (Combat)**

You can wield a quarterstaff as either a two-handed or one-handed weapon.

**Prerequisites:** Weapon Focus (quarterstaff), base attack bonus +5.

**Benefit:** By employing a number of different stances and techniques, you can wield a quarterstaff as a one-handed weapon. At the start of your turn, you decide whether or not you are going to wield the quarterstaff as a one-handed or

two-handed weapon. When you wield it as a one-handed weapon, your other hand is free, and you cannot use the staff as a double weapon. You can take the feat Weapon Specialization in the quarterstaff even if you have no levels in fighter.

### **Quick Channel**

Your divine energies flash with dazzling speed.

**Prerequisites:** Knowledge (religion) 5 ranks, channel energy class feature.

**Benefit:** You may channel energy as a move action by spending 2 daily uses of that ability.

### **Quick Wild Shape**

You sacrifice power for speed in changing form.

**Prerequisites:** Wild shape class feature, caster level 8th.

**Benefit:** You can wild shape as a move action or a swift action. However, you are limited to forms available to a druid two levels lower when changing form as a move action, or four levels lower as a swift action.

### **Racial Heritage**

The blood of a non-human ancestor flows in your veins.

**Prerequisite:** Human.

**Benefit:** Choose another humanoid race. You count as both human and that race for any effects related to race. For example, if you choose dwarf, you are considered both a human and a dwarf for the purpose of taking traits, feats, how spells and magic items affect you, and so on.

### **Radiant Charge**

When you charge, you do so with the power of faith.

**Prerequisite:** Lay on hands class feature.

**Benefit:** When you hit with a charge attack, you can expend all of your remaining uses of lay on hands to deal extra damage equal to 1d6 per use of lay on hands expended + your Charisma bonus. This damage comes from holy power and is not subject to damage reduction, energy immunities, or energy resistances.

### **Raging Hurler**

An opponent can do little to evade your wrathful pitching of weapons and objects.

**Prerequisites:** Rage class feature, Throw Anything.

**Benefit:** While raging, you can throw a two-handed weapon as a standard action, and you double the range increment for weapons you throw. If you also have the Quick Draw feat, you can throw two-handed weapons at your full normal rate of attacks. Further, you can pick up an unattended object that you can use as an improvised weapon within your reach as part of the attack action to throw that item.

### **Rapid Reload (Combat)**

Choose a type of crossbow (hand, light, heavy). You can reload such a weapon quickly.

**Prerequisites:** Weapon Proficiency (crossbow type chosen).

**Benefit:** The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow) or a move action (for heavy crossbow). Reloading a crossbow still provokes attacks of opportunity.

If you have selected this feat for a hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.

**Normal:** A character without this feat needs a move action to reload a hand or light crossbow or a full-round action to load a heavy crossbow.

**Special:** You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow.

### **Ray Shield (Combat)**

You can even deflect rays with your shield.

**Prerequisites:** Dex 15, Missile Shield, Spellbreaker.

**Benefit:** You must be using a light, heavy, or tower shield to use this feat. Once per round when you would normally be hit with a ranged touch attack (including rays and similar magical effects), you may deflect it so that you take no damage from it. Your shield suffers the full effects of the spell or effect, if applicable.

## Razortusk

Your powerful jaws and steely teeth are deadly enough to give you a bite attack.

**Prerequisite:** Half-orc.

**Benefit:** You can make a bite attack for 1d4 points of damage, plus your Strength modifier. You are considered proficient in this attack and can apply feats or effects appropriate to natural attacks to it. If used as part of a full attack action, the bite is considered a secondary attack and is made at your full base attack bonus –5 and adds half your Strength modifier to damage.

## Rending Claws (Combat)

Your claw attacks do greater harm to your enemy.

**Prerequisites:** Str 13, two claw natural weapon attacks, base attack bonus +6.

**Benefit:** If you hit a creature with two claw attacks in the same turn, the second claw attack deals an additional 1d6 points of damage. This damage is precision damage and is not multiplied on a critical hit. You can use this feat once per round.

## Reward of Grace

When you lay on hands, divine energy ripples through you, granting you grace.

**Prerequisite:** Lay on hands class feature.

**Benefit:** Each time you use your lay on hands ability, you gain a +1 sacred bonus on all attack rolls for 1 round.

## Reward of Life

When you lay on hands, you are also healed.

**Prerequisite:** Lay on hands class feature.

**Benefit:** Each time you use your lay on hands ability to heal a creature other than yourself, you heal a number of hit points equal to your Charisma bonus. This ability has no effect if you use lay on hands to harm undead.

## Repositioning Strike (Combat)

Your critical hits can move your foes where you wish.

**Prerequisites:** Int 13, Combat Expertise, Improved Reposition, base attack bonus +9.

**Benefit:** Whenever you score a critical hit with a melee attack, you can move your opponent, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may move your opponent as if from the reposition combat maneuver. This does not provoke an attack of opportunity.

**Normal:** You must perform a reposition combat maneuver to reposition an opponent.

**Special:** You can only apply the effects of one of the following feats to a given critical hit: Bull Rush Strike, Disarming Strike, Repositioning Strike, Sundering Strike, or Tripping Strike. You may choose to use this feat after you make your confirmation roll.

## Resilient Brute

You absorb punishment others find deadly.

**Prerequisite:** Half-orc or orc.

**Benefit:** Once per day, when a creature confirms a critical hit against you, you may treat half the damage as nonlethal damage. You cannot use this ability if you are immune to nonlethal damage. When your base attack bonus reaches +10, you may use this ability an additional time per day.

## Risky Striker (Combat)

You can make yourself a little more vulnerable to larger creatures in order to land a devastating blow.

**Prerequisites:** Base attack bonus +1, halfling.

**Benefit:** You can choose to take a –1 penalty to AC to gain a +2 bonus on melee damage rolls against creatures two or more size categories larger than you. When your base attack bonus reaches +4 and every 4 levels thereafter, the penalty increases by –1 and the damage bonus increases by 2. The bonus damage is multiplied in the case of a critical hit. You can only choose to use this feat when you declare that you are making an attack action or a full-attack action with a melee weapon. The effects last until your next turn.

## Riving Strike (Combat)

When you infuse your weapon with arcane might, your attacks make foes more susceptible to magic.

**Prerequisites:** Arcane Strike, ability to cast arcane spells.

**Benefit:** If you have a weapon that is augmented by your Arcane Strike feat, when you damage a creature with an attack made with that weapon, that creature takes a –2 penalty on saving throws against spells and spell-like abilities. This effect lasts for 1 round.

### **Sap Adept (Combat)**

You know just where to hit to knock the sense out of your foe.

**Prerequisite:** Sneak attack +1d6.

**Benefit:** Whenever you use a bludgeoning weapon to deal nonlethal sneak attack damage, you gain a bonus on your damage roll equal to twice the number of sneak attack damage dice you rolled.

### **Sap Master (Combat)**

You knock the sense out of foes with a well-timed surprise attack.

**Prerequisites:** Sneak attack +3d6, Sap Adept.

**Benefit:** Whenever you use a bludgeoning weapon to deal nonlethal sneak attack damage to a flat-footed opponent, roll your sneak attack dice twice, totaling the results as your nonlethal sneak attack damage for that attack.

### **Saving Shield (Combat)**

You deflect attacks that could mean your ally's death.

**Prerequisite:** Shield Proficiency.

**Benefits:** Whenever an adjacent ally is the target of an attack, you can, as an immediate action, grant that adjacent ally a +2 shield bonus to AC. You must be wielding a light shield, heavy shield, or tower shield to use this feat.

### **School Strike (Combat)**

You focus the secrets of your school of wizardry into your unarmed strike.

**Prerequisites:** Wizard school class feature, Improved Unarmed Strike.

**Benefit:** When you gain this feat, choose one arcane school power that you can use to affect no more than one opponent. If you make a successful unarmed strike against an opponent, in addition to dealing your unarmed strike damage, you can use a swift action to deliver the effects of the chosen school power to that opponent. Doing so provokes no attacks of opportunity.

**Special:** You can take this feat multiple times. Each time you take it, you apply it to a different qualifying arcane school power.

### **Second Chance (Combat)**

Quick reflexes turn missed strikes into second chances.

**Prerequisites:** Int 13, Combat Expertise, base attack bonus +6.

**Benefit:** When making a full attack, if you miss on your first attack, you can forgo making any other attacks for the rest of your turn to reroll that attack at your highest base attack bonus.

### **Seen and Unseen**

Your anonymity makes you difficult to find through magical or mundane means, and you have learned how to combat both of your progenitor races.

**Prerequisites:** Exile's Path, character level 5th, half-elf.

**Benefit:** You gain a +2 bonus on all saving throws against scrying or divination effects. Additionally, you gain a +2 bonus on all Stealth checks, and elves, half-elves, and humans take a –4 penalty on all efforts to track you through the Survival skill.

### **Shadow Strike (Combat)**

You accurately strike even those you cannot clearly see.

**Prerequisite:** Base attack bonus +1.

**Benefit:** You can deal precision damage, such as sneak attack damage, against targets with concealment (but not total concealment).

## Shadow Caster

Your command over shadow and darkness create longer-lasting spell effects.

**Prerequisites:** Caster level 1st, drow.

**Benefit:** When you cast spells of the shadow subschool or spells with the darkness or shadow descriptor, you are considered two levels higher when determining the duration of those spells.

## Shadow Weave Magic

You have discovered the dark and dangerous secret of the Shadow Weave.

**Prerequisites:** Wisdom 13 or patron deity Shar

**Benefit:** From now on, your spells tap the Shadow Weave instead of the Weave. You also can activate magic items that use the Shadow Weave without taking damage.

Add +1 bonus to the DC for all saving throws of spells you cast from the schools of Enchantment, Illusion, and Necromancy, and spells with the darkness descriptor. You get a +1 bonus on caster level checks to overcome spell resistance for those schools and spells.

The Shadow Weave proves less than optimal for effects involving energy or matter. Your effective caster level for spells you cast from the schools of Evocation or Transmutation (except spells with the darkness descriptor) is reduced by one. (First-level Shadow Weave users cannot cast spells from these schools.) The reduced caster level affects the spell's range, duration, damage, and any other level-dependent variables the spell might have, including dispel checks against you.

You can no longer cast spells with the light descriptor, no matter what your level is. Such spells automatically fail. Your ability to use magic items that produce light effects is also limited—you cannot invoke an item's light power if the item's activation method is spell trigger or spell completion.

From now on, any magic item you create is a Shadow Weave item.

**Special:** Knowledge of the Shadow Weave has a price. When you acquire this feat, your Wisdom score is immediately reduced by 2 points. If this loss or any future Wisdom loss reduces your Wisdoms core to less than 13, you still have the feat. (This is an exception to the general rule governing feats with prerequisites.)

Restorative spells (such as *restoration* or *greater restoration*) do not reverse the Wisdom loss. You can, however, strike a deal with Shar, the goddess who holds sway over the Shadow Weave, to regain your lost Wisdom. You must receive an *atonement* spell from a cleric of Shar. Sharran clerics require the subject to complete a dangerous quest before receiving the *atonement*, and afterward you must choose her as your Patron. (The usual quest is to destroy a follower of Selune whose level is at least as high as yours.) If you later change your patron, you immediately suffer the Wisdom loss. If you later take Shar back again as your patron deity, it is not regained.

## Shapeshifting Hunter

You blend your knowledge of foes and your shapeshifting abilities together.

**Prerequisites:** Favored enemy class feature, wild shape class feature.

**Benefit:** Your levels of druid stack with your ranger levels for determining when you select your next favored enemy. Also, your ranger levels stack with your druid levels in determining the number of times per day you can use your wild shape class feature, up to a maximum of eight times per day.

## Shaping Focus

Your powers of shapeshifting outstrip your dabbling in the druidic faith.

**Prerequisites:** Wild shape class feature, Nature 5 ranks.

**Benefit:** If you are a multiclassed druid, your wild shape ability is calculated as though your druid level were four higher, to a maximum level equal to your character level.

**Special:** This feat has no effect if you are not a multiclassed druid.

## Shared Insight

You deftly direct others' attentions where you wish.

**Prerequisites:** Wis 13, half-elf.

**Benefit:** As a move action, you can grant all friendly creatures within 30 feet who can see or hear you a +2 bonus on Perception checks for a number of rounds equal to your Wisdom modifier (minimum 1 round).

## Sharp Senses

Your senses are especially sharp, even for your kind.

**Prerequisite:** Keen senses racial trait.

**Benefit:** You receive a +4 racial bonus on Perception skill checks. This replaces the normal bonus from the keen senses racial trait.

**Normal:** The keen senses trait normally grants a +2 racial bonus on Perception skill checks.

### Shield of Swings (Combat)

A wild frenzy of attacks serves to bolster your defenses.

**Prerequisites:** Str 13, Power Attack, base attack bonus +1.

**Benefit:** When you take a full-attack action while wielding a two-handed weapon, you can choose to reduce the damage by 1/2 to gain a +4 shield bonus to AC and CMD until the beginning of your next turn. The reduction in damage applies until the beginning of your next turn.

### Shield Specialization (Combat)

You have mastered the use of one type of shield.

**Prerequisites:** Proficiency with selected shield, Shield Focus, fighter level 4th.

**Benefit:** Choose one type of shield (buckler, light, heavy, or tower shield). With the selected shield, you gain a +2 bonus to your Armor Class against critical hit confirmation rolls. In addition, you may add your base shield bonus (including the bonus from Shield Focus but not including enhancement bonuses) to your CMD.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of shield.

### Sidestep (Combat)

You can reposition yourself after a foe's missed swing.

**Prerequisites:** Dex 13, Dodge, Mobility.

**Benefit:** Whenever an opponent misses you with a melee attack, you may move 5 feet as an immediate action so long as you remain within that opponent's threatened area. This movement does not provoke attacks of opportunity. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

### Signature Spell

You are so familiar with a mastered spell that you can convert other prepared spells into that spell.

**Prerequisites:** Spell Mastery

**Benefit:** Each time you take this feat, choose a spell you have mastered with Spell Mastery. You may now convert prepared arcane spells of that spell's level or higher into that signature spell, just as a good cleric spontaneously casts prepared spells as *cure* spells.

**Special:** You may gain this feat multiple times. Each time you take the feat, it applies to a new mastered spell.

### Slayer's Knack

You know how to battle your favored enemies with such efficacy that any weapon you wield against them becomes more deadly.

**Prerequisites:** Favored enemy class feature, base attack bonus +6.

**Benefit:** When you take this feat, choose one of your favored enemy types. Against enemies of that type, the threat range of any weapon you wield is doubled. This effect does not stack with any other effect that expands a weapon's threat range.

**Special:** You can take this feat multiple times. Each time you take it, you choose a different favored enemy type.

### Sling Flail (Combat)

You can use your loaded sling to effectively strike at nearby foes.

**Prerequisites:** Weapon Focus (sling), base attack bonus +1.

**Benefit:** You can make melee attacks using your loaded sling, using that weapon's normal statistics but treating it as a flail. Using a sling in this way does not expend mundane ammunition, but magical or masterwork ammunition loses its special properties after a single hit.

**Special:** Any feats you have that apply when you use a flail also apply when you use a loaded sling as a melee weapon.



## Smash (Combat)

You overcome obstacles by breaking them.

**Prerequisites:** Power Attack, half-orc.

**Benefit:** When you attack an inanimate, unattended object, you ignore the first 5 points of its hardness. You also receive a +5 bonus on Strength checks made to knock down or break open doors.

**Special:** The benefits of this feat do not apply to sunder attempts or attacks against constructs, only attacks on inanimate, unattended objects.

## Smell Fear

You can catch the sour scent of fear on the wind.

**Prerequisites:** Keen Scent, half-orc or orc.

**Benefit:** You receive a +4 bonus on Perception checks to detect creatures with the shaken, frightened, or panicked conditions using scent.

## Snake Blood

The taint of the yuan-ti runs in your veins. No outward signs give away your heritage, but you are something more—or less—than entirely human.

**Prerequisites:** Region: Chult, Tashalar, or Vilhon Reach

**Benefit:** You gain a +2 bonus on Fortitude saving throws against poison and a +1 bonus on all Reflex saving throws.

**Special:** You may only take this feat as a 1<sup>st</sup>-level character.

## Sociable

You have a way of helping others to get along.

**Prerequisites:** Cha 13, half-elf.

**Benefit:** As a move action, you grant all friendly creatures within 30 feet who can see or hear you (including yourself) a +2 bonus on Influence checks toward diplomacy for a number of rounds equal to your Charisma modifier (minimum 1 round).

## Sorcerous Bloodstrike

You can regain power when you kill a creature.

**Prerequisites:** Cha 13, sorcerer bloodline class feature.

**Benefit:** Once per day, as an immediate action upon reducing a creature to 0 or fewer hit points with one of your sorcerer spells, you can regain one usage of a sorcerer bloodline power that has a limited number of uses per day. The slain creature must have at least half as many Hit Dice as your sorcerer level. You cannot use this feat to gain another usage of a bloodline power that you have not yet used today.

## Spell Bluff

You know the principles of arcane dueling, and when fighting other spellcasters, you have learned to hide the true nature of your spells until the last possible moment.

**Prerequisites:** Influence 5 ranks, Spellcraft 5 ranks.

**Benefit:** If another spellcaster tries to counterspell your casting, she adds +4 to her Spellcraft DC when trying to determine your spell.

Because you have studied how to mask the recognizable elements of your spellcasting, you gain a +2 bonus on your Spellcraft checks to identify and counter an opponent's spell if it is a spell you know or have in your spellbook.

## Spellcasting Prodigy

You have an exceptional gift for magic.

**Benefit:** For the purpose of determining bonus spells and the saving throw DCs of spells you cast, treat your primary spellcasting ability score as 2 points higher than its actual value. If you have more than one spellcasting class, the bonus applies to only one of those classes.

**Special:** You may only take this feat as a 1<sup>st</sup> level character. If you take this feat more than once (for example, if you are a human or another type of creature that gets more than one feat at 1<sup>st</sup> level), it applies to a different spellcasting class each time. You can take this feat even if you do not have any spellcasting classes yet.



## Spell Perfection

You are unequaled at the casting of one particular spell.

**Prerequisites:** Spellcraft 15 ranks, at least three metamagic feats.

**Benefit:** Pick one spell which you have the ability to cast. Whenever you cast that spell you may apply any one metamagic feat you have to that spell without affecting its level or casting time, as long as the total modified level of the spell does not use a spell slot above 9th level. In addition, if you have other feats which allow you to apply a set numerical bonus to any aspect of this spell (such as Spell Focus, Spell Penetration, Weapon Focus [ray], and so on), double the bonus granted by that feat when applied to this spell.

## Spell Specialization

Select one spell. You cast that spell with greater than normal power.

**Prerequisites:** Int 13, Spell Focus.

**Benefit:** Select one spell of a school for which you have taken the Spell Focus feat. Treat your caster level as being two higher for all level-variable effects of the spell.

Every time you gain an even level in the spellcasting class you chose your spell from, you can choose a new spell to replace the spell selected with this feat, and that spell becomes your specialized spell.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different spell.

## Spellsong

You can blend the power of your performance and spellcasting.

**Prerequisites:** Cha 13, bardic performance class ability, able to cast 1st-level spells.

**Benefit:** You can combine your bardic performance and your spellcasting in two ways.

First, you can conceal the activity of casting a bard spell by masking it in a performance. As a swift action, you may combine your casting time of a spell with a Perform check. Observers must make a Perception check opposed by your Perform check to realize you are also casting a spell. This uses 1 round of your bardic performance ability, regardless of the spell's casting time.

Second, as a move action, you can use 1 round of bardic performance to maintain a bard spell with a duration of concentration. You can cast another spell in the same round you are using bardic magic to maintain concentration; if you do this, your concentration on the maintained spell ends when you end the bardic performance the spell is part of.

## Spider Climber

You tread where only arachnids dare.

**Prerequisites:** Character level 3rd, drow.

**Benefit:** You can cast *spider climb* once per day as a spell-like ability, using your character level as the caster level. Furthermore, you gain a +4 bonus on saving throws against the web special attacks of spiders and the effects of *web* and other similar spells (such as the *web cloud* spell).

## Spider Summoner

You gain the ability to summon powerful spiders.

**Prerequisites:** Ability to cast *summon monster* or *summon nature's ally* spells, drow.

**Benefit:** When casting either a *summon monster* spell or a *summon nature's ally* spell, your options increase. Depending on the level of the spell, you can summon the spiders listed below.

*Summon Monster:* 1st level—giant crab spider\* (Bestiary 3 254); 4th level—giant black widow\* (Bestiary 2 256); 5th level—ogre spider\* (Bestiary 3 256); 7th level—giant tarantula\* (Bestiary 2 256)

*Summon Nature's Ally:* 1st level—giant crab spider (Bestiary 3 254); 4th level—giant black widow (Bestiary 2 256); 5th level—ogre spider (Bestiary 3 256); 7th level—giant tarantula (Bestiary 2 256)

Creatures marked with an asterisk (\*) are summoned with the celestial template if you are good, and the fiendish template if you are evil. If you are neutral, you may choose which template to apply to the creature.

Furthermore, when you summon spiders using *summon monster* or *summon nature's ally*, the DC of the summoned monster's poison and web effects increases by 2.

## Spontaneous Metafocus

You can focus to combine one of your known spells and metamagic feats.

**Prerequisites:** Cha 13, one metamagic feat, able to spontaneously cast spells.

**Benefit:** Pick a single spell that you are able to cast spontaneously. When you apply metamagic feats to that spell, you can cast the spell using the normal casting time instead of at the slower casting time.

**Special:** You can take this feat multiple times. Each time you select this feat, choose a new spell that you can cast spontaneously; the feat applies to that spell.

### Starlight Summons

Your summoned minions slink along under the shadows of the stars.

**Prerequisites:** Spell Focus (conjuration), able to cast *summon nature's ally*.

**Benefit:** Creatures you summon gain the Blind-Fight feat, a +5 bonus to Perception and Stealth checks in dim light or darkness, and their natural weapons are treated as cold iron for overcoming damage reduction.

### Stabbing Shot (Combat)

You can clear the way to continue using your bow.

**Prerequisites:** Rapid Shot, elf.

**Benefit:** When adjacent to an opponent and making a full-attack action with a longbow or shortbow (including composite bows), you may choose to make a melee attack against that opponent with a drawn arrow rather than firing it. If the attack hits—whether or not it does damage—your target is pushed back 5 feet away from you. You can then fire arrows from your bow normally, at the original target, or at another target within range. This melee attack replaces the extra attack from Rapid Shot, and all of your attack rolls for the round (the melee attack and the ranged attacks) take a –2 penalty. If your initial attack leaves you with no enemies threatening you, you can make the subsequent ranged attack or attacks without provoking attacks of opportunity.

### Steel Soul

You are especially resistant to magic.

**Prerequisites:** Dwarf, hardy racial trait.

**Benefit:** You receive a +4 racial bonus on saving throws against spells and spell-like abilities. This replaces the normal bonus from the dwarf's hardy racial trait.

**Normal:** Dwarves normally receive a +2 racial bonus on saving throws against spells and spell-like abilities.

### Stone-Faced

Rocks show more expression than you.

**Prerequisite:** Dwarf.

**Benefit:** You receive a +4 bonus on Influence checks to lie or conceal your feelings or true motives, but not to feint in combat or deliver secret messages. In addition, the DC for Perception checks to get a hunch about you is 25 rather than 20.

### Stone Sense

You can feel movement in the very earth and stones around you.

**Prerequisites:** Improved Stonecunning, Perception 10 ranks.

**Benefit:** You gain tremorsense to a range of 10 feet.

### Stone Singer

Your songs are in accordance with the ways and lands of your people.

**Prerequisites:** Cha 13, bardic performance class feature, dwarf.

**Benefit:** When you use bardic performance with audible components underground, the range or area of your chosen performance is doubled, and you can affect deaf creatures if they possess tremorsense and are in your new range. In addition, the DC for saving throws against your bardic performance is increased by +2 for creatures of the earth subtype, regardless of where the performance occurs.

### Strong Soul

The souls of your people are hard to separate from their bodies.

**Prerequisites:** Race: deep gnome, ghostwise halfling, lightfoot halfling, moon elf, rock gnome, strongheart halfling, sun elf, wild elf, wood elf; or, Region: Dalelands or Moonshaes

**Benefit:** You get a +1 bonus on all Fortitude and Will saves and an additional +1 bonus on saving throws against energy draining and death effects.

### **Stunning Assault (Combat)**

You powerful but imprecise attacks can stun your enemies.

**Prerequisites:** Str 13, Power Attack, base attack bonus +16.

**Benefit:** You can choose to take a –5 penalty on all melee attack rolls and combat maneuver checks to stun targets you hit with your melee attacks for 1 round. A successful Fortitude save negates the effect. The DC of this save is 10 + your base attack bonus. You must choose to use this feat before making the attack roll, and its effects last until your next turn.

### **Sundering Strike (Combat)**

Your critical hits can sunder your foes' weapons.

**Prerequisites:** Str 13, Improved Sunder, Power Attack, base attack bonus +9.

**Benefit:** Whenever you score a critical hit with a melee attack, you can sunder your opponent's weapon, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may deal damage to your opponent's weapon as if from the sunder combat maneuver (roll normal damage to the weapon separately). This does not provoke an attack of opportunity.

**Normal:** You must perform a sunder combat maneuver to sunder an opponent's weapon.

**Special:** You can only apply the effects of one of the following feats to a given critical hit: Bull Rush Strike, Disarming Strike, Repositioning Strike, Sundering Strike, or Tripping Strike. You may choose to use this feat after you make your confirmation roll.

### **Sunlight Summons**

Your summoned minions shine with the power of the sun.

**Prerequisites:** Spell Focus (conjunction), able to cast *summon nature's ally*.

**Benefit:** Creatures that you summon shed light as a *light* spell. They are immune to blinding or dazzling effects, and their natural weapons are treated as magical for overcoming damage reduction.

### **Superior Summoning**

You can summon more creatures.

**Prerequisites:** Augment Summoning, caster level 3rd.

**Benefit:** Each time you cast a summoning spell that conjures more than one creature, add one to the total number of creatures summoned.

### **Sure and Fleet**

You are both fast and careful.

**Prerequisites:** Fleet of foot racial trait, halfling.

**Benefit:** You gain a +2 racial bonus on Acrobatics and Athletics checks to climb.

### **Sure Grasp**

Your quick reflexes and skill at climbing keep you from falling to your doom.

**Prerequisite:** Athletics 1 rank.

**Benefit:** Roll twice while climbing or when making a Reflex save to avoid falling and take the higher result.

### **Surge of Success**

Your success drives your further actions.

**Prerequisite:** Human.

**Benefit:** When you confirm a critical hit or roll a natural 20 on a saving throw, you gain a +2 circumstance bonus on a single attack roll, saving throw, skill check, or ability check of your choice before the end of your next turn. You must choose to use this bonus before you make the attack roll, saving throw, skill check, or ability check.

### **Surprise Follow-Through (Combat)**

When striking one opponent, you catch its ally off guard.

**Prerequisites:** Str 13, Cleave, Power Attack, base attack bonus +1.

**Benefit:** When using Cleave or Great Cleave, the second foe you attack on your turn is denied its Dexterity bonus against you.

### **Surprise Strike (Combat)**

You actually seem to do more damage when frantically trying to avoid your enemies.

**Prerequisites:** Cautious Fighter, Desperate Swing, base attack bonus +6, halfling.

**Benefit:** Once per day, when fighting defensively or making an attack of opportunity while taking the total defense action with the Desperate Swing feat, you take no penalty on the attack roll.

### **Survivor**

Your people thrive in regions that others find uninhabitable and excel at uncovering the secrets of the wilderness and surviving to tell the tale.

**Prerequisites:** Race: deep gnome, drow elf, lightfoot halfling, ghostwise halfling, shield dwarf, or wild elf; or, Region: Anauroch, Chondalwood, Chult, Damara, Hordelands, Moonshaes, Narfell, The North, The Shaar, Rashemen, Vaasa, Vilhon Reach, or Western Heartlands

**Benefit:** You get a +1 bonus on Fortitude saves and Nature skill checks and a +2 bonus on Survival checks.

### **Swift Aid (Combat)**

With a quick but harmless swipe, you can aid an ally's assault.

**Prerequisites:** Int 13, Combat Expertise, base attack bonus +6.

**Benefit:** As a swift action, you can attempt the aid another action, granting your ally either a +1 bonus on his next attack roll or a +1 bonus to his AC.

**Normal:** Aid another is a standard action.

### **Tattoo Focus**

You bear the powerful magic tattoos of a Red Wizard of Thay.

**Prerequisites:** Region: Thay and specialized in a school of magic

**Benefit:** Add +1 to the DC for all saving throws against spells from your specialized school. You get a +1 bonus on caster level checks to beat a creature's spell resistance when casting spells from that school.

**Special:** Only characters with the Tattoo Focus feat can participate in Red Wizard circles.

### **Teleport Tactician (Combat)**

You are highly alert for enemies using teleportation to approach you or flee from you.

**Prerequisites:** Combat Reflexes, Disruptive, Spellbreaker.

**Benefit:** Any creature using a teleportation effect to enter or leave a square threatened by you provokes an attack of opportunity, even if casting defensively or using a supernatural ability.

### **Tenacious Survivor**

Your spirit lingers long after any others would have passed on.

**Prerequisites:** Con 13, Diehard, Endurance, half-orc or orc.

**Benefit:** When you are killed by hit point damage, your soul lingers in your body for a number of rounds equal to your Constitution bonus. You are still dead, but a creature can make a DC 10 Survival check as a standard action to realize that you can still be saved. You can be healed by magic as if you were alive. If you are healed enough hit points that you would no longer be dead, you are alive again, but you gain one permanent negative level.

### **Tenacious Transmutation**

Your mastery of the magic of changing makes your transmutations more durable.

**Prerequisite:** Spell Focus (transmutation).

**Benefit:** The DC of caster level checks to dispel or remove your transmutations increases by 2; even if the spell is negated, its effects persist for 1 additional round before dissipating.

### **Theurgy**

You can blend the power of arcane and divine magic.

**Prerequisites:** Wis 13, Int or Cha 13, able to cast 1st-level arcane spells, able to cast 1st-level divine spells.

**Benefit:** You can augment the power of your divine spells with arcane energy and augment your arcane spells with divine energy.

When casting a divine spell, you may sacrifice an arcane spell slot or arcane prepared spell of that spell's level or higher as a swift action. The caster level for that divine spell increases by +1.

When casting an arcane spell, you may sacrifice a divine spell slot or prepared divine spell of the same or higher level as a swift action. Half the damage dealt by the arcane spell becomes holy (if you channel positive energy) or unholy (if you channel negative energy).

### **Thrill of the Kill**

Killing fuels your rage.

**Prerequisites:** Half-orc or orc, rage class feature.

**Benefit:** When you are raging and your attack reduces an enemy to negative hit points or kills it, you regain 1 round of rage. You may only use this feat if the fallen enemy had at least as many Hit Dice as you. You can only gain this benefit once per round.

### **Thug**

Your people know how to get the jump on the competition and push other people around. While others debate, you act.

**Prerequisites:** Region: Calimshan, Dragon Coast, Moonsea, Nelanther Isles, Unther, The vast, Vilhon Reach, Waterdeep.

**Benefit:** You get a +2 bonus on Initiative checks and a +2 bonus on Influence checks.

### **Thunder Twin**

You are one of the dwarven generation of twins born after Moradin's Thunder Blessing in the Year of Thunder (1306 DR).

**Prerequisites:** Race: any dwarf.

**Benefit:** You receive a +2 bonus on all Charisma-based checks. You have a twin brother or sister (fraternal or identical).

You may detect the direction of your twin if he or she is alive, on the same plane, and you succeed at a Survival check against DC 15. A failure on this check gives no information. You may retry once per round as a standard action.

**Special:** You may only take this feat as a 1<sup>st</sup>-level character.

### **Toxic Recovery**

Your system recuperates from the effects of poisons with astonishing speed.

**Prerequisites:** Dwarf, hardy racial trait.

**Benefit:** Whenever you succeed at a saving throw against poison, you heal 1 point of ability damage of the type dealt by the poison. Whenever you heal ability damage naturally or magically, you heal 1 additional point of ability damage. This feat has no effect on penalties to ability scores or ability drain.

### **Trick Riding (Combat)**

You are not only skilled at controlling a horse in combat; you can make it look like art.

**Prerequisites:** Athletics 9 ranks, Mounted Combat.

**Benefit:** While wearing light or no armor, you do not need to make Athletics skill checks for any task related to riding with a DC of 15 or lower. You do not take a –5 penalty for riding a mount bareback. You can make a check using Mounted Combat to negate a hit on your mount twice per round instead of just once.

### **Tripping Staff (Combat)**

You can make a trip attack with your quarterstaff.

**Prerequisites:** Int 13, Combat Expertise, Improved Trip, Weapon Focus (quarterstaff), base attack bonus +6.

**Benefit:** You treat quarterstaffs as if they had the trip special feature.

### **Tripping Strike (Combat)**

The force intrinsic to your critical hits can knock your foes down.

**Prerequisites:** Int 13, Combat Expertise, Improved Trip, base attack bonus +9.

**Benefit:** Whenever you score a critical hit with a melee attack, you can trip your opponent, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may knock your opponent prone.

as if from the trip combat maneuver. This does not provoke an attack of opportunity. If you are tripped during your own trip attempt, you can drop your weapon to avoid being tripped.

**Normal:** You must perform a trip combat maneuver to trip an opponent.

**Special:** You can only apply the effects of one of the following feats to a given critical hit: Bull Rush Strike, Disarming Strike, Repositioning Strike, Sundering Strike, or Tripping Strike. You may choose to use this feat after you make your confirmation roll.

### **Tripping Twirl (Combat)**

You can make a trip attack with a quarterstaff on all adjacent enemies.

**Prerequisites:** Int 13, Combat Expertise, Improved Trip, Tripping Staff, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff), base attack bonus +12.

**Benefit:** As a full-round action, while wielding a quarterstaff two-handed, you can attempt a trip combat maneuver against each enemy adjacent to you.

### **Twin Sword Style**

You have mastered a style of defense that others find frustrating.

**Prerequisites:** Two-Weapon Fighting and either Race: drow elf or Region: Sembia or Waterdeep

**Benefit:** When fighting with two swords (dagger, longsword, rapier, scimitar, or short sword, in any combination), you can designate a melee opponent during your action and receive a +2 armor bonus to your Armor Class against attacks from that opponent. This armor bonus stacks with the armor bonus from armor and shield. You can select a new melee opponent on any action. A condition that makes you lose your Dexterity bonus to Armor Class also makes you lose this bonus.

The benefits of this feat apply only if you are proficient with the weapons you are using.

### **Two-Handed Thrower (Combat)**

You hurl weapons with both hands and with great force, sometimes using a whirling technique to send your weapon flying through the air at tremendous speeds.

**Prerequisite:** Str 15.

**Benefit:** Whenever you use two hands to throw a one-handed or two-handed weapon, you gain a bonus on damage rolls equal to 1-1/2 times your Strength bonus. Using two hands to throw any weapon requires only a standard action for you. If you also have the Quick Draw feat, you can throw two-handed weapons at your full normal rate of attacks.

**Normal:** You add your Strength bonus on thrown weapon damage, regardless of available hands. Throwing a two-handed weapon is a full-round action.

### **Umbral Scion**

New spell-like abilities are unlocked for you as you rise to ascendancy among the drow people.

**Prerequisite:** Cha 13, Wis 13, Drow Nobility, Greater Drow Nobility, Improved Drow Nobility, able to use drow spell-like abilities, drow.

**Benefit:** Select one of the following: *dispel magic*, *divine favor*, or *suggestion*. You may use this spell once per day as a spell-like ability. Your caster level is equal to your character level.

### **Uncanny Alertness**

Your research into arcana and the nature of reality has given you heightened senses.

**Prerequisite:** Alertness.

**Benefit:** This feat gives you an additional +1 bonus on Perception, and you gain a +2 bonus on saving throws against sleep and charm effects.

### **Uncanny Concentration**

You have learned to enter a deeper state when casting spells, allowing you to shrug off distractions, damage, weather effects, and even the effects of other spells.

**Prerequisite:** Combat Casting.

**Benefit:** You do not need to make concentration checks when affected by vigorous or violent motion or by violent weather. You gain a +2 bonus on all other concentration checks.



### **Uncanny Defense (Combat)**

Your instinct for self-preservation gives you many advantages.

**Prerequisites:** Cautious Fighter, base attack bonus +3, halfling.

**Benefit:** While fighting defensively or taking the total defense action, you gain a bonus on your Reflex saving throws and to your CMD equal to 1/2 of the dodge bonus to AC you gained from taking that action.

### **Under and Over (Combat)**

You can slip under a foe trying to grab you, knocking him off balance.

**Prerequisites:** Agile Maneuvers, Small size or smaller.

**Benefit:** If an opponent larger than you attempts to grapple you and fails, you may make a trip attack as an immediate action against that opponent with a +2 bonus. This does not provoke an attack of opportunity.

### **Underfoot (Combat)**

You slip under and around your larger foes.

**Prerequisites:** Dodge, Mobility, Small size or smaller.

**Benefit:** You receive a +4 dodge bonus on Acrobatics checks to move past opponents without provoking attacks of opportunity, so long as they are larger than you. In addition, you gain a +2 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a larger opponent's threatened area (this stacks with the +4 bonus provided by Mobility, for a total bonus of +6).

### **Unsanctioned Knowledge**

You have searched through forbidden texts and are privy to powerful but proscribed magic.

**Prerequisites:** Int 13, ability to cast 1st-level paladin spells.

**Benefit:** Pick one 1st-level spell, one 2nd-level spell, one 3rd-level spell, and one 4th-level spell from the bard or cleric spell lists. Add these spells to your paladin spell list as paladin spells of the appropriate level. Once chosen, these spells cannot be changed.

### **Vast Hatred (Combat)**

Your rage stretches beyond normal bounds.

**Prerequisites:** Gnome, hatred racial trait.

**Benefit:** Select two creature types (and subtypes where appropriate) from the list of potential favored enemies from the ranger class ability. Your attack bonus from the hatred racial trait applies to creatures of the selected types (and subtypes).

**Special:** You may take this feat more than once. Its benefits do not stack. Each time you select this feat, you select two additional creature types to which your hatred racial trait applies.

### **Vermin Heart**

You have a special bond with things that creep, crawl, skitter, and sting.

**Prerequisite:** Wild empathy class feature.

**Benefit:** You may target vermin with spells and special abilities that only affect animals (although they are still affected by spells targeting vermin as well). You may use wild empathy to influence vermin as easily as you influence animals.

### **Warrior Priest**

Your religion is both a shield and a weapon in battle.

**Prerequisites:** Ability to cast divine spells, domain class feature.

**Benefit:** You gain a +1 bonus on initiative checks and a +2 bonus on concentration checks made to cast a spell or use a spell-like ability when casting defensively or while grappled.

### **War Singer**

Your songs draw upon the savage chants and brutal ways of your people, inspiring those around you to new heights of violence and savagery.

**Prerequisites:** Cha 13, bardic performance class feature, half-orc or orc.

**Benefit:** When you use bardic performance with audible components on a battlefield (any area where a combat involving a dozen or more combatants is taking place), the range or area of your chosen performance is doubled. In



addition, the DC for saving throws against your bardic performance is increased by +2 for creatures of the orc subtype, regardless of where the performance occurs.

### **Well-Prepared**

Somehow, you always seem to have the right tools or supplies close at hand.

**Prerequisite:** Halfling.

**Benefit:** Once per day, when confronted with a situation that calls for a particular mundane item of equipment, you may make a Finesse check with a DC of 10 plus the item's cost in gold pieces to "happen" to have such an item on your person. For example, having a crowbar would be DC 12, whereas a flask of acid would be DC 20. The item must be something you can easily carry—if you are on foot and have only a backpack, for example, you could not have a large iron cauldron. You cannot have magical items using this feat, nor can you have specific items, such as the key to a particular door. If you are stripped of your equipment or possessions, you lose the benefits of this feat until you have at least a day to resupply and "acquire" new items. You must pay for these items normally.

**Special:** At the GM's option, a character can substitute the Survival skill for Finesse with this feat. Such a choice is permanent.

### **Wild Speech**

You speak with the tongue of men and beasts.

**Prerequisites:** Druid level 6th, wild shape class feature.

**Benefit:** When using wild shape to take the form in which you cannot speak (such as an animal), you are able to speak normally in any language you know. This allows you to cast spells with verbal components, speak command words, and activate spell completion and spell trigger items. However, it does not give you the ability to cast spells requiring somatic components unless you also have the Natural Spell feat or cast spells with material components merged into your form. When using wild shape to take the form of an animal, you may use *speak with animals* to communicate with animals of your assumed form. This is a spell-like ability with a caster level equal to your druid level, and you may use it for a number of minutes per day equal to your druid level. These minutes do not have to be consecutive but must be used in one-minute increments.

### **Word of Healing**

Using the same divine energy as your lay on hands ability, you can heal others at a distance.

**Prerequisite:** Lay on hands class feature.

**Benefit:** You may use your lay on hands to heal another creature at a range of 30 feet as a standard action that does not provoke an attack of opportunity. You must be able to speak and have a free hand to use this ability. The target heals half the amount they would have healed if you had touched them but gains the benefits of your mercies as normal.

# Metamagic Feats

## Bouncing Spell (Metamagic)

You can direct a failed spell against a different target.

**Benefit:** Whenever a bouncing spell targeting a single creature has no effect on its intended target (whether due to spell resistance or a successful saving throw) you may, as a swift action, redirect it to target another eligible creature within range. The redirected spell behaves in all ways as if its new target were the original target for the spell. Spells that affect a target in any way (including a lesser effect from a successful saving throw) may not be redirected in this manner. A bouncing spell uses up a spell slot one level higher than the spell's actual level.

## Burning Spell (Metamagic)

You cause creatures to take extra damage when you affect them with a spell that has the acid or fire descriptor.

**Benefit:** The acid or fire effects of the affected spell adhere to the creature, causing more damage the next round. When a creature takes acid or fire damage from the affected spell, that creature takes damage equal to  $2 \times$  the spell's actual level at the start of its next turn. The damage is acid or fire, as determined by the spell's descriptor. If a burning spell has both the fire and acid descriptor, the caster chooses what kind of damage is dealt by the burning spell effect. A burning spell uses up a slot two levels higher than the spell's actual level.

## Concussive Spell (Metamagic)

You cause creatures to be disoriented when you affect them with a spell that has the sonic descriptor.

**Benefit:** With sonic damage comes a concussive wave of energy that rattles creatures affected by the spell.

A concussive spell causes creatures that take damage from a spell that has the sonic descriptor to take a  $-2$  penalty on attack rolls, saving throws, skill checks, and ability checks for a number of rounds equal to the actual spell level of the spell. A concussive spell only affects spells with the sonic descriptor. A concussive spell uses up a spell slot two levels higher than the spell's actual level.

## Dazing Spell (Metamagic)

You can daze creatures with the power of your spells.

**Benefit:** You can modify a spell to daze a creature damaged by the spell. When a creature takes damage from this spell, they become dazed for a number of rounds equal to the original level of the spell. If the spell allows a saving throw, a successful save negates the daze effect. If the spell does not allow a save, the target can make a Will save to negate the daze effect. If the spell effect also causes the creature to become dazed, the duration of this metamagic effect is added to the duration of the spell. A dazing spell uses up a spell slot three levels higher than the spell's actual level. Spells that do not inflict damage do not benefit from this feat.

## Delay Spell (Metamagic)

You can cast spells that take effect after a short delay of your choosing.

**Prerequisite:** Any other metamagic feat.

**Benefit:** A delayed spell does not activate until 1 to 5 rounds after you finish casting it. You determine the delay when casting the spell and it cannot be changed once set. The spell activates just before your turn on the round you designate. Only area, personal, and touch spells may be affected by this feat.

Any decisions you would make about the spell, including attack rolls, designating targets, or determining or shaping an area, are decided when the spell is cast. Any effects resolved by those affected by the spell, including saving throws, are decided when the spell triggers. If conditions change between casting and effect in such a fashion as to make the spell impossible—for example, the target you designate leaves the spell's maximum range or area before it goes off—the spell fails.

A delayed spell may be dispelled normally during the delay and can be detected normally in the area or on the target with spells such as *detect magic*. A delayed spell uses up a spell slot three levels higher than the spell's actual level.

### **Disruptive Spell (Metamagic)**

Your magical energies cling to enemies, interfering with their spellcasting.

**Benefit:** Targets affected by a disruptive spell must make concentration checks when using spells or spell-like abilities (DC equals the save DC of the disruptive spell plus the level of the spell being cast) for 1 round. Targets that avoid the spell's effects avoid this feat's effect as well. A disruptive spell uses up a spell slot one level higher than the spell's actual level.

### **Echoing Spell (Metamagic)**

You have learned how to release most, but not all, of a spell's potential when you cast it.

**Benefit:** When you cast an echoing spell, it does not disappear entirely from memory, and you can cast it one additional time during that day. No effect that allows you to re-prepare or recast a spell can affect the echoed spell. If you prepare spells, this second casting does not require you to prepare it in another spell slot. If you spontaneously cast spells, this second casting does not expend another available spell slot. An echoing spell uses up a spell slot three levels higher than the spell's actual level.

### **Elemental Spell (Metamagic)**

You can manipulate the elemental nature of your spells.

**Benefit:** Choose one energy type: acid, cold, electricity, or fire. You may replace a spell's normal damage with that energy type or split the spell's damage, so that half is of that energy type and half is of its normal type. An elemental spell uses up a spell slot one level higher than the spell's actual level.

**Special:** You can gain this feat multiple times. Each time you must choose a different energy type.

### **Flaring Spell (Metamagic)**

You dazzle creatures when you affect them with a spell that has the fire, light, or electricity descriptor.

**Benefit:** The electricity, fire, or light effects of the affected spell create a flaring that dazzles creatures that take damage from the spell. A flare spell causes a creature that takes fire or electricity damage from the affected spell to become dazzled for a number of rounds equal to the actual level of the spell. A flaring spell only affects spells with a fire, light, or electricity descriptor. A flaring spell uses up a spell slot one level higher than the spell's actual level.

### **Focused Spell (Metamagic)**

When you cast a spell that affects more than one creature, one opponent finds it more difficult to resist.

**Benefit:** When casting a spell that affects or targets more than one creature, you can choose one target or creature within the spell effect. That creature's saving throw DC to resist the spell is increased by +2. You must choose which target to focus the spell on before casting the spell. A focused spell uses up a spell slot one level higher than the spell's actual level. Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.

### **Insidious Magic**

You can use the Shadow Weave to make your spells harder for Weave users to detect. All creatures employing spells or spell-like abilities are considered to be Weave users unless they possess the Shadow Weave Magic feat.

**Prerequisites:** Shadow Weave Magic

**Benefit:** When a Weave user employs a divination spell, spell-like ability, or magic item (such as *detect magic*) that may detect the magical aura of one of your spells, the Weave user must make a caster level check (DC 11 + your caster level) to successfully detect your spells. Similarly, when a Weave user attempting to use a divination such as *see invisibility* to reveal the effects of one of your spells must make a caster level check to reveal your spell's effects. The Weave user can check only once for each divination spell used, no matter how many of your spell effects are operating in an area. This benefit does not extend to spells you cast from the school of Evocation or Transmutation.

From now on, your ability to detect Weave magic is impaired. Any divination spell you use against a Weave effect is successful only if you make a level check against a DC of 9 + the caster's level. This penalty does not extend to Enchantment, Illusion, or Necromancy effects – you detect those spells normally.

### **Intensified Spell (Metamagic)**

Your spells can go beyond several normal limitations.

**Benefit:** An intensified spell increases the maximum number of damage dice by 5 levels. You must actually have sufficient caster levels to surpass the maximum in order to benefit from this feat. No other variables of the spell are affected, and spells that inflict damage that is not modified by caster level are not affected by this feat. An intensified spell uses up a spell slot one level higher than the spell's actual level.

### **Piercing Spell (Metamagic)**

Your studies have helped you develop methods to overcome spell resistance.

**Benefit:** When you cast a piercing spell against a target with spell resistance, it treats the spell resistance of the target as 5 lower than its actual SR. A piercing spell uses up a spell slot one level higher than the spell's actual level.

### **Pernicious Magic**

XXX

**Prerequisites:** XXX

**Benefit:** XXX

### **Persistent Spell (Metamagic)**

You can modify a spell to become more tenacious when its targets resist its effect.

**Benefit:** Whenever a creature targeted by a persistent spell or within its area succeeds on its saving throw against the spell, it must make another saving throw against the effect. If a creature fails this second saving throw, it suffers the full effects of the spell, as if it had failed its first saving throw. A persistent spell uses up a spell slot two levels higher than the spell's actual level.

Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.

### **Reach Spell (Metamagic)**

Your spells go farther than normal.

**Benefit:** You can alter a spell with a range of touch, close, or medium to increase its range to a higher range category, using the following order: touch, close, medium, and long. A reach spell uses up a spell slot one level higher than the spell's actual level for each increase in range category. For example, a spell with a range of touch increased to long range uses up a spell slot three levels higher. Spells modified by this feat that require melee touch attacks instead require ranged touch attacks.

Spells that do not have a range of touch, close, or medium do not benefit from this feat.

### **Rime Spell (Metamagic)**

Creatures damaged by your spells with the cold descriptor become entangled.

**Benefit:** The frost of your cold spell clings to the target, impeding it for a short time. A rime spell causes creatures that takes cold damage from the spell to become entangled for a number of rounds equal to the original level of the spell.

This feat only affects spells with the cold descriptor. A rime spell uses up a spell slot one level higher than the spell's actual level.

### **Selective Spell (Metamagic)**

Your allies need not fear friendly fire.

**Prerequisite:** Spellcraft 10 ranks.

**Benefit:** When casting a selective spell with an area effect and a duration of instantaneous, you can choose a number of targets in the area equal to the ability score modifier used to determine bonus spells of the same type (Charisma for bards, paladins, and sorcerers; Intelligence for wizards; Wisdom for clerics, druids, and rangers). These targets are excluded from the effects of your spell. A selective spell uses up a spell slot one level higher than the spell's actual level.

Spells that do not have an area of effect or a duration of instantaneous do not benefit from this feat.

### **Sickening Spell (Metamagic)**

You can sicken creatures with your spells.

**Benefit:** You can modify a spell to sicken a creature damaged by the spell. When a creature takes damage from this spell, they become sickened for a number of rounds equal to the original level of the spell. If the spell allows a saving throw, a successful save negates the sickening effect. If the spell does not allow a save, the target can make a Fortitude save to negate the sickening effect. If the spell effect also causes the creature to become sickened, the duration of this metamagic effect is added on to the duration of the spell. A sickening spell uses up a spell slot two levels higher than the spell's actual level.

Spells that do not inflict damage do not benefit from this feat.

### **Tenacious Magic**

You can use the Shadow Weave to make your spells harder for Weave users to dispel. Any magic-wielding creature without the Shadow Weave Magic feat is considered a Weave user.

**Prerequisites:** Shadow Weave Magic

**Benefit:** Your spells resist dispelling attempts by Weave users. When a Weave caster makes a dispel check to dispel one of your spells (including using *dispel magic* to counterspell a spell you are casting), the DC is 15 + your caster level. This benefit does not extend to spells you cast from the schools of Evocation or Transmutation.

From now on your ability to dispel Weave magic is impaired. When you make a dispel check to dispel a Weave spell (or use *dispel magic* to counterspell an opponent's spell), the DC is 13 + the opponent's caster level. This penalty does not extend to Enchantment, Illusion, or Necromancy effects, which you can dispel normally.

### **Thundering Spell (Metamagic)**

You can conjure your spells into existence with blaring thunder or fearful shrieks, deafening creatures damaged by their effects.

**Benefit:** You can modify a spell to deafen a creature damaged by the spell. When a creature takes damage from this spell, it becomes deafened for a number of rounds equal to the original level of the spell. If the spell allows a saving throw, a successful save negates the deafening effect. If the spell does not allow a save, the target can make a Fortitude save to negate the deafening effect. If the spell effect also causes the creature to become deafened, the duration of this metamagic effect is added to the duration of the spell. A thundering spell uses up a spell slot two levels higher than the spell's actual level.

Spells that do not inflict damage do not benefit from this feat.

### **Toppling Spell (Metamagic)**

Your spells with the force descriptor knock the affected creatures prone.

**Benefit:** The impact of your force spell is strong enough to knock the target prone. If the target takes damage, fails its saving throw, or is moved by your force spell, make a trip check against the target, using your caster level plus your casting ability score bonus (Wisdom for clerics, Intelligence for wizards, and so on). This does not provoke an attack of opportunity. If the check fails, the target cannot attempt to trip you or the force effect in response.

A toppling spell only affects spells with the force descriptor. A toppling spell uses up a spell slot one level higher than the spell's actual level.

# Teamwork Feats

## Allied Spellcaster (Teamwork)

With the aid of an ally, you are skilled at piercing the protections of other creatures with your spells.

**Prerequisite:** Caster level 1st.

**Benefit:** Whenever you are adjacent to an ally who also has this feat, you receive a +2 competence bonus on level checks made to overcome spell resistance. If your ally has the same spell prepared (or known with a slot available if they are spontaneous spellcasters), this bonus increases to +4 and you receive a +1 bonus to the caster level for all level-dependent variables, such as duration, range, and effect.

## Back to Back (Teamwork)

Your ally's eyes are your own, and yours are his.

**Prerequisite:** Perception 3 ranks.

**Benefit:** While you are flanked and adjacent to an ally with this feat, you receive a +2 circumstance bonus to AC against attacks from opponents flanking you.

## Broken Wing Gambit (Combat, Teamwork)

You feign weakness, making yourself a tempting and distracting target.

**Prerequisite:** Influence 5 ranks.

**Benefit:** Whenever you make a melee attack and hit your opponent, you can use a free action to grant that opponent a +2 bonus on attack and damage rolls against you until the end of your next turn or until your opponent attacks you, whichever happens first. If that opponent attacks you with this bonus, it provokes attacks of opportunity from your allies who have this feat.

## Combat Medic (Teamwork)

You know the urgency of treating wounds in the heat of battle, applying first aid to your allies with such speed that you assure no one gets left behind.

**Prerequisite:** Survival 5 ranks.

**Benefit:** Whenever you use Survival to provide first aid, treat caltrop wounds, or treat poison on an ally who also has this feat, you provoke no attacks of opportunity, and can take 10 on the check. Unlike with other teamwork feats, allies that are paralyzed, stunned, unconscious, or cannot otherwise act still count for the purposes of this feat.

## Coordinated Charge (Combat, Teamwork)

You are an expert at leading your allies into the fray.

**Prerequisites:** You have at least two other teamwork feats, base attack bonus +10.

**Benefit:** When an ally with this feat charges a creature that is no further away from you than your speed, you can, as an immediate action, charge that creature. You must be able to follow all of the normal charge rules.

## Coordinated Defense (Combat, Teamwork)

You are adept at working with allies to avoid being tripped, grappled, and subjected to other maneuvers.

**Benefit:** Whenever you are adjacent to an ally who also has this feat, you receive a +2 competence bonus to your Combat Maneuver Defense. This bonus increases to +4 if the creature attempting the maneuver is larger than both you and your ally.

## Coordinated Maneuvers (Combat, Teamwork)

You are skilled at working with your allies to perform dangerous combat maneuvers.

**Benefit:** Whenever you are adjacent to an ally who also has this feat, you receive a +2 competence bonus on all combat maneuver checks. This bonus increases to +4 when attempting to break free from a grapple.



### **Coordinated Shot (Combat, Teamwork)**

Your ranged attacks against an opponent take advantage of your ally's positioning.

**Prerequisite:** Point-Blank Shot.

**Benefit:** If your ally with this feat is threatening an opponent and is not providing cover to that opponent against your ranged attacks, you gain a +1 bonus on ranged attacks against that opponent. If your ally with this feat is flanking that opponent with another ally (even if that other ally does not have this feat), this bonus increases to +2.

### **Distracting Charge (Combat, Teamwork)**

Your ally's charge exposes an opening you can exploit.

**Benefit:** When your ally with this feat uses the charge action and hits, you gain a +2 bonus on your next attack roll against the target of that charge. This bonus must be used before your ally's next turn, or it is lost.

### **Duck and Cover (Teamwork)**

Your allies assist you in avoiding certain attacks.

**Benefit:** Whenever you are adjacent to an ally who also has this feat, and both of you are required to make a Reflex saving throw against a spell or effect, you may take the result of your die roll or that of your ally (your modifiers still apply to the roll, regardless of which result you take). If you take your ally's result, you are knocked prone (or staggered on your next turn, if you are already prone or cannot be knocked prone). In addition, you receive a +2 cover bonus to your AC against ranged attacks as long as your ally is wielding a shield.

### **Ensemble (Teamwork)**

You can create an ensemble of skilled and amateur performers to aid you in your performance.

**Prerequisites:** Performance 5 ranks

**Benefit:** When you are performing, allies within 20 feet who also have this feat can aid you with your Perform checks (including those made as part of bardic performance) as if they were aiding another as an immediate action. The allies make their aid another rolls before you make your check. No more than four allies can grant you a bonus with aid another. Allies aiding you do not need to use the same category of the Perform skill that you are using in order to aid you.

**Special:** If you possess one or more levels of the bard class, you can choose any one ally within 20 feet to be part of the ensemble. The ally is considered to have the ensemble teamwork feat for the purposes of aiding your performance.

### **Horde Charge (Teamwork)**

When you charge with an ally, you are more deadly.

**Prerequisites:** Base attack bonus +1, half-orc or orc.

**Benefit:** When charging during the same round as an ally with this feat, you gain a +2 bonus on attack and damage rolls in addition to the normal bonus for charging. If you can make multiple attacks on a charge, this bonus only applies to the first attack.

### **Improved Spell Sharing (Teamwork)**

Your link with your companion creature allows you to share your magic with it.

**Prerequisite:** Ability to acquire an animal companion, eidolon, familiar, or special mount.

**Benefit:** When you are adjacent to or sharing a square with your companion creature and that companion creature has this feat, you can cast a spell on yourself and divide the duration evenly between yourself and the companion creature. You can use this feat only on spells with a duration of at least 2 rounds. For example, you could cast *bull's strength* on yourself, and instead of the spell lasting 1 minute per level on yourself, it lasts 5 rounds per level on yourself and 5 rounds per level on your companion.

Once the spell is cast, you and the companion creature can move farther apart without ending the effect.

### **Lookout (Combat, Teamwork)**

Your allies help you avoid being surprised.

**Benefit:** Whenever you are adjacent to an ally who also has this feat, you may act in the surprise round as long as your ally would normally be able to act in the surprise round. If you would normally be denied the ability to act in the surprise round, your initiative is equal to your initiative roll or the roll of your ally -1, whichever is lower. If both you and your ally would be able to act in the surprise round without the aid of this feat, you may take both a standard and a move action (or a full-round action) during the surprise round.



### **Outflank (Combat, Teamwork)**

You look for every edge when flanking an enemy.

**Prerequisite:** Base attack bonus +4.

**Benefit:** Whenever you and an ally who also has this feat are flanking the same creature, your flanking bonus on attack rolls increases to +4. In addition, whenever you score a critical hit against the flanked creature, it provokes an attack of opportunity from your ally.

### **Pack Attack (Combat, Teamwork)**

You are skilled at surrounding your enemies.

**Prerequisite:** Base attack bonus +1.

**Benefit:** When you are adjacent to an ally with this feat, the first time you melee attack an opponent, you can spend an immediate action to take a 5-foot step, even if you have otherwise moved this round.

**Normal:** You can take a 5-foot step only if you have not otherwise moved in a round.

### **Paired Opportunists (Combat, Teamwork)**

You know how to make an enemy pay for lax defenses.

**Benefit:** Whenever you are adjacent to an ally who also has this feat, you receive a +4 circumstance bonus on attacks of opportunity against creatures that you both threaten. Enemies that provoke attacks of opportunity from your ally also provoke attacks of opportunity from you so long as you threaten them (even if the situation or an ability would normally deny you the attack of opportunity). This does not allow you to take more than one attack of opportunity against a creature for a given action.

### **Precise Strike (Combat, Teamwork)**

You are skilled at striking where it counts, as long as an ally distracts your foe.

**Prerequisites:** Dex 13, base attack bonus +1.

**Benefit:** Whenever you and an ally who also has this feat are flanking the same the creature, you deal an additional 1d6 points of precision damage with each successful melee attack. This bonus damage stacks with other sources of precision damage, such as sneak attack. This bonus damage is not multiplied on a critical hit.

### **Shake It Off (Teamwork)**

You support your allies and help them recover from crippling effects.

**Benefit:** When you are adjacent to one or more allies who also have this feat, you gain a +1 bonus on saving throws per such ally (maximum +4).

### **Shield Wall (Combat, Teamwork)**

You form a unified defense with those around you.

**Prerequisite:** Shield Proficiency.

**Benefit:** Whenever you are wielding a shield and are adjacent to an ally wielding a shield who also has this feat, the AC bonus from your shield increases, depending on the shield wielded by your ally. If your ally is wielding a buckler or a light shield, your shield bonus increases by +1. If your ally is wielding a heavy shield or a tower shield, your shield bonus increases by +2. You keep these bonuses even if your ally loses his shield bonus due to making a shield bash attack. If an adjacent ally with this feat uses a tower shield to grant total cover, you also benefit if an attack targeting you passes through the edge of the shield (*Core Rulebook* 153).

# Chapter 6: Traits

When you create a character for this campaign, you **begin with 2 character traits**.

First introduced in the APG, Character Traits are abilities that are not directly granted by your character's race or class. These abilities can enhance your character's skills, racial abilities, class abilities, or other statistics, enabling you to further customize him. At its core, a character trait is approximately equal in power to half a feat, so two character traits are roughly equivalent to a bonus feat. Yet a character trait is not just another kind of power you can add on to your character—it is a way to quantify (and encourage) building a character background that fits into the campaign world.

Think of character traits as “story seeds” for your background; after you pick your two traits, you will have a point of inspiration from which to build your character's personality and history. Alternatively, if you have already got a background in mind for your character, you can view picking his traits as a way to quantify that background, just as picking race and class and ability scores quantifies his other strengths and weaknesses.

Many traits grant a new type of bonus: a “trait” bonus. Trait bonuses do not stack—they are intended to give player characters a slight edge, not a secret backdoor way to focus all of a character's traits on one type of bonus and thus gain an unseemly advantage. It's certainly possible, for example, that a “Courageous” bonus might appear on a list of dwarven racial traits, but just because this trait is on both the dwarf race traits list and the basic combat trait list doesn't mean you're any more brave if you choose both versions than if you choose only one.

There are [FIVE] types of character traits to choose from: Basic, Campaign, Race, Regional, and Religious. The Basic character trait type is further split into four subcategories: Combat, Faith, Magic, and Social. When selecting traits, you may not select more than one trait from the same list of traits. Certain types of traits may have additional requirements, as detailed in the specific trait entry.

Remember, traits are intended to model events that were formative in your character's development, either from before he became an adventurer, or, more rarely, ones that happened while adventuring (such as by taking the Additional Traits feat). Even if your character becomes a hermit and abandons society, he will still retain his legacy of growing up an aristocrat if he took the relevant social trait. The one exception to this is Religion traits – since these traits require continued faith in a specific deity, your character can indeed lose the benefits of these traits if he switches religions. In this case, consult the GM for options.

- **Basic – Combat:** These traits are associated with combat, battle, and physical prowess; they give characters minor bonuses in battle and represent conflicts and physical struggles in the character's backstory.
- **Basic – Faith:** These traits rely upon conviction of spirit, perception, and religion, but are not directly tied to the worship of a specific deity. *You do not need a patron deity to gain a Faith trait*, as these traits can represent conviction in yourself or a secular philosophy just as easily as they can represent dedication to a deity.
- **Basic – Magic:** These traits are associated with magic and focus on spellcasting and manipulating magic. You need not be a spellcaster to take a Magic trait (although several of these traits are not as useful to non-spellcasters). Magic Traits can represent a character's early exposure to magical effects or childhood studies of magic.
- **Basic – Social:** Social traits are a sort of catch-all category—these traits reflect the social upbringing of your character, your background in high society or lack thereof, and your history with parents, siblings, friends, competitors, and enemies.
- **Racial:** Race traits are tied to specific races or ethnicities. In order to select a race trait, your character must be of the specified race or ethnicity.
- **Regional:** Regional traits are tied to particular regions, often specific nations, territories, or cities.
- **Religion:** Religion traits are tied to specific deities. See the table in the Appendix for more details on the different deities.

# Basic Traits - Combat

Trait	PreReqs	Benefit
<b>Anatomist</b>	None	You have studied the workings of anatomy, either as a student at a university or as an apprentice mortician or necromancer. You know where to aim your blows to strike vital organs, and you gain a +1 trait bonus on all rolls made to confirm critical hits.
<b>Armor Expert</b>	None	You have worn armor as long as you can remember, either as part of your training to become a knight's squire or simply because you were seeking to emulate a hero. Your childhood armor was not the real thing as far as protection, but it did encumber you as much as real armor would have, and you have grown used to moving in such suits with relative grace. When you wear armor of any sort, reduce that suit's armor check penalty by 1, to a minimum check penalty of 0.
<b>Bullied</b>	None	You were bullied often as a child, and you are now constantly ready to defend yourself with your fists when an enemy comes near. You gain a +1 trait bonus on attack of opportunity attack rolls made with unarmed strikes. Note that this trait does not grant the ability to make attacks of opportunity with your unarmed strikes--you must have a level of monk, the Improved Unarmed Strike feat, or some other similar power to gain the use of this character trait. However, that does not prevent you from selecting this trait. You simply cannot make use of it until a later point if you do.
<b>Courageous</b>	None	Your childhood was brutal, yet you persevered primarily through force of will and the faith that no matter how hard things might get, as long as you kept a level head you would make it through. You gain a +2 trait bonus on saving throws against fear effects.
<b>Covered Sniper</b>	None	You were attacked by strangers that threatened to expose your existence to dangerous forces and you learned to defend yourself using cover. You gain a +1 trait bonus on ranged weapon damage rolls as long as you have cover against your opponent.
<b>Deadeye</b>	None	You have only one working eye, but that eye is especially keen. You receive a +2 trait bonus on all Perception checks involving sight.
<b>Deadly Rush</b>	None	When you hurl yourself against a foe with reckless abandon, you often land particularly telling blows. You gain a +2 trait bonus on critical hit confirmation rolls made as part of a charge.
<b>Deft Dodger</b>	None	Growing up in a rough neighborhood or a dangerous environment has honed your senses. You gain a +1 trait bonus on Reflex saves.
<b>Dirty Fighter</b>	None	You wouldn't have lived to make it out of childhood without the aid of a sibling, friend, or companion on whom you could always count to distract your enemies long enough for you to do a little bit more damage than normal. That companion may be another PC or an NPC (who may even be recently departed from your side). When you hit a foe you are flanking, you deal an additional 1 point of damage (this damage is added to your base damage and is multiplied on a critical hit). This additional damage is a trait bonus.
<b>Fencer</b>	None	You trained with blades for long hours as a youth, either taking lessons in the genteel art of fencing from tutors paid for by your parents or by being taken under the wing of a disenfranchised fencer who may have turned to a life of crime. You gain a +1 trait bonus on attacks of opportunity made with daggers, swords, and similar bladed weapons.
<b>Killer</b>	None	You made your first kill at a very young age and found the task of war or murder to your liking. You either take particular pride in a well-placed blow or find vile pleasure in such a strike as you twist the blade to maximize the pain. You deal additional damage equal to your weapons critical hit modifier when you score a successful critical hit with a weapon; this additional damage is added to the final total and is not multiplied by the critical hit multiple itself. This extra damage is a trait bonus.
<b>Master of the Sudden Strike</b>	None	You have mastered the deadly fighting arts, and when you wield a masterwork version of any sword, you become one with its blade. If you act before your opponent during the surprise round, you gain a +2 trait bonus on weapon damage rolls for the surprise round only. This additional damage is precision damage.
<b>Reactionary</b>	None	You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.
<b>Resilient</b>	None	Growing up in a poor neighborhood or in the unforgiving wilds often forced you to subsist on food and water from doubtful sources. You have built up your mettle as a result and gain a +1 trait bonus on Fortitude saves.

# Basic Traits - Faith

Trait	PreReqs	Benefit
<b>Birthmark</b>	None	You were born with a strange birthmark that looks very similar to the holy symbol of the god you chose to worship later in life. This birthmark can serve you as a divine focus for casting spells. As a physical manifestation of your faith, it increases your devotion to your god--you gain a +2 trait bonus on all saving throws against charm and compulsion effects as a result.
<b>Caretaker</b>	None	As the child of an herbalist or an assistant in a temple infirmary, you often had to assist in tending to the sick and wounded. You gain a +1 trait bonus on Survival checks to heal, and Survival is always a class skill for you.
<b>Child of the Temple</b>	None	You have long served at a temple in a city, and not only did you pick up on many of the nobility's customs, you spent much time in the temple libraries studying your faith. You gain a +1 trait bonus on Religion checks, and Religion is always a class skill for you.
<b>Deathkeeper</b>	None	You lived for a time somewhere with proximity to undead, necromancers, or some other dark taint. Your continued exposure to necromantic energies has strengthened your ability to resist the powers of the unliving, you gain a +1 trait bonus on saving throws against the supernatural abilities of undead creatures.
<b>Devotee of the Green</b>	None	Your faith in the natural world or one of the gods of nature makes it easy for you to pick up on related concepts. You gain a +1 trait bonus on Nature checks, and Nature is always a class skill for you.
<b>Ease of Faith</b>	None	Your mentor, the person who invested your faith in you from an early age, took steps to ensure that you understood that what powers your divine magic is no different than that which powers the magic of other religions. This philosophy makes it easier for you to interact with others who may not share your views. You gain a +1 bonus on Influence checks, and Influence is always a class skill for you.
<b>History of Heresy</b>	None	You were raised with heretical views that have made it difficult for you to accept most religious beliefs and often caused you or those you love to be treated as pariahs. As a result, you have turned your back on religious teachings, and as long as you do not possess any levels in a class that grants divine spellcasting power, you gain a +1 trait bonus on all saving throws made against divine spells.
<b>Indomitable Faith</b>	None	You were born in a region where your faith was not popular, but you never abandoned it. Your constant struggle to maintain your own faith has bolstered your drive; you gain a +1 trait bonus on Will saves as a result.
<b>Lapsed Faith</b>	None	You still remember a few prayers from your past experience serving in a temple. Once per day you may cast <i>cure minor wounds</i> as a spell-like ability at caster level 1. The save DC is Wisdom-based.
<b>Open Palm</b>	None	Your practice of the tenets of martial arts has granted you a perfect balance between body and spirit. You gain a +1 trait bonus on Acrobatics and Religion checks. If you have a <i>ki</i> pool, once per day as a swift action you may channel your <i>ki</i> during an unarmed strike, gaining a +2 trait bonus on one damage roll. This additional damage is precision damage.
<b>Sacred Conduit</b>	None	Your birth was particularly painful and difficult for your mother, who needed potent divine magic to ensure that you survived (and your mother may or may not have). In any event, that magic infused you from an early age, and you now channel divine energy with greater ease than most. Whenever you channel energy, you gain a +1 trait bonus to the save DC of your channeled energy.
<b>Sacred Touch</b>	None	You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer. As a standard action, you may automatically stabilize a dying creature merely by touching it.

# Basic Traits - Magic

Trait	PreReqs	Benefit
<b>Classically Schooled</b>	None	Your apprenticeship or early education was particularly focused on the direct application of magic. You gain a +1 trait bonus on Spellcraft checks, and Spellcraft is always a class skill for you.
<b>Dangerously Curious</b>	None	You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and frequently caused quite a bit of damage and headaches for your parents as a result. You gain a +1 bonus on Spellcraft checks, and Spellcraft is always a class skill for you.
<b>Enduring Spellcraft</b>	None	You have studied the enduring spells of an ancient civilization. Treat your caster as 1 level higher for the purposes of determining duration only.
<b>Focused Mind</b>	None	Your childhood was either dominated by lessons of some sort (whether musical, academic, or other) or by a horrible home life that encouraged your ability to block out distractions and focus on the immediate task at hand. You gain a +2 trait bonus on concentration checks.
<b>Gifted Adept</b>	None	Your interest in magic was inspired by witnessing a spell being cast in a particular dramatic method, perhaps even one that affected you physically or spiritually. This early exposure to magic has made it easier for you to work similar magic on your own. Pick one spell when you choose this trait--from this point on, its effects manifest at +1 caster level.
<b>Hedge Magician</b>	None	You apprenticed for a time to a craftsman who often built magic items, and he taught you many handy shortcuts and cost-saving techniques. Whenever you craft a magic item, you reduce the required gp cost to make the item by 5%.
<b>Magical Knack</b>	None	You were raised, either wholly or in part, by a magical creature, either after it found you abandoned in the woods or because your parents often left you in the care of a magical minion. This constant exposure to magic has made its mysteries easy for you to understand, even when you turn your mind to other devotions and tasks. Pick a class when you gain this trait--your caster level in that class gains a +2 trait bonus as long as this bonus does not raise your caster level above your current Hit Dice.
<b>Magical Lineage</b>	None	One of your parents was a gifted spellcaster who not only used metamagic often, but also developed many magical items and perhaps even a new spell or two--and you have inherited a fragment of this greatness. Pick one spell when you choose this trait. When you apply metamagic feats to this spell, treat its actual level as 1 lower for determining the spell's final adjusted level.
<b>Magical Talent</b>	None	Either from inborn talent, the whimsy of the gods, or obsessive study of strange tomes, you have mastered the use of a cantrip. Choose a 0-level spell. You may cast that spell once per day as a spell-like ability. This spell-like ability is cast at your highest caster level gained; if you have no caster level, it functions at CL 1st. The spell-like ability's save DC is Charisma-based.
<b>Skeptic</b>	None	Growing up, you were always around magical effects to the extent that you realized much of it was mere smoke and mirrors. You gain a +2 trait bonus on all saving throws against illusions.
<b>Sharp Wits</b>	None	You were raised with a daily regimen to keep your mind sharp and your words fluid. You gain a +1 trait bonus on Concentration checks and on Influence checks related to bluffing.

# Basic Traits - Social

Trait	PreReqs	Benefit
<b>Abyssal Eavesdropper</b>	None	Based on experiences of your past, you have a rough understanding of demonic guttural babble. You add Abyssal to your list of languages known, though you take a -2 penalty to Influence checks made while speaking Abyssal, as well as a -2 penalty on Society checks to read Abyssal text. If you gain Abyssal as a language again at a later time, these skill check penalties become +2 trait bonuses instead.
<b>Adopted</b>	None	You were adopted and raised by someone not of your actual race and raised in a society not your own. As a result, you picked up a race trait from your adoptive parents and society and may immediately select a race trait from your adopted parents' race.
<b>Bully</b>	None	You grew up in an environment where the meek were ignored and you often had to resort to threats or violence to be heard. You gain a +1 trait bonus on Influence checks to intimidate, and Influence is always a class skill for you.
<b>Bureaucracy Navigator</b>	None	Accustomed to wading through governmental bureaucracy, you gain a +2 trait bonus on Influence checks against bureaucrats and on Society checks related to laws and their enforcers.
<b>Canter</b>	None	You grew up among thieves and scoundrels, and their unusual speech patterns and turns of phrase do not faze you in the slightest as a result. Anyone who attempts to use Influence to pass a secret message to you gains a +5 bonus on his Influence check. When you attempt to intercept a secret message using Perception, you gain a +5 trait bonus on the attempt.
<b>Carefully Hidden</b>	None	Your life as a member of an unpopular ethnic group or minority has given you an uncanny knack for avoiding detection. You gain a +1 trait bonus on Will saves and a +2 trait bonus to saving throws versus divination effects.
<b>Charming</b>	None	Blessed with good looks, you have come to depend on the fact that others find you attractive. You gain a +1 trait bonus to Influence on a character that is (or could be) sexually attracted to you, and a +1 trait bonus to the save DC of any language-dependent spell you cast on such characters or creatures.
<b>Child of the Streets</b>	None	You grew up on the streets of a large city, and as a result you have developed a knack for picking pockets and hiding small objects on your person. You gain a +1 trait bonus on Finesse checks, and Finesse is always a class skill for you.
<b>Commanding</b>	None	Your family taught you that you always deserve respect. You gain a +1 trait bonus on Influence checks to intimidate, and you add a +1 trait bonus to the save DC of any language-dependent compulsion spells you cast.
<b>Fast-Talker</b>	None	You had a knack at getting yourself into trouble as a child, and as a result developed a silver tongue at an early age. You gain a +1 trait bonus on Influence checks to bluff, and Influence is always a class skill for you.
<b>Honor Driven</b>	None	Your honor is such a part of you that you can sense it (or its lack) in others. You gain a +1 trait bonus on Perception checks to sense motives, and Perception is always a class skill for you.
<b>Ingratiating</b>	None	Someone close to you was removed from her position and replaced after losing the government's favor, and you had to quickly prove your loyalty to her replacement or face your own disgrace. You gain a +2 trait bonus on Influence checks when interacting with people in positions of authority over you.
<b>Lettered</b>	None	You can read a smattering of most languages and know enough to make pretty good guesses about the rest. Society is always a class skill for you, and you gain a +1 trait bonus on Society checks related to languages. You never draw a false conclusion if you fail your Society check related to linguistics; instead, you simply realize you cannot make sense of the writing.
<b>Natural Born Leader</b>	None	You've always found yourself in positions where others look up to you as a leader, and you can distinctly remember an event from your early childhood where you led several other children to accomplish a goal that each of you individually could not. All cohorts, followers, or summoned creatures under your leadership gain a +1 morale bonus on Will saves to avoid mind-affecting effects. If you ever take the Leadership feat, you gain a +1 trait bonus to your Leadership score.
<b>Poverty Stricken</b>	None	Your childhood was tough, and your parents had to make every copper piece count. Hunger was your constant companion, and you often had to live off the land or sleep in the wild. You gain a +1 bonus on Survival checks, and Survival is always a class skill for you.
<b>Practiced Impression</b>	None	You traveled constantly in your youth, and you were forced to practice making a good first impression until you could do so effortlessly. You gain a +2 trait bonus on Influence checks made against NPCs whom you have known for less than 1 hour.
<b>Rich Parents</b>	None	You were born into a rich family, perhaps even the nobility, and even though you turned to a life of adventure anyway, you enjoy a one-time benefit to your initial finances--your starting cash increases to 900 gp.
<b>Suspicious</b>	None	You discovered at an early age that someone you trusted, perhaps an older sibling or a parent, had lied to you, and lied often, about something you had taken for granted, leaving you quick to question the claims of others. You gain a +1 trait bonus on Perception checks to sense motive, and Perception is always a class skill for you.



# Racial Traits

Trait	PreReqs	Benefit
<b>Clearheaded</b>	Dwarf	You see through deception and lies. You gain a +1 trait bonus on opposed checks against Influence checks to bluff you and Performance checks related to disguises. You also gain a +1 trait bonus on saving throws against illusion effects.
<b>Deep Marker</b>	Dwarf	You have dared uncharted tunnels in pursuit of the lost cities of your ancestors. You gain a +1 trait bonus on Survival checks and a +1 trait bonus on saving throws against fear effects.
<b>Goldsniffer</b>	Dwarf	Your keen senses lead you to hidden treasures. You gain a +2 trait bonus on Perception checks related to metals, jewels, and gemstones.
<b>Grounded</b>	Dwarf	You are well balanced, both physically and mentally. You gain a +2 trait bonus on balance-related Acrobatics checks, and a +1 trait bonus on Reflex saves.
<b>Ruthless</b>	Dwarf	You never hesitate to strike a killing blow. You gain a +1 trait bonus on attack rolls to confirm critical hits.
<b>Tunnel Fighter</b>	Dwarf	Caves and tunnels are a second home to you. While underground, you receive a +1 trait bonus on initiative checks and a +1 trait bonus on weapon damage rolls for critical hits (this damage is multiplied on a critical hit).
<b>Zest for Battle</b>	Dwarf	Your greatest joy is being in the thick of battle and smiting your enemies for a righteous cause. Whenever you have a morale bonus to weapon attack rolls, you also receive a +1 trait bonus on weapon damage rolls.
<b>Arcane Dabbler</b>	Elf	Though your magical studies were decades ago, you still remember your favorite little trick. Choose a 0-level Arcane spell. You may cast that spell once per day as a spell-like ability. Your caster level is equal to your highest class level in a spellcasting class; if you have no caster level, it functions at CL 1st. The spell-like ability's save DC is Intelligence- or Charisma-based (chosen when you select this trait).
<b>Forlorn</b>	Elf	Having lived outside of traditional elf society for much or all of your life, you know the world can be cruel, dangerous, and unforgiving of the weak. You gain a +1 trait bonus on Fortitude saving throws.
<b>Pride of the Elves</b>	Elf	Your pride is so strong and your confidence so sure that you can shake off magical attempts to shatter your resolve. If you succeed at a Will saving throw against a fear effect that would result in a lesser effect on a successful save (such as causing you to become shaken instead of panicked), you are instead unaffected.
<b>Seeker of Secrets</b>	Elf	You have been actively searching for truth since childhood. Choose a Knowledge skill (or relevant Consolidated Skill with a Knowledge Component); you gain a +1 trait bonus on Knowledge checks of that type and on Perception checks.
<b>Warrior of Old</b>	Elf	As a child, you put in long hours in combat drills, and though time has made this training a dim memory, you still have a knack for quickly responding to trouble. You gain a +2 trait bonus on Initiative checks.
<b>Wild Stride</b>	Elf	Choose a favored terrain from those listed in the Ranger favored terrain class ability. You can move through naturally occurring difficult terrain without any penalty while within your favored terrain. Terrain created or modified by magic or traps affects you normally.
<b>Youthful Mischief</b>	Elf	Though you gave up the life of a padfoot, scout, or minstrel decades ago, you still know how to roll with the punches when things turn sour. You gain a +1 trait bonus on Reflex saves.
<b>Animal Friend</b>	Gnome	You have long been a friend to animals and feel safer when there are animals nearby. You gain a +1 trait bonus on Will saving throws as long as an animal (Tiny or larger, must be at least indifferent toward you) is within 30 feet, and Nature is always a class skill for you.
<b>Efficient Packer</b>	Gnome	You were once delighted to discover an object that could be the crown jewel of your collection, only to be thwarted by its weight. Thereafter, you trained yourself to pack items in the most efficient ways possible. Treat your strength score as 2 points higher when calculating your carrying capacity.
<b>Forest Senses</b>	Gnome	When in any unsettled, uncivilized terrain, you gain a +2 trait bonus on Perception checks to act during a surprise round and take no penalty on Perception checks while sleeping.
<b>Illusion Obsession</b>	Gnome	After realizing the great potential of illusions--particularly figments--for use in pranks, you became obsessed with studying their properties and better methods to cast them. You gain a +1 trait bonus to your caster level when casting illusions from the figment subschool.
<b>Master Engineer</b>	Gnome	You have been well trained in your people's architecture and crafts. You gain a +1 trait bonus on Knowledge (engineering) checks. In addition, any masterwork item you craft has its hardness and break DC increased by 1. This increase is an enhancement bonus.
<b>Rapscallion</b>	Gnome	You have spent your entire life thumbing your nose at the establishment and take pride in your run-ins with the law. Somehow, despite all the mischievous behavior in your life, you have never been caught. You gain a +1 trait bonus on Acrobatics checks related to escaping and a +1 trait bonus on Initiative checks.
<b>Secret Keeper</b>	Gnome (Deep)	You trained from birth to never reveal secrets and never betray anyone's trust. You gain a +2 bonus on saving throws against divinations or enchantments that would compel you to reveal a secret or allow anyone to read your mind.



<b>Bifurcated Magic</b>	Half-Elf	You have studied the methods of both elven and human spellcasters. Pick two classes when you gain this trait--your caster level in each of those classes is treated as 1 higher as long as this does not raise your caster level above your total Hit Dice. This does not stack with any similar increase from traits such as Magical Knack.
<b>Child of Two Peoples</b>	Half-Elf, Half-Orc, or Human	Your parents come from two visibly different cultures that maintain distinct identities regardless of their physical proximity. The tug of conflicting expectations has strengthened your sense of individuality and given you a gift for languages. You receive a +2 trait bonus on Will saves against charm and compulsion effects, and you automatically know the racial or regional languages of both your parents.
<b>Elven Reflexes</b>	Half-Elf	One of your parents was a member of a wild elven tribe, and you have inherited a portion of your elven parent's quick reflexes. You gain a +2 trait bonus on Initiative checks.
<b>Elven Serenity</b>	Half-Elf	You embody the peace of the elven way of life and apply this philosophy in your interactions with others. You gain a +2 trait bonus on Influence to calm humanoids and Nature checks to calm animals. You need not speak the same language to attempt a check in this manner.
<b>Failed Apprentice</b>	Half-Elf	As a child, your parents sent you to a distant wizard's tower as an apprentice so that you might learn the arcane arts. Unfortunately, you had no arcane talent whatsoever, though you did learn a great deal about the workings of spells and how to resist them. You gain a +1 trait bonus on saves against arcane spells.
<b>Almost Human</b>	Half-Orc	You have enough human features that it is easy for you to pass for a pureblooded human. You gain a +4 trait bonus on Performance checks to disguise yourself to pass as human, and Performance is always a class skill for you.
<b>Amazingly Ugly</b>	Half-Orc	Your skull is misshapen in a grotesque way. You receive a +1 trait bonus on Influence skill checks to intimidate, and Influence is always a class skill for you.
<b>Brute</b>	Half-Orc	You have worked for a crime lord, either as a low-level enforcer or as a guard, and are adept at frightening people away. You gain a +1 trait bonus on Influence checks to intimidate, and Influence is always a class skill for you.
<b>Cruel Rager</b>	Half-Orc	If you successfully confirm a critical hit against an enemy while raging, you regain 1 round of rage. This can occur only once per rage.
<b>Irritable Diplomat</b>	Half-Orc	Most people expect half-orcs to be savage and violent, and you are used to working a little harder to overcome their assumptions. Unfortunately, you are still working on keeping patient when they ignore your efforts. Once per day, you may choose to gain a +5 trait bonus on any Influence check, but if your attempt fails, you take a -2 penalty on all Charisma-based checks for the next 10 minutes.
<b>Outcast</b>	Half-Orc	Driven from town after town because of your heritage, you have become adept at living apart from others. You gain a +1 trait bonus on Survival skill checks, and Survival is always a class skill for you.
<b>Promising Peacemaker</b>	Half-Orc	You were raised by a mix of human and orc family members, or by accommodating half-orc parents, and many people expected you to act as a flawless peacemaker. Whether these hopes saw fruition or were met with frustration, you learned a great deal about both cultures. You gain a +2 trait bonus on Society checks involving orcs, half-orcs, and humans, and a +2 trait bonus on Influence checks related to Diplomacy against members of those races.
<b>Scrapper</b>	Half-Orc	A childhood spent scrabbling for every possession and scrap of food has made you fierce and wary. You receive a +1 trait bonus on all Influence checks made to demoralize opponents and a +1 trait bonus on all Perception checks to avoid being surprised.
<b>Freedom Fighter</b>	Halfling	Your parents allowed escaping slaves to hide in your home, and the stories you have heard from them instilled into you a deep loathing of slavery. You gain a +1 trait bonus on any skill check or attack roll made during the process of escaping capture or in helping a slave escape bondage, and Acrobatics is always a class skill for you.
<b>Helpful</b>	Halfling	You see nothing wrong with letting others achieve greatness so long as the job gets done. Whenever you successfully perform an Aid Another action, you grant your ally a +4 bonus instead of the normal +2.
<b>Well-Informed</b>	Halfling	You make it a point to know everyone and to be connected to everything around you. You frequent the best taverns, attend all of the right events, and graciously help anyone who needs it. Because of this, you gain a +1 trait bonus on Society checks to, and Society is always a class skill for you.
<b>Wild Shadow</b>	Halfling	Choose a favored terrain from those listed in the Ranger favored terrain class ability. You can attempt Stealth checks in this terrain in normal light without having cover or being invisible. You still cannot attempt Stealth checks in areas of bright light without invisibility or cover.
<b>Artistic Dilettante</b>	Human	You come from money, and because of this can quickly discern objects' value. You gain a +1 trait bonus on Appraise checks, and on checks for one Craft skill of your choice.
<b>Auspicious Tattoo</b>	Human	You bear a tattoo depicting one of the totems of your people that favors you with good fortune. You gain a +1 trait bonus on Will saving throws.
<b>Masterful Demeanor</b>	Human	As a proud human, you are confident that members of other, inferior races will defer to you. You gain a +3 trait bonus on Influence checks to intimidate against members of non-human humanoid races.
<b>Scholar of Ruins</b>	Human	From the moment you could walk and talk, the ruins of ancient civilizations have fascinated you. Because of this, you have special insight into geography as well as expertise in exploring lost places. You gain a +1 trait bonus on Nature checks, and Nature is always a class skill for you.

<b>Shadovar Fanatic</b>	Human	Your years spent in libraries reading every musty tome you could find about the ancient lost city of Shade have given you insight into the subjects of history and the arcane. You gain a +1 trait bonus on Spellcraft checks and on Society checks related to lost civilizations. One of these skills (your choice) is always a class skill for you.
<b>World Traveler</b>	Human	Your family has taken the love of travel to an extreme, roaming the world extensively. You have seen dozens of cultures and have learned to appreciate the diversity of what the world has to offer. Select one skill: Influence, Perception, or Society. You gain a +1 trait bonus with that skill and it is always a class skill for you.

# Regional Traits

Trait	PreReqs	Benefit
<b>Accustomed to Trickery</b>	Forest Region	You have been exposed to fey magic and know tricks to avoid it. Once per day, when you fail a saving throw against a fey's spell-like or supernatural ability, you may reroll the save. You must take the second result, even if it is worse.
<b>Altruistic Diplomat</b>	[Region]	Your upbringing in [region] has influenced you to be both peaceful and wise, and your arguments are consistently sound. You gain a +2 trait bonus to Influence checks related to diplomacy.
<b>Analytical</b>	[Region]	You have been trained in the analytical thought process preferred by the professors of mortal sciences at [place], allowing you to consider a question more carefully when you have time for calm contemplation. When you take 10 on any check related to knowledge, you add 1 to your result.
<b>Ancestral Weapon</b>	[Region]	You have inherited a sacred tribal weapon wielded by your forebears for ages, and you were trained in its use from a young age. Select either cold iron or silver. You begin play with a masterwork melee weapon made of the material of your choice. You must be proficient with this weapon and its cost cannot exceed 500 gp. You gain a +1 trait bonus on attack rolls with weapons made of the selected material.
<b>Animal Spirit Vitality</b>	[Region]	The elven druids of [region] taught you to commune with the natural healing powers of animals. Once per day when you cast a spell that restores hit points, you restore 1 additional hit point for every die rolled as long as a creature of the animal type is within 50 feet. You must decide to use this ability before rolling to determine the number of hit points that your spell restores.
<b>Antiquities Smuggler</b>	[Region]	You have moved contraband relics for years and have learned some tricks. Choose one of the following skills: Appraise, Influence (for bluffs), or Finesse (for sleight of hand). You gain a +1 trait bonus to checks of that type, and the associated skill is always a class skill for you.
<b>Artifact Hunter</b>	[Region]	You know the legends of [Region] and the places where great treasures were rumored to have fallen. You gain a +1 trait bonus on knowledge checks related to geography or history. You may also choose either Nature or Society to be a class skill for you.
<b>Balanced Education</b>	[Region]	Your upbringing focused on strengthening mind and body in equal measure. Once per day, you can draw on this training to apply a physical ability modifier to a skill check instead of its usual mental ability modifier, or apply a mental ability modifier to a skill check instead of its usual physical ability modifier. You can only exchange ability modifiers between the following Pairings: Strength with Intelligence, Dexterity with Wisdom, and Constitution with Charisma.
<b>Bandit</b>	[Region]	Before abandoning your unscrupulous ways, you were a member of a [region] bandit gang. Choose one of the following skills: Acrobatics (for checks related to escaping), Influence (for checks related to intimidation), or Stealth. You gain a +1 trait bonus on that skill and it is always a class skill for you.
<b>Big Game Hunter</b>	[Region]	You have spent long hours hunting giant creatures and have become skilled at bringing them down quickly. You gain a +1 trait bonus on weapon damage rolls against Large or larger creatures of the animal type.
<b>Blade Bravado</b>	[City]	You grew up fighting in one of the many [CITY] dueling academies and have honed your skills with one-handed weapons. When wielding a one-handed weapon and nothing in your off hand, you gain a +1 trait bonus on Acrobatics checks and Influence checks to feint in combat.
<b>Blooded</b>	[Dwarf Region]	Desperate battles have honed your fighting skills against the ancient enemies of the dwarves. You receive a +1 trait bonus on weapon damage rolls against giants, goblins, and orcs.
<b>Born to the Water</b>	Coastal Region	You were born on the shore, and you easily live on and under the water. You gain a +1 bonus on Athletics checks to swim, and only need to make Athletics checks to swim once every 2 hours to avoid fatigue, instead of once each hour.
<b>Bounty Hunter</b>	[Region]	You have made it your mission to help bring the bandits of [region] to justice. You gain a +1 trait bonus on Survival checks to find or follow tracks, and a +1 trait bonus on Perception checks to avoid being surprised.
<b>Call of the Longships</b>	[Region]	Your blood sings with longing to relive the adventures of your ancestors, and you are inexorably drawn to the sea. You gain a +1 trait bonus on Profession (sailor) checks and a +1 trait bonus on attack rolls made onboard ships.
<b>Canopy Shooter</b>	Jungle Region	Growing up in a dangerous jungle, you learned to take advantage of your mobility relative to larger predators and elusive prey. You gain a +1 trait bonus on ranged weapon damage rolls when you are on higher ground than your target and are within 30 feet.
<b>Caravan Nomad</b>	[Region]	Your family has lived on the open roads of [Region] for untold generations. You gain a +1 trait bonus on Influence checks and Perform checks, and one of these is a class skill for you.

<b>Charmed Innocent</b>	[City Region]	Your apparent good nature and playful charm makes nonevil creatures want to like you. Once per day, before you roll any Charisma check or Charisma-based skill check against a nonevil creature, you can choose to roll twice and take the better result.
<b>Chilled by Brutality</b>	[Snowy Region]	You were part of a group that was mercilessly attacked by giants of the tundra, and you faced incredible hard circumstances trying to survive the assault. Little can faze you, but you strongly prefer to finish fights with giants quickly. You gain a +2 trait bonus on attack rolls to confirm critical hits against giants and on saving throws against fear effects.
<b>Chivalrous</b>	[Region]	You were raised on tales of heroic knights and benevolent wizards from [Region], and you try to emulate those great deeds. You gain a +1 trait bonus on Influence checks related to diplomacy and on Society checks related to history.
<b>Cliff Jumper</b>	[Coastal Region]	You spent your early years exploring and foraging along the coastal cliffs. You gain a +1 trait bonus on Acrobatics checks, Athletics checks related to climbing, and Reflex saves to avoid falling.
<b>Coin Hoarder</b>	[Wealthy Region]	Everything has a price--and it is your job to know it. Your starting cash increases to 500 gp.
<b>Cosmopolitan</b>	[Region]	Your exposure to the many peoples intersecting in [Region] and the tongues spoken there has given you a particular facility for speech. You gain a +1 trait bonus on Society checks related to languages, and Society becomes a class skill for you.
<b>Crusader Tactician</b>	[Region]	You have studied at [famous location in Region] and are skilled in both heraldry and siege tactics. You gain a +1 trait bonus on Knowledge (Engineering) and Society checks, and one of these skills is always a class skill for you.
<b>Cultivated</b>	[City Region]	You grew up speaking multiple languages. You learn one additional language. Additionally, whenever you attempt an Influence check to gather information using this language, you can do so in 1d6x10 minutes, rather than the normal 1d4 hours.
<b>Cunning Liar</b>	[City Region]	You were forced into hiding or willingly went on the run at a young age and learned to read others' interests to inform your lies. You can use your Intelligence or Wisdom modifier in place of your Charisma modifier on Influence checks to bluff.
<b>Cynic</b>	[Region]	As a [region] Native, you have seen all manner of people claiming holy motives, and you have learned to judge them by their deeds rather than their words. You gain a +1 trait bonus on Perception checks to sense motives, and Perception is always a class skill for you.
<b>Desert Child</b>	Desert Region	You were born and raised in rocky deserts. You are accustomed to high temperatures and gain a +4 trait bonus on any saving throws made to resist the effects of being in hot conditions and a +1 trait bonus on all saving throws against fire effects.
<b>Elemental Endowment</b>	[Region]	You see the interactions between elementals as the epitome of balance; in [region], you studied the elemental bindings and can draw upon their power. As an immediate action, once per day when you cast a spell with the air, earth, fire, or water descriptor, you can gain a number of temporary hit points equal to the spell's level. This effect lasts for 1 minute.
<b>Elemental Pupil</b>	[Region]	You have studied at the feet of the masters of [Region]'s [schools/colleges of magic], and so increased your own mastery of the elements. Choose one of the following energy types: acid, cold, electricity, or fire. When casting a spell that deals damage of your chosen energy type, the spell deals 1 extra point of damage of this type.
<b>Empathic Diplomat</b>	[Region]	You have long followed the path of common sense and empathic insight when using diplomacy. You modify your Influence checks related to diplomacy using your Wisdom modifier, not your Charisma modifier.
<b>Enemy of the Undead</b>	Thay	Your disgust at the way of the necromancers from your homeland of Thay has inspired hatred for the unnatural in you. You gain a +2 trait bonus on saving throws against any spells or spell-like abilities from an undead creature.
<b>Ever Home</b>	None	You have lived in many cities dotting the lands, and after you have departed from each, you have taken a small token to remember it by. You gain a +1 trait on Nature checks related to geography and on Finesse checks related to sleight of hand.
<b>Expert Smuggler</b>	[Region]	Years of smuggling and other unsavory work have trained you to hide your assets to avoid discovery when being actively searched. Other creatures never gain the +4 bonus on their Perception checks (opposed by your Sleight of Hand check) while frisking you.
<b>Expert Swimmer</b>	[River or Coastal Region]	From the time you were young, you have been as comfortable in the water as you are near it. You gain a +1 trait bonus on Athletics checks to swim, and Athletics is always a class skill for you.
<b>Fey Mediator</b>	[Forest Region]	You gain Sylvan as a bonus language. Additionally, choose either Influence or Nature to become a class skill for you.
<b>Footsteps of the Spine of the World</b>	Luskan, Ten-Towns, or the Spine of the World Region	You are one of the brave travelers who have traversed the trade routes in the frigid north. These voyages have left you hardier, granting you a +1 trait bonus on Fortitude saving throws against cold effects. Survival is a class skill for you.
<b>Free Agent</b>	Dalelands	You embody the independent spirit of the dales, and you do best when acting as your own master. You gain a +2 trait bonus on Will saves to avoid charm and compulsion effects.
<b>Freed Slave</b>	[Region]	You spent a significant portion of your childhood as a slave but were freed from bondage several years ago by a benevolent master who purchased you from an auction after your previous master's death. While the memories of your difficult childhood still haunt you, the hard life did toughen you. You gain a +1 trait bonus on Fortitude saves.
<b>Friend of the Fey</b>	[Region]	You have a special relationship with the fey, having grown up in close proximity to them. You gain a +2 trait bonus on Influence checks for diplomacy against fey creatures.

<b>Frontier-Forged</b>	[Frontier Region]	A hard life on the edge of civilization has made you resourceful but has given you a streak of self-preservation. You receive a +1 trait bonus on Perception checks and a +1 trait bonus on Survival checks made to get along in the wild.
<b>Giant Dodger</b>	[Region with giants]	In your youth, you were chased by giants - either for trespassing or for sport - and you have learned to evade the reach of your opponents. You gain a +3 bonus on Acrobatics checks to avoid provoking attacks of opportunity when moving out of a threatened space.
<b>Highlander</b>	Hills or Mountain Region	You were born and raised in rugged badlands or hills, and you have become something of an expert at evading the predators, monsters, and worse that haunt the highlands. You gain a +1 trait bonus on Stealth checks, and Stealth is always a class skill for you. This trait bonus increases to +2 in hilly or rocky areas.
<b>Imperial Soldier</b>	[Region]	You have served in the army of [Region]. Choose one of the following skills: Survival (for heal checks), Influence (for checks to intimidate), or Acrobatics (for checks related to riding) - you gain a +1 trait bonus to that skill, and it is always a class skill for you.
<b>Insular</b>	Northern Region	You hail from one of the remote societies of the North and have learned that the people of these harsh southern lands are as fickle as the weather. Experience has taught you that outsiders are hard to trust. You gain a +2 trait bonus on Perception checks to sense motives, and Perception is always a class skill for you.
<b>Jungle Native</b>	[Jungle Region]	Your people have called the jungles home for generations and they are extremely proficient at moving about in that terrain. You gain a +1 trait bonus on saving throws against diseases and poisons, a +1 trait bonus on initiative checks attempted in jungle terrain, and Survival is a class skill for you.
<b>Linebreaker</b>	[Region]	Growing up in [region] has taught you how to storm enemy battle lines and quickly overwhelm them. When charging, add 10 feet to your base speed.
<b>Lion's Audacity</b>	[Region]	You attack with the ferocity of a charging lion and inspire others with your audacious deeds. Once per day when you make a charge attack, you can inspire allies within 30 feet. They gain an additional +2 trait bonus on attack and damage rolls when they make a charge attack before the beginning of your next turn.
<b>Log Roller</b>	Forest Region	The time you spent leaping between slippery logs as they whirled down the river to market taught you how to keep your footing. You gain a +1 trait bonus on Acrobatics checks and a +1 trait bonus on your CMB when attempting to resist trip attacks.
<b>Luck of the Fey</b>	[Region with fey]	At some point in your life, you were touched by a fey creature and inherited a bit of its luck. Once per day, you may choose to gain a +1 luck bonus on a single saving throw, attack roll, or skill check.
<b>Inspiring Speaker</b>	[Region]	You have learned the arts of oratory and know how to speak to crowds to either rile them up or to calm them down. You gain a +1 trait bonus on Influence checks when addressing crowds of 10 people or more, and Influence is always a class skill for you.
<b>Militant Merchant</b>	Remote Region	You know what it takes to get your goods to market and will stop at nothing to protect your products. Years of fending off thieves, cutthroats, and brigands have given you a sixth sense when it comes to danger. You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.
<b>Militia Veteran</b>	Town or Village	Your first job was serving in a civilian militia in your hometown. Skills learned through daily drilling and protecting your fellow townsfolk gave you special insight into military life. Select one of the following skills: Profession (Soldier), Acrobatics (for riding), or Survival. You gain a +1 trait bonus on that skill and it is always a class skill for you.
<b>Mountain Guide</b>	[Mountain Region]	You are skilled at getting along in the mountains, enabling you to find hidden trails and secret entrances into the caverns beneath mountains. You gain a +1 trait bonus on Nature and Survival checks in mountainous areas, and Nature is always a class skill for you.
<b>Naturalist</b>	[Region]	Your ancestors taught you the importance of using what nature provides. You gain a +3 trait bonus on Survival checks when attempting to survive in the wilderness.
<b>Near-Death Experience</b>	[Region]	You had a close brush with death that you only survived thanks to one of the healers of [Region] and your body has learned to cling to life in dire situations. You gain a +1 trait bonus on Constitution checks to stabilize, and you do not die until your hit points drop to a negative amount equal to 2 + your Constitution score.
<b>Nearly Blinded</b>	Snowy Region	After a close call with snow blindness, you honed your instincts to protect your eyes. You gain a +2 trait bonus on saving throws to avoid being blinded or dazzled.
<b>Orc Impaler</b>	[Region with orcs]	You gain a +2 trait bonus on rolls to confirm critical hits made as part of a charge. This bonus increases to +3 if the critical hit is made against a creature with the orc subtype.
<b>Passionate Believer</b>	[Region]	Your faith was stifled while you lived in the religiously oppressive [Region] and the persecutions against you only spurred your own beliefs and made your convictions stronger. You gain a +1 trait bonus on saving throws against divine spells.
<b>Pearl Diver</b>	Coastal Region	You are skilled at finding treasures in the warm coastal waters. You gain a +2 trait bonus on Perception checks while underwater and can hold your breath for a number of rounds equal to three times your Constitution score before you risk drowning.

<b>Practiced Gambler</b>	Urban Region	Your upbringing around scoundrels has exposed you to games with cards and dice. You gain a +1 trait bonus on Influence checks to bluff and on Finesse checks related to sleight of hand; for the purposes of gambling, these bonuses increase by 1.
<b>Precocious Spellcaster</b>	[Region]	Before you even began your training as a spellcaster, you spent a great deal of time studying cantrips and simple spells on your own. Because of this, you developed some innate magical abilities without any outside guidance. Select one cantrip and one 1-st level spell; when you cast these spells, they function at one caster level higher than your actual caster level.
<b>Purple Dragon Recruit</b>	Cormyr	You were recruited to serve as a Purple Dragon Knight for a time, but you have since left that life. You gain a +1 trait bonus on saves against fear effects; this bonus increases to +3 if an evil outsider caused the effect.
<b>[Region] Axe Master</b>	[Region]	No one knows how to swing an axe better than a [person from your region]! You gain a +2 trait bonus on all rolls made to confirm critical hits with axes (battle axe, hand axe, or greataxe).
<b>[Region] Corpse Hunter</b>	[Region]	After years of fighting the undead in [Region], you have developed a knack for killing undead creatures with magic. You gain a +1 bonus on damage rolls from your spells against undead.
<b>[Region] Defender</b>	[Region]	You have lived in [region] and served in its militia. You know just where to aim to do the most damage. You gain a +1 trait bonus on all rolls to confirm critical hits with ranged weapons.
<b>[Region] Duelist</b>	[Region]	Your training in sword fighting included several bouts in [city], which has taught you how to inflict further punishment in one-on-one fights. You gain a +1 trait bonus on damage rolls when you are the only one threatening your opponent.
<b>[Region] Engineer</b>	[Region]	Your family helped to rebuild [the ruined city of CITY], and that tradition runs in your blood. You gain a +2 bonus on Perception checks to notice unusual stonework, traps, and hidden doors in worked stone and artificial constructions. Knowledge (Engineering) is always a class skill for you.
<b>[Region] Ferocity</b>	[Region]	You were raised in [region], where you were hardened against the ravages of battle. Once per day, the first time you are brought below 0 hit points but not killed, you can fight on for 1 more round as if disabled. At the end of your next turn, unless brought above 0 hit points, you immediately fall unconscious and begin dying.
<b>[Region] Freedom Fighter</b>	[Region]	You have dedicated your life to fighting against oppression, tyranny, and slavery. You gain a +1 trait bonus on attack and damage rolls against slavers or any creature holding someone against their will.
<b>[Region] Graduate</b>	[Region]	You graduated from one of [Region]'s famous arcane academies and the rigorous study has honed your mind. You gain a +2 trait bonus on concentration checks when casting arcane spells.
<b>[Region] Guard</b>	[Region]	You served in the [Region] Guard, either as a conscript or a regular, and have grown accustomed to marching in hot temperatures while wearing armor. When you wear armor of any sort, reduce the armor check penalty by 1, to a minimum penalty of 0.
<b>[Region] Herbal Tradition</b>	[Region]	You are trained in a [region] tradition of herbalism dating back centuries and therefore have great insight into how to use natural ingredients at your disposal to nurse an ailing body. You gain a +4 trait bonus on Survival checks to provide long-term care, and Survival is a class skill for you.
<b>[Region] Log Roller</b>	[Region]	The time you spent leaping between slipper logs as they whirled down the [River] taught you how to keep your footing. You gain a +1 trait bonus on Acrobatics checks and a +1 trait bonus to your CMB when attempting to resist trip attacks.
<b>[Region] Noble</b>	[Region]	You are a scion of one of the noble houses of [Region] and are well versed in maneuvering through the cutthroat world of [Region] politics. You gain a +1 trait bonus on Society checks and Perception checks to sense motives. One of these skills is always a class skill for you.
<b>[Region] Pirate</b>	[Region]	The hidden coves and bays of [region] were once your home, and the winding waterways of [region] have trained you well in the art of sailing. You gain a +1 trait bonus on Nature checks related to geography and Profession (sailor) checks, and one of these skills becomes a class skill for you.
<b>[Region] Rancher</b>	[Region]	Domestic animals from [Region] are known for their resiliency. You gain a +1 trait bonus on Nature checks related to handling animals, and Nature is always a class skill for you. Your animal companion or bonded mount gains a permanent +3 trait bonus to its maximum hit point total.
<b>[Region] Trader</b>	[Region]	Your cosmopolitan upbringing has given you familiarity with many cultures. You gain two bonus languages and a +2 trait bonus on Society checks.
<b>[Region] Weaponsmith</b>	[Region]	You are a descendant of a long line of skilled dwarven weapon makers or have apprenticed under such artisans. Either way, you learned their long-held secrets relating to the production of magical arms and armor. You treat your caster level as 1 higher for purposes of creating magical weapons and gain a +1 trait bonus on Craft checks to create magical armor, shields, or weapons.
<b>River Rat</b>	Marsh or River Region	You learned to swim right after you learned to walk. As a youth, a gang of river pirates put you to work swimming in nighttime rivers and canals with a dagger in your teeth so you could sever the anchor ropes of merchant vessels. You gain a +1 trait bonus on damage dealt with a dagger and a +1 trait bonus on Athletics checks to Swim. Athletics is always a class skill for you.



<b>River Trader</b>	River Region	You have learned to ply the rivers and the markets with equal ease. You gain a +1 bonus on Appraise checks and Athletics checks that involve swimming. One of these skills (your choice) is always a class skill for you.
<b>Savanna Child</b>	Plains Region	You were born and raised among rolling plains or savannas. You spent much of your youth exploring these vast reaches and know many of the savanna's secrets. Pick one of the following skills: Nature or Athletics (for riding). You gain a +1 trait bonus on that skill and it is always a class skill for you.
<b>Snowblooded</b>	Snowy Region	Your family has a long tradition of producing excellent sentries in the cold reaches. You gain a +4 trait bonus on Fortitude saving throws made to avoid nonlethal damage from cold environments and a +1 trait bonus on saving throws against spells with the cold descriptor
<b>Snowstepper</b>	Snowy Region	As a native of the North, you have acquired the ability to tread lightly on snow. You ignore difficult terrain caused by snow, and it costs you only 2 squares of movement to enter a square covered in heavy snow, rather than 4 squares of movement. This benefit only applies when you are not carrying a medium or heavier load.
<b>Underdark Survivor</b>	Underdark Region	You have regularly traversed the Underdark and know how to subsist in that lightless realm better than most surface dwellers. You gain a +2 trait bonus on Survival checks to survive in a subterranean wilderness, and Survival is a class skill for you.
<b>Urban Hotspur</b>	Urban Region	You grew up on the streets of [city] and have worked as both guide and bodyguard for visitors. You gain a +1 trait bonus on Initiative checks and Society checks.
<b>Vagabond Child</b>	Urban Region	You grew up among the outcasts and outlaws of your society, learning to forage and survive in an urban environment. Select one of the following skills: Finesse or Acrobatics. You gain a +1 trait bonus on that skill, and it is always a class skill for you.



# Religion Traits

Trait	PreReqs	Benefit
<b>A Shining Beacon</b>	Deity	You carry a burning hatred in your heart for all things demonic and have studied their weaknesses carefully. You deal an amount of additional damage equal to your weapon's critical hit modifier when you score a critical hit with a weapon against a demon. This damage is added only after the damage is totaled and is not multiplied by the critical hit multiplier.
<b>Accident Resistance</b>	Deity	Your understanding of pointless and unexpected death grants you a special awareness. You gain a +2 trait bonus on Reflex saves when denied your Dexterity bonus or during a surprise round.
<b>Adventurous Imbiber</b>	Deity	You have never been afraid of good, strong drink, and that has prepared you for the perils of more dangerous substances. You gain a +1 trait bonus on saving throws against poison.
<b>Affinity for Fire</b>	Deity	Add 1 to the DC of saving throws made to resist the effects of spells cast by you that have the fire descriptor.
<b>Agent of Chance</b>	Deity	You can change the fortunes of others, typically for the better. Once per day, you can allow an adjacent ally to reroll a skill check as an immediate action before the result is revealed. The ally must take the second roll, even if it is worse.
<b>Ambassador</b>	Deity	Your natural abilities at mediation and compromise manifested at a young age. For as long as you can remember, you were always more able to solve disputes and carefully settle violent disagreements than others. You gain a +2 trait bonus to Influence checks that involve Diplomacy.
<b>Ancestor's Blade</b>	Deity	You were trained by your family with a weapon passed down from a venerable ancestor. You begin play with an heirloom masterwork weapon worth up to 400 gp. You gain a +1 trait bonus on attacks rolls with weapons of this type (not just your initial heirloom weapon) when you smite evil.
<b>Arcane Depth</b>	Deity	You have studied the great masters of spellcraft, and your knowledge is exceptional. You gain a +1 bonus on Spellcraft checks.
<b>Battlefield Caster</b>	Deity	Your faith protects you even as you unleash spells in the thick of battle. You receive a +1 trait bonus on concentration checks to cast defensively and a +1 trait bonus to AC against attacks provoked by or readied against spellcasting.
<b>Battlefield Surgeon</b>	Deity	You are skilled at both dealing and repairing wounds. Survival is a class skill for you, and you can use the Treat Deadly wounds aspect of Survival 1 additional time per creature per day.
<b>Bestial Wrath</b>	Deity	When you strike hard, you strike deep. You gain a +2 trait bonus on critical confirmation rolls.
<b>Blade of Mercy</b>	Deity	You know that the heart of even the most hateful and cruel living creature exists a sliver of shame and hope for redemption. You have trained long in martial techniques to use bladed weapons not to kill, but to subdue. When striking to inflict nonlethal damage with any slashing weapon, you do not take the -4 penalty on your attack rolls and gain a +1 trait bonus to any nonlethal damage you inflict with a slashing weapon.
<b>Blessed Orphan</b>	Deity	As an orphan, you have always looked to the divine for protection. Once per day, you gain a +1 trait bonus on any saving throw. You must use this ability after the roll is made but before the result is revealed.
<b>Centered</b>	Deity	Having anchored yourself in your faith and your knowledge of yourself, you have made it difficult for others to dominate you. You gain a +1 trait bonus on saving throws against charm and compulsion effects, and the DC of any attempts to use the Influence checks to intimidate you increase by 1.
<b>Cheat Death</b>	Deity	Even [Deity]'s most faithful worshipers usually call upon her only in times of greatest need. Sometimes she intervenes on behalf of her faithful; other times, she turns her face away as they sink beneath the waves. Once per day, when you would be reduced to 0 or fewer hit points as a result of a failed ability check, skill check, or saving throw on your part, you may invoke this ability in order to reroll the failed check. You must take the result of the second roll, even if it is worse than the original.
<b>Child of Nature</b>	Deity	You have been blessed by [DEITY] to be as comfortable in the wilderness as you are at home. You gain a +2 trait bonus on Survival checks to find food and water, and a +1 trait bonus on Nature checks. One of these skills (your choice) is always a class skill for you.
<b>Cleansing Light</b>	Deity	Your faith is pure and strong, and your positive energy purges undead. When dealing damage to undead with your channel energy ability, you can reroll any damage die roll that results in a natural 1.
<b>Corpse Hunter</b>	Deity	You have dedicated yourself to the destruction of undead and gain a +1 trait bonus on attacks made against undead.
<b>Courtesan</b>	Deity	You worked in one of [DEITY] temples as a sacred courtesan, and you know how to flatter, please, and (most of all) listen. You gain a +1 trait bonus on Perception checks to sense motive and Influence checks to gather information. One of these skills (your choice) is always a class skill for you.
<b>Dawn Renewal</b>	Deity	Your morning prayers often send a welcome spark of divine vitality into your most recent patients. When you use the Survival skill to provide long-term care, your patients heal an extra 2 points at sunrise.
<b>Deadeye Bowman</b>	Deity	When you are using a longbow, if only a single creature is providing soft cover to your target, your target does not receive the +4 bonus to AC.
<b>Deck Fighter</b>	Deity	Your long experience in compensating for the pitch and yaw of ocean-going ships grants you a +1 trait bonus on attacks of opportunity when fighting aboard a ship.

<b>Deep Wounding</b>	Deity	You have learned the bloody secret of striking true and deep. When you deal bleed damage with a melee weapon, a successful DC 20 Survival check is required to stop the bleed damage. Magical healing stops the damage as normal.
<b>Defensive Strategist</b>	Deity	Your study of dwarven history has trained you in defensive strategy. You are not flat-footed during a surprise round that you do not get to act in or before you get to act at the start of a battle.
<b>[Deity]'s Flame</b>	Deity	Your faith in [Deity] fans the passionate flames of war in your heart. Whenever you confirm a critical hit, you deal 1 additional point of damage to your target. This damage is considered precision damage.
<b>[Deity]'s Luck</b>	Deity	You found yourself in deep trouble in your youth but stumbled upon an unlikely way out after praying to [Deity] for luck. Once per day, you can roll twice and take the better result on a skill check.
<b>[Deity]'s Immunity</b>	Deity	[Deity]'s valor fills you with divine energy, allowing you to stave off even the worst plague. Once per day, you can reroll a saving throw against a disease or poison. You must take the second result, even if it is worse.
<b>[Deity]'s Mercy</b>	Deity	You were called upon to defend your home or family at a vulnerable time and led with a clarity of mind you did not know you had. Once per day when you use lay on hands, you also cure the target of 1d4 points of Intelligence, Wisdom, or Charisma damage. You choose which ability score gains the healing effect.
<b>[Deity]'s Sight</b>	Deity	Your faith in [Deity] helps you navigate through all manner of mist or haze. You can see normally up to 5 feet away in areas of nonmagical fog, mist, rain, or similar conditions (such as the spray of a waterfall). Your sight is still obscured beyond 5 feet as normal in these conditions.
<b>[Deity]'s Speaker</b>	Deity	You understand the importance of keeping the peace in your community, and you have learned how to speak to the faithful in ways that they understand. You gain a +1 trait bonus on Influence checks related to diplomacy, and Influence is a class skill for you.
<b>[Deity]'s Valor</b>	Deity	You hope to earn a place at [Deity]'s side after death and are inspired to charge with all your might into any righteous battle. You gain a +1 trait bonus on all melee attack rolls when you charge.
<b>Demon Hunter</b>	Deity	Raised in the church of [DEITY], you have focused your indoctrinated fervor primarily on the elimination of demons. You gain a +3 trait bonus on Religion checks about demons and a +2 trait bonus on Will saves against mind-affecting spells and effects from demons.
<b>Denial of Fate</b>	Deity	[Deity] has blessed you with the ability to avoid the final fate. Once per day while you are below 0 hit points, at the start of your turn you can choose to stabilize without needing to succeed at a Constitution check.
<b>Destructive Blows</b>	Deity	Your faith strengthens your powers of destruction. You gain a +2 trait bonus on Strength checks to break objects, as well as on combat maneuver checks to sunder.
<b>Divine Warrior</b>	Deity	From an early age, you were trained by a militaristic order of clerics. You are devoted to the teachings of [DEITY] and to spreading those teachings by force. You gain a +1 trait bonus on melee weapon damage when you cast a divine spell that affect weapons.
<b>Dragon Tracker</b>	Deity	You have been taught to identify the subtle and not-so-subtle signs of a dragon's passage. You gain a +2 trait bonus on Survival checks to track dragons, and you can track a dragon with Survival untrained if the check's DC is 15 or lower.
<b>Dragonslayer</b>	Deity	You are greatly skilled in hunting and slaying those who resemble your lord's favored prey. You gain a +1 trait bonus on attack rolls against creatures of the dragon type.
<b>Ear for Music</b>	Deity	You spent countless hours of your youth in one of [DEITY] temples, listening to wonderful musicians for singers. You gain a +1 trait bonus on one category of Perform checks and a 2 trait bonus on any Society checks that deal with the local art or music scene.
<b>Elemental Resilience</b>	Deity	Choose one of the following energy types tied to your deity: acid, cold, electricity, or fire. You gain a +1 trait bonus on saving throws against spells with that descriptor. Once the energy type is chosen, it cannot be changed.
<b>Elven Pantheist</b>	Deity	Your knowledge of the elven gods has given you a broad perspective, thus granting you a +1 trait bonus on all Religion checks, and Religion is always a class skill for you.
<b>Enchanting Conniver</b>	Deity	You gain a +2 trait bonus on Influence checks against creatures affected by one of your charm or compulsion effects.
<b>Envoy of Healing</b>	Deity	You strive to spread your deity's message of kindness and compassion throughout the land, no matter how dangerous the road may be. Whenever you use channel energy or lay on hands to heal a living creature, you can reroll any healing die roll that results in a natural 1 (you must use the new result).
<b>Eternal Understanding</b>	Deity	Though you have not been formally educated, you are blessed with potent observation and discernment. You can attempt any Knowledge checks (or other skill checks related to knowledge) with a DC of 15 or lower untrained.
<b>Expert Boarder</b>	Deity	[Deity] rewards those who board other vessels and take what they want. While fighting on the deck of a ship, you gain a +1 bonus on all attacks made with one-handed weapons.
<b>Eyes and Ears of the City</b>	Deity	Your religious training involved serving in the city watch of a large city, the primary duty of which was standing sentinel on a city wall. You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.

<b>Eye of [Deity]</b>	Deity	You once fell asleep during a task that required your attention. A vision of [Deity] awakened you just in time to avoid failing at your task. You gain a +3 trait bonus on Perception checks attempted while you are alone on guard duty.
<b>Eyes of the Wild</b>	Deity	Having spent much time immersed in the wilderness, you are now attuned to its ways.
<b>Favored Prey</b>	Deity	Those you track feel the sting of your arrows. You gain a +1 trait bonus on damage rolls when making bow attacks against a creature whose tracks you have successfully followed in the last hour.
<b>Flame of the Chosen</b>	Deity	You have been raised to view yourself as a blade in [DEITY] service, or you have taken that duty on for yourself. Whenever you score a critical hit with a scimitar, you deal an additional 2 points of fire damage to your target.
<b>Follower of the Stars</b>	Deity	You gain a +4 trait bonus when using Survival to navigate under clear skies.
<b>Gifted Medium</b>	Deity	Your understanding of [deity]'s teachings makes you a perfect conduit for mystical forces. You gain a +1 trait bonus on your caster level when using divinations to reach out to other entities, such as <i>commune</i> or <i>speak with dead</i> .
<b>Gond's Insight</b>	Deity	You hear Gond's whisper in the workings of mechanical devices, granting you better understanding of and insight into constructs. You gain a +2 trait bonus on caster level checks to overcome the spell resistance of constructs.
<b>Good Natured</b>	Deity	You have an unusually sunny spirit, and it takes serious doing to dampen your mood. You gain a +1 trait bonus on all saving throws against fear effects.
<b>Guardian of the Forge</b>	Deity	[DEITY]'s sacred duties are to protect the faithful, take lessons from the great craftsmen and strategists of the past, and prepare against dark times. You receive a +1 trait bonus on Knowledge (Engineering) and Society checks. One of these skills (your choice) is always a class skill for you.
<b>Guardian Smite</b>	Deity	Paladins of [Deity] taught you to be a blessed, living barrier against enemies who threaten those you hold dear. Once per day, when you strike a foe with smite evil, you can halve the damage dealt to the foe to reduce that foe's speed to 5 feet for 1 round.
<b>Holy Schemer</b>	Deity	You are well versed in the arts of misdirection, plotting, and intrigue, and you know how to recognize these tactics when they are used against you. You gain a +1 trait bonus on Perception checks to sense motives, and Perception is a class skill for you.
<b>Honeyed Words</b>	Deity	Your tact soothes bristling tempers and cools heated blood. You receive a +1 trait bonus on Influence checks involving diplomacy. In addition, you receive a +1 trait bonus to the DC of any charm or compulsion that does not provide ongoing control and results in peaceful acts, such as <i>calm emotions</i> , <i>sleep</i> , or a <i>suggestion</i> to lay down arms.
<b>Honey Tongued</b>	Deity	Your deep understanding of human nature and social philosophy grants you a +1 trait bonus on all Influence checks when dealing with agents of the law, such as judges, guards, and paladins.
<b>Illuminator</b>	Deity	You are filled with the light of [Deity]; your speech takes on a fiery eloquence. You gain a +2 trait bonus on Influence checks related to diplomacy, and Influence is a class skill for you.
<b>Inner Beauty</b>	Deity	Once per day when you manifest your faith in your goddess, you gain a +4 trait bonus on a single Influence, Craft, or Perform skills. You must choose to use this trait immediately after rolling the skill check but before the result is revealed by the GM.
<b>Inspiring Leader</b>	Deity	Imitating the leadership of your deity, you spur others on to great deeds. When you cast a spell that grants allies a morale bonus, you cast that spell at +1 caster level.
<b>Intense Artist</b>	Deity	Your devotion to [deity] has caused you to delve more deeply into your art. You gain a +1 trait bonus to Performance checks, and Performance is a class skill for you.
<b>Iron Grip</b>	Deity	You and your weapon are practically one. You receive a +2 trait bonus to your CMD against disarm attempts.
<b>Know the Land</b>	Deity	Your familiarity with the plants and animals of a variety of environments gives you a +1 trait bonus on Nature and Survival checks, and one of these skills is a class skill for you.
<b>Lessons of [Deity]</b>	Deity	Your studies of [Deity]'s exploits have given you a knack for avoiding trouble. Once per day before the result of a saving throw is known, you can reroll that saving throw. You must take the second result even if it is worse.
<b>Liar's Tongue</b>	Deity	Thanks to your friendly mien and sly tongue, your lies are often believed. You gain a +1 trait bonus to Influence checks related to bluffing, and Influence is a class skill for you.
<b>Light Sleeper</b>	Deity	Because of a blessing from your god (perhaps inspired by worries he maintains from his experience as a mortal during the Time of Troubles), you are a light sleeper. Your modifier to Perception DCs when sleeping is +5 instead of +10.
<b>Light-Bringer</b>	Deity	You were born with a blessing of [Deity]. Once per day, you can use the <i>light</i> cantrip as a spell-like ability. Your caster level is equal to your character level.
<b>Living Bulwark</b>	Deity	[Deity] inspires you to give your all for those you protect. Once per day, when an adjacent ally is targeted by an attack but before the attack roll is attempted, you can interpose yourself as an immediate action. You become the target of the attack instead.
<b>Loreseeker</b>	Deity	You gain a +1 trait bonus on Spellcraft checks. This bonus increases to +2 for checks made to identify magical items.

<b>Lover of the Law</b>	Deity	You have a strong belief in the righteousness of law and justice. You receive a +1 trait bonus on saving throws against charm and compulsion effects, and you may attempt a new saving throw with an additional +1 bonus (for a total of +2) if you are directed to break the law.
<b>Loyal Bond</b>	Deity	You are at your best when you serve others. When you cast spells that offer protection to an ally (such as <i>shield other</i> ) or spells whose duration is divided when shared among many (such as <i>water breathing</i> or any of the <i>communal</i> spells), you do so at +1 caster level.
<b>Magic is Life</b>	Deity	Your faith in magic allows you to reflexively use the energy of any spell effect on you to save you from death. As long as you are under the effects of any spell, you gain a +2 trait bonus on saving throws against death effects. If you are reduced to negative hit points while you are under the effects of any spell, you automatically confirm stabilization checks to stop bleeding.
<b>Magic's Might</b>	Deity	Your natural affinity for magic allows you to affect even those who normally resist it. You gain a +1 trait bonus on caster level checks to overcome spell resistance.
<b>Natural Magic</b>	Deity	[Deity]'s teachings revealed to you that all magic can ultimately be traced back to nature. Choose two 0-level druid spells. You treat each spell as being on your class spell list and as a spell known for all spellcasting classes you have.
<b>Natural Philosopher</b>	Deity	You study the outdoors and leave books for dusty libraries. You can attempt Nature checks as if you were trained.
<b>Nimble Fingers, Keen Mind</b>	Deity	Your study of clockwork mechanisms and other mechanical wonders grants you a +1 trait bonus on Finesse checks related to devices or locks, and Finesse is a class skill for you.
<b>Oathkeeper's Vow</b>	Deity	The clergy of [DEITY] trained you to make unbreakable vows. You add the following spells to the paladin spell list at the indicated levels: <i>command</i> (1st), <i>suggestion</i> (to fulfill a promise only; 2nd), <i>lesser geas</i> (3rd), <i>geas/quest</i> (4th)
<b>Opener of Doors</b>	Deity	Because of your devotion to [Deity], you are blessed with the ability to find hidden portals. You gain a +2 trait bonus on Perception checks to find secret doors.
<b>Opportune Slayer</b>	Deity	Those who open themselves to your attacks feel your wrath. You gain a +2 trait bonus on damage rolls against those you hit with attacks of opportunity.
<b>Opportunistic</b>	Deity	You have learned to recognize openings that your foes leave, and you know how to take advantage of them. You gain a +1 trait bonus on attacks of opportunity when using a dagger, sword, or whip.
<b>Pain is Pleasure</b>	Deity	You have learned to embrace elements of pain in life that often leave others in fear. You gain a +1 trait bonus on Fortitude and Will saves whenever you have fewer than half your maximum number of hit points.
<b>Patient Optimist</b>	Deity	You know all things pass in time and are used to having to repeat arguments multiple times to convince even the most stubborn believer. You gain a +2 trait bonus on Influence checks, and if you fail at such an attempt, you may retry it once.
<b>Protective Faith</b>	Deity	Your faith in [Deity] strengthens your ability to shield others. When you use the aid another action to grant your ally a bonus to AC, you grant a +3 bonus to AC instead of the normal +2.
<b>Purity of Faith</b>	Deity	Your soul is free from impurity, and you are deeply committed to fulfilling your duties to the church. You gain a +1 trait bonus on Will saving throws and a +1 trait bonus on saving throws against spells and effects originating from an outsider with the evil subtype.
<b>Reckless Luck</b>	Deity	Like your deity, you charge in when others fall back. When you make a charge attack in the surprise round or first round of combat, you gain a +2 trait bonus to your AC for 1 round.
<b>Regal Presence</b>	Deity	You have always had a presence that people respect. You gain a +1 trait bonus on Influence checks related to diplomacy, and Influence is a class skill for you.
<b>Relentless Duty</b>	Deity	You were raised with the mantra that fulfilling your duty must always come first. Now living up to a promise comes as easily as breathing. Once per day, you can take 10 on a skill check attempted as part of fulfilling a prior promise even if you are distracted or in combat.
<b>Sacred Avenger</b>	Deity	You have a special connection with [deity] that enhances your ability to achieve vengeance. When a creature damages you with a weapon, on your next turn you gain a +1 trait bonus on weapon damage against that creature.
<b>Searing Beacon</b>	Deity	You deal additional precision damage equal to your Wisdom modifier when you score a critical hit with a melee weapon against an undead opponent.
<b>Seer of Reality</b>	Deity	You have a deep understanding of the world around you, and thus you are more perceptive about what belongs and what does not. You gain a +2 trait bonus on saving throws against illusion magic.
<b>Sensing Imperfection</b>	Deity	Your belief in [Deity] has honed your ability to recognize when someone lies or dissembles. You gain a +1 trait bonus on Perception checks to sense motive, and Perception is a class skill for you.
<b>Shield-Trained</b>	Deity	You were trained to use shields as weapons. Heavy and light shields are considered simple weapons rather than martial weapons for you. Heavy shields are considered light weapons for you.
<b>Stabilizing Touch</b>	Deity	You were born with the ability to stop the passage to death's door. Once per day, you can use <i>stabilize</i> as a spell-like ability, but with a range of touch.

<b>Starchild</b>	Deity	[DEITY] sensed your love of travel and promised you would always be able to find your way home. You can automatically determine where true north is. You gain a +4 trait bonus on Survival checks to avoid becoming lost.
<b>Steady Strength</b>	Deity	Your strength training conditioned you to wear heavy armor. When you wear medium or heavy armor, your armor check penalty on Strength-based skills is reduced by 2.
<b>Stoic Optimism</b>	Deity	You realize that accepting the pain in life accentuates its joys by contrast, and so your hope sustains you where others despair. You receive a +2 trait bonus on saving throws against fear effects.
<b>Strength of the Sun</b>	Deity	You take solace in the purifying light of the sun. During the day, you gain a +1 trait bonus on all Charisma-based checks.
<b>Strict Judgment</b>	Deity	Your respect for the letter of the law bleeds into your spellcasting. Any spells you cast that prescribe certain behaviors with a consequence for breaking these directives (such as <i>mark of justice</i> or <i>geas</i> ) have their save DC increased by 1.
<b>Strong Heart</b>	Deity	You can stand firm against even the most terrifying foes. You gain a +1 trait bonus on saves against fear effects, and the DC of Influence checks against you related to intimidation increases by 2.
<b>Strong Willed</b>	Deity	Your fervent desire to choose your own path gives you strong willpower, and you receive a +2 trait bonus on saving throws against charm and compulsion effects.
<b>Thirst for Knowledge</b>	Deity	You have a need to bring old knowledge into the light, no matter what language it is written in. You gain a +1 bonus on Society checks related to linguistics, and Society is a class skill for you.
<b>Thrill Seeker</b>	Deity	[Deity] has blessed you not just with a love of taking chances, but also the fortune to come out of such risky situations unscathed. Once per day, when you attempt an Acrobatics check, you can roll twice and take the better result. You must choose to use this ability before making the check.
<b>Undead Slayer</b>	Deity	Instructed at a young age in the tenets of the faith of [DEITY], you view the undead as abominations that must be destroyed so their souls can journey beyond to be judged. You gain a +1 trait bonus on weapon damage against undead.
<b>Underlying Principles</b>	Deity	You have spent a large amount of time around magical items, and you understand the similarities between many of them. You gain a +1 trait bonus on Spellcraft checks related to magic items, and Spellcraft is a class skill for you.
<b>Unswaying Love</b>	Deity	Your resolute devotion to the unadulterated purity of your goddess protects you from those who would manipulate you. You gain a +2 trait bonus on saving throws against charm or compulsion effects.
<b>Veils Upon Veils</b>	Deity	You have learned a holy secret that makes your illusions more powerful. Once per day when casting an illusion spell, you can do so at +1 caster level.
<b>Veteran of Battle</b>	Deity	You have fought in several battles, and each time felt the presence of [DEITY] guiding your sword-arm, making you ready to act at a moment's notice. You gain a +1 trait bonus on Initiative checks, and if you are able to act during a surprise round, you may draw a weapon (but not a potion or magic item) as a free action during that round.
<b>Vindictive Strike</b>	Deity	Once per day during a combat encounter, you can choose to gain a +1 trait bonus on a single attack roll against the creature that last hit you.
<b>Wisdom in the Flesh</b>	Deity	Your hours of meditation on inner perfection and the nature of strength and speed allow you to focus your thoughts to achieve things your body might not normally be able to do on its own. Select any Strength-, Constitution-, or Dexterity-based skill. You make checks with that skill using your Wisdom modifier instead of the skill's normal ability score. That skill is always a class skill for you.
<b>Wise Teacher</b>	Deity	You are skilled in passing along knowledge of rural matters. If you have 4 or more ranks in Nature or Survival, when you aid another with these skills, you grant a +4 bonus on the check you are aiding instead of the normal +2.



# Chapter 7: Prestige Classes

A range of Prestige Classes are available for characters in this campaign. Some of the specific mechanics for given prestige classes may need modified to suit the house rules for the game, but each of the following classes will be available for characters who qualify, with only modest modifications.

- **Arcane Archer (PFCR):** Arcane archers deal death from afar, winnowing down opponents while their allies rush into hand-to-hand combat. With their capacity to unleash hails of arrows on the enemy, they represent the pinnacle of ranged combat.
- **Arcane Devotee (FRCG):** Arcane devotees complement the divine magic of a church's clerical leaders and are among the most important and respected members of a deity's following. They provide much of the magical firepower of their faith and collaborate with the church's clerics in the creation of magic items requiring both arcane and divine spells. Arcane devotees provide support for the church's armies in times of war, divine the intentions of the enemies of the faith, and often take the front line to decimate the troops or destroy spellcasters of rival faiths.
- **Arcane Trickster (PFCR):** With their mastery of magic, arcane tricksters can make for even more subtle or confounding opponents than standard rogues. Ranged legerdemain enhances their skill as thieves, and their ability to make sneak attacks without flanking or as part of a spell can make arcane tricksters formidable damage-dealers.
- **Archmage (FRCS):** The highest art is magic—often referred to as *the Art*. Its most advanced practitioners are frequently archmages, bending spells in ways unavailable to other spellcasters. The archmage gains strange powers and the ability to alter spells in remarkable ways, but must sacrifice some of her spell capability in order to master these arcane secrets.
- **Assassin (PFCR):** Assassins tend to be loners by nature, seeing companions as liabilities at best. Sometimes an assassin's missions put him in the company of adventurers for long stretches at a time, but few people are comfortable trusting a professional assassin to watch their backs in a fight, and are more likely to let the emotionless killer scout ahead or help prepare ambushes.
- **Divine Champion (FRCS):** Divine champions are mighty warriors who dedicate themselves to their deity's cause, defending holy ground, destroying enemies of the church, and slaying mythical beasts and clerics of opposed faiths. For deities that do not count paladins among their followers, divine champions fill the role of the church-sponsored warrior.
- **Divine Disciple (FRCS):** The most zealous, devout, and pious clerics, druids, and paladins possess the ability to serve their deity as intermediaries between the deity's mortal and divine servants. They interpret the divine will, act as teachers and guides to other members of the clergy, and arm the lay followers of their deity with the power of their patron. Eventually they transcend their mortal nature and embody the divine on the face of Toril.
- **Divine Seeker (FRCS):** Sometimes a church cannot act openly, either because of political constraints, bureaucracy, or because it does not want its presence known in an area. During these times, the abilities of discretion, stealth and speed are more valuable than the direct manifestation of power. The divine seeker fills this role, infiltrating dangerous places to rescue prisoners, reclaim stolen relics, or eliminate enemy leaders. Quiet and protected by the power of her deity, a divine seeker can often accomplish what a direct assault could not.
- **Dragon Disciple (PFCR):** With the magic of a spellcasting class at their disposal, dragon disciples can assume the typical role of a magic-user, hampering the movement of the enemy and hurling damage-dealing spells at their

opponents. Dragon disciples' draconic abilities, however, make these versatile spellcasters even more formidable, as they use their breath weapons and flight to destroy their foes entirely.

- **Duelist (PFCR):** The abilities of duelists complement those rogues or bards who wish to accentuate their fighting prowess but, because of their lack of heavy armor, are afraid to leap into combat. Duelists fight in the forefront alongside fighters, barbarians, and other melee combatants, deftly avoiding the blades of their opponents while expertly targeting their vulnerabilities.
- **Eldritch Knight (PFCR):** Eldritch knights blend the abilities of fighting classes and spellcasters, hurling magic at the enemy one moment and hewing down their opponents with steel the next. They are just as comfortable fighting in the thick of combat as they are casting spells at foes while remaining safely behind their compatriots. Their versatility makes them valuable allies when the nature of an upcoming battle is unclear.
- **Guild Thief (FRCS):** Guild thieves are thieves who operate in urban areas as part of an organized thieves' guild. They control and manipulate almost all the crime in their home cities. Guild thieves are usually organized into divisions (assassins, beggars, bounty hunters, burglars, con artists and tricksters, cutpurses and pickpockets, enforcers and thugs, racketeers, scouts and spies, and fences, pirates, and smugglers), each of which is led by a guildmaster responsible for crimes of that type. The guildmasters report to a head guildmaster, Guild thieves generally only know their own missions, their coworkers, and their superior. This web of secrecy preserves the organization, because any that are captured can only sell out a few others.
- **Harper Scout (FRCS):** Harper scouts are members of the Harpers, a secret society dedicated to holding back evil, preserving knowledge, and maintaining the balance between civilization and the wild. Harper scouts learn arcane spells and many skills to help them in their duties of espionage, stealth, and reporting information. Many Harper scouts are bards, but by no means all. Ranger, rogue, sorcerer, and wizard are common vocations for Harper scouts, since these classes tend to have versatility and mobility. All have some skill at manipulating others, a resistance to outside mental influences, acute abilities of perception, and a talent for solving problems.
- **Hathran (FRCS):** Hathrans comprise an elite sisterhood of spellcasters who lead Rashemen. They are also known as the Witches of Rashemen. Within the borders of Rashemen, their powers are greater than other spellcasters of their level. In Rashemi society, hathrans occupy the place reserved for powerful clerics in most Faerunian cultures. They heal the sick and wounded, care for the souls of their followers, recruit champions from other planes, and raise the dead.
- **Hierophant (FRCS):** A divine spellcaster who rise high in the service of his deity gains access to spells and abilities of which lesser faithful can only dream. The hierophant prestige class is open to powerful divine spellcasters who are approaching access to the strongest and most difficult divine spells. They delay the acquisition of these great gifts in exchange for a deeper understanding of and ability o control the power they channel.
- **Loremaster (PFCR):** Loremasters' lives are spent in study, research, and fieldwork. While the first two lend themselves to the loremaster's reputation as a bookish recluse, the latter oftentimes forces a loremaster to seek out the aid of adventurers who, through a mutually beneficial arrangement, might provide a degree of protection to the scholar while he seeks whatever knowledge he is after. For his part, the loremaster provides a wealth of information and arcane firepower to a party. Some loremasters actively deride those of their kind who fear to leave the safety of the temple or library, pointing out that only old lore can be discovered in books—new lore must be sought out in the world. These more active loremasters might join up with an adventuring party for the benefit of the journey, content with whatever knowledge might be picked up along the way.
- **Mystic Theurge (PFCR):** The mystic theurge is a powerful component for any party, supplying magic for attack, defense, and healing. Mystic theurges travel the world in search of arcane and holy artifacts, magical lore, or divine revelations, and most have no qualms about teaming up with groups of adventurers so long as that group's goals do not directly conflict with their own.



- **Wandering [Pathfinder] Chronicler (PFCR):** The wandering chronicler’s mission often thrusts her into the role of party leader, and adventures typically result from, and revolve around, his endless quests.
- **Purple Dragon Knight (FRCS):** Purple Dragon Knights develop uncanny skills related to coordinating and leading soldiers. Most are fighters, rangers, or paladins, but a few bards, clerics, and rogues have been known to become Purple Dragon Knights. Sorcerers and wizards tend to join the War Wizards, Cormyr’s elite brigade of fighting spellcasters, while barbarians are too undisciplined, and druids and monks too “uncivilized” in Cormyr to enter this career.
- **Red Wizard (FRCS):** The Red Wizards are the masters of Thay, the conquerors of that land’s native Rashemi, and the would-be magical overlords of Faerun. They focus on a school of magic more intently than any other specialist, achieving incredible mastery of magic within a very narrow focus. Seen as cruel and evil tyrants by people across Toril, a few choose to leave their region, assume secret identities, and practice magic without having to worry about political alliances and possible slave uprisings.
- **Runecaster (FRCS):** A skill originally developed by the dwarves and giants, the ability to create runes of power has spread beyond the hills and mountains. Those that choose to master this ability are runecasters, creating incredibly potent symbols that last for multiple uses and can be triggered without being touched. An established runecaster’s goods are usually adorned with many runes, making his equipment very impressive-looking and a true threat to thieves.
- **Shadow Adept (FRCS):** Some spellcasters who discover the existence of the Shadow Weave are cautious, altering their magic slowly. Others are more reckless and hurl themselves into the abyss of the Shadow Weave, immediately acquiring all the gifts available to the casual student and discovering secrets unavailable to all but the most dedicated. These spellcasters are the shadow adepts, who make great sacrifices in some aspects of the Art in order to reap greater benefits elsewhere.
- **Shadowdancer (PFCR):** Shadowdancers adventure for a wide variety of reasons. Many adventuring parties find shadowdancers valuable members of their teams due to their incredible stealth and ability to surprise enemies with lightning-quick attacks where they are least expected. For this reason, their services are often sought out by those groups in need of scouts or spies.

# Chapter 8: Miscellaneous House Rules

- No player character races provide **Darkvision**. Any race with a racial vision benefit instead gains **Low-Light Vision** (the ability to see twice as far as humans in conditions of dim light). Many races can see well in poor lighting, but none of the heroic races can see in true darkness without magic.

## Part 2: Forgotten Realms Atlas

# Chapter 9: Regions of Faerun

Region	Bonus Equipment	Favored Deities	Automatic Languages	Bonus Languages
<b>Aglarond</b>	(A) Studded Leather Armor and 20 arrows (B) Scrolls of <i>web</i> and <i>protection from arrows</i> (C) Scrolls of <i>silence</i> and <i>spiritual weapon</i>	Chauntea, Elven Pantheon, Selune, Valkur	Aglarondan	Chessentan, Damaran, Draconic, Elven, Mulhorandi, Orc, Sylvan
<b>Amn</b>	(A) Thieves' tools, hand crossbow, and 10 bolts (B) Choice of longsword or short sword (C) Light warhorse, bit and bridle, military saddle, and studded leather barding	Bane, Chauntea, Cyric, Selune, Shar, Sune, Waukeen	Chondathan	Alzhedo, Elven, Giant, Goblin, Illuskan, Nexalan, Shaaran
<b>Anauroch</b>	(A) Choice of scimitar or dagger (B) Composite shortbow (+1) and 20 arrows		Midani	Chondathan, Damaran, Draconic, Groll, Netherese, Orc
<b>Calimshan</b>	(A) <i>Wand of Magic Missiles</i> (1st CL) with 20 charges (B) Studded leather armor and 3 <i>potions of cure light wounds</i>	Azuth, Dwarven Pantheon, Ilmater, Shar, Sharess, Siamorphe, Talos, Tyr	Alzhedo	Auran, Chondathan, Chultan, Draconic, Iguan, Shaaran, Tashalan
<b>Chessenta</b>	(A) Choice of Short sword or longspear (B) Breastplate (C) Scrolls of <i>blur</i> and <i>levitate</i>	Anhur, Azuth, Hoar, Lathander, Red Knight, Tiamat, Waukeen	Chessentan	Aglarondan, Chondathan, Draconic, Mulhorandi, Turmic, Untheric
<b>Chondalwood</b>	(A) Shortbow, longbow, or halfspear (B) 3 doses of a basic poison	Halfling Pantheon, Mielikki, Silvanus	Shaaran	Chessentan, Chondathan, Elven, Halfling, Groll, Shaaran, Sylvan, Untheric
<b>Chult</b>	(A) <i>Potion of hiding</i> and <i>potion of sneak</i> (B) 2 doses of a basic insect-based poison (C) Kukri or longspear	Ubtao	Chultan	Alzhedo, Draconic, Dwarven, Goblin, Sylvan, Shaaran, Tashalan
<b>Cormyr</b>	(A) Longsword or heavy mace (B) Banded Mail (C) Scrolls of <i>flaming sphere</i> and <i>endurance</i>	Chauntea, Deneir, Helm, Lathander, Lliira, Malar, Milil, Selune, Silvanus, Tempus, Tymora, Tyr, Waukeen	Chondathan	Elven, Damaran, Gnome, Goblin, Halfling
<b>Dalelands</b>	(A) Composite longbow (+2) (B) Composite shortbow (+2) (C) Longbow, shortspear, or quarterstaff	Chauntea, Lathander, Mielikki, Oghma, Shaundakul, Silvanus, Tempus, Torm, Tyr	Chondathan	Elven, Damaran, Giant, Gnome, Orc, Sylvan
<b>Damara</b>	(A) Bastard sword or battleaxe (B) 2 scrolls of <i>cure moderate wounds</i>	Ilmater, Silvanus	Damaran	Chondathan, Dwarven, Giant, Goblin, Orc, Uluik
<b>Dragon Coast</b>	(A) Rapier or Light crossbow (B) <i>Potion of protection from arrows</i> or <i>potion of blur</i>	Helm, Mask, Nobanion, Sune, Tempus, Tymora, Umberlee	Chondathan	Aglarondan, Chessentan, Damaran, Goblin, Halfling, Orc, Turmic
<b>Dwarf, gold</b>	(A) Scroll of <i>bull's strength</i> (B) Dwarven waraxe (C) Scale mail and large steel shield	Dwarven Pantheon	Dwarven	Giant, Gnome, Goblin, Shaaran, Terran, Untheric
<b>Dwarf, gray</b>	(A) Chain shirt and 10 bolts (B) Handaxe or battleaxe		Dwarven, Undercommon	Common, Draconic, Giant, Goblin, Orc, Terran
<b>Dwarf, shield</b>	(A) Warhammer or dwarven waraxe (B) Breastplate and <i>potion of cure light wounds</i>	Dwarven Pantheon	Dwarven	Chondathan, Draconic, Giant, Goblin, Illuskan, Orc

<b>Elf, drow</b>	(A) Hand crossbow and 20 bolts (B) Short sword or dagger (C) Scrolls of <i>cat's grace</i> and web	Drow Pantheon	Elven, Undercommon	Abyssal, Common, Draconic, Drow Sign, Goblin, Illuskan
<b>Elf, moon</b>	(A) Longsword or rapier or longbow (B) Breastplate and 20 arrows (C) Scrolls of <i>barkskin</i> and <i>cure moderate wounds</i>	Elven Pantheon	Elven	Auran, Chondathan, Gnoll, Gnome, Halfling, Illuskan, Sylvan
<b>Elf, sun</b>	(A) Longsword, longspear, or longbow (B) Scrolls of <i>invisibility</i> and <i>levitate</i> (C) <i>Wand of Color Spray</i> (20 charges)	Elven Pantheon	Elven	Auran, Celestial, Chondathan, Gnome, Halfling, Illuskan, Sylvan
<b>Elf, wild</b>	(A) Shortspear or longbow (B) Studded leather armor and 20 arrows (C) Hide armor and <i>potion of hiding</i>	Elven Pantheon	Elven	Gnoll, Illuskan, Orc, Sylvan, Tashalan
<b>Elf, wood</b>	(A) Composite shortbow (+2) (B) Composite longbow (+2) (C) Studded leather armor and <i>potion of sneak</i>	Elven Pantheon	Elven	Chondathan, Draconic, Gnome, Goblin, Gnoll, Sylvan
<b>Evermeet</b>	(A) Scroll of <i>knock</i> and <i>Feather Token (tree)</i> (B) Studded leather and 3 <i>potions of cure light wounds</i> (C) Longsword or longbow	Elven Pantheon	Elven	Aquan, Auran, Celestial, Chondathan, Illuskan, Sylvan
<b>Gnome, deep</b>	(A) Dagger or light pick or heavy pick (B) Chain shirt and 20 bolts	Gnome Pantheon	Gnome, Undercommon	Common, Draconic, Dwarven, Elven, Illuskan, Terran
<b>Gnome, rock</b>	(A) Heavy crossbow and 20 bolts (B) Studded leather armor and a <i>potion of cure light wounds</i> (C) Scrolls of <i>invisibility</i> and <i>minor image</i>	Gnome Pantheon	Gnome	Chondathan, Draconic, Dwarven, Goblin, Illuskan, Sylvan, Terran
<b>Great Dale</b>	(A) Longbow or shortbow (B) Healer's kit, 2 antitoxins, and 20 arrows		Damaran	Giant, Goblin, Racheimi, Mulhorandi
<b>Halfling, ghostwise</b>	(A) Shortbow, longbow, or halfspear (B) 3 doses of a basic poison	Halfling Pantheon	Halfling	Chondathan, Elven, Gnoll, Shaaran, Sylvan
<b>Halfling, lightfoot</b>	(A) Light crossbow, sling, or shortbow (B) <i>Feather token, bird</i> (C) 40 arrows or 40 bolts	Halfling Pantheon	Halfling	Chessentan, Chondathan, Damaran, Dwarven, Elven, Illuskan, Goblin
<b>Halfling, strongheart</b>	(A) Short sword (B) Darkwood shield (C) <i>Potion of hiding and sneaking</i>	Halfling Pantheon	Halfling	Dwarven, Gnoll, Goblin, Halruaan, Shaaran
<b>Halruaa</b>	(A) Arcane scrolls - 1 2nd-level and 6 1st-level (B) Potions totaling 300 gp or less	Azuth, Mystra	Halruann	Dambrathan, Elven, Goblin, Halfling, Shaaran, Tashalan
<b>High Forest</b>	(A) Longsword or longspear (B) Composite longbow (+2) (C) <i>Potion of resist elements</i>	Eilistraee, Elven Pantheon, Malar, Mielikki, Silvanus, Vhaeraun	Chondathan	Elven, Gnoll, Goblin, Halfling, Illuskan, Sylvan
<b>Hordelands</b>	(A) Composite Shortbow (+1) (B) Light warhorse, bit and bridle, military saddle, and studded leather barding		Tuigan	Goblin, Damaran, Mulhorandi, Rashemi, Shou

<b>Impiltur</b>	(A) Thieves' tools and studded leather armor (B) <i>Potion of Charisma</i> (C) Bastard sword or greatsword	Ilmater, Selune, Tymora, Valkur, Waukeen	Damaran	Aglarondan, Chessentan, Chondathan, Dwarven, Giant, Goblin
<b>Lake of Steam</b>	(A) Scimitar, falchion, or glaive (B) <i>Potion of barkskin</i> or <i>potion of invisibility</i>	Dwarven Pantheon	Shaaran	Alzhedo, Chondathan, Dwarven, Goblin, Tashalan
<b>Lantan</b>	(A) Heavy crossbow and 20 bolts	Azuth, Gond	Lantanese	Alzhedo, Chondathan, Dwarven, Gnome, Ignan, Illuskan, Shaaran
<b>Luiren</b>	(A) Short sword (B) Darkwood shield (C) <i>Potion of hiding and sneaking</i>	Halfling Pantheon	Halfling, Shaaran	Dwarven, Gnoll, Goblin, Halruaan, Untheric
<b>Moonsea</b>	(A) Short sword or two-bladed sword (B) Light crossbow and 20 bolts (C) Hand crossbow	Bane, Cyric, Loviatar, Mask, Talona, Talos, Tyr, Umberlee	Damaran	Chondathan, Chessentan, Draconic, Giant, Goblin, Midani, Orc
<b>Moonshae Isles</b>	(A) Studded leather armor and 20 arrows (B) Longbow (C) Handaxe, battleaxe, or greataxe	Chauntea, Tempus	Illuskan	Aquan, Chondathan, Elven, Giant, Orc, Sylvan
<b>Mulhorand</b>	(A) Sickle, scythe, or falchion (B) 2 2nd-level divine scrolls (C) <i>Potion of lesser restoration</i>	Gond, Mask, Mulhorandi Pantheon, Mystra, Red Knight	Mulhorandi	Aglarondan, Chessentan, Draconic, Duprari, Goblin, Tuigan, Untheric
<b>Narfell</b>	(A) Light warhorse, bit and bridle, military saddle, and studded leather barding (B) Light lance, longspear, or kukri		Damaran	Goblin, Orc, Rashemi, Tuigan, Uluik
<b>Nelanther Isles</b>	(A) Scimitar or dagger (B) 3 <i>potions of cure light wounds</i> and 150 gp	Beshaba, Cyric, Talos, Tempus, Umberlee	Chondathan	Alzhedo, Goblin, Illuskan, Lantanese, Orc, Shaaran
<b>The North</b>	(A) Studded leather armor and <i>potion of hiding</i> (B) Battleaxe, heavy mace, or longsword	Auril, Deneir, Dwarven Pantheon, Eldath, Lurue, Malar, Mielikki, Milil, Mystra, Oghma, Selune, Shar, Shaundakul, Shiallia, Silvanus, Talos, Tempus, Uthgar	Chondathan, Illuskan	Dwarven, Elven, Giant, Goblin, Midani, Orc
<b>Rashemen</b>	(A) <i>Potion of jump</i> , <i>potion of cure light wounds</i> , and <i>potion of vision</i> (B) <i>Wand of light</i> or <i>Wand of detect magic</i> (C) Spiked chain, nunchaku, or siangham	Chauntea, Mielikki, Mystra	Rashemi	Aglarondan, Damaran, Goblin, Mulhorandi, Tuigan
<b>Sembia</b>	(A) 300 gp	Azuth, Deneir, Lathander, Loviatar, Mystra, Sune, Tymora, Tyr, Waukeen	Chondathan	Chessentan, Damaran, Gnome, Halfling, Mulhorandi, Shaaran, Turmic
<b>The Shaar</b>	(A) Studded leather armor and <i>potion of vision</i> (B) Light warhorse, bit and bride, military saddle, and studded leather barding	Dwarven Pantheon, Mask, Oghma, Tempus	Shaaran	Alzhedo, Dambrathan, Durpari, Dwarven, Gnoll, Halruaan, Mulhorandi, Tashalan, Untheric
<b>Silverymoon</b>	(A) Longsword, rapier, or longbow (B) Chain shirt (C) Studded leather armor and a 2nd-level scroll	Deneir, Dwarven Pantheon, Eilistraee, Elven Pantheon, Gnome Pantheon, Halfling Pantheon, Lurue,	Chondathan, Illuskan	Dwarven, Elven, Giant, Illuskan, Midani, Orc, Sylvan



		Mielikki, Milil, Mystra, Oghma, Silvanus		
<b>Tashalar</b>	(A) Hand crossbow (B) Light crossbow and 20 bolts (C) Hide armor and <i>darkwood shield</i>	Chauntea, Malar, Savras, Waukeen	Tashalan	Alzhedo, Chultan, Draconic, Illuskan, Orc, Shaaran, Sylvan
<b>Tethyr</b>	(A) <i>Potion of cure moderate wounds</i> (B) Scrolls of <i>protection from arrows and blur</i> (C) Scrolls of <i>aid and lesser restoration</i>	Helm, Ilmater, Siamorphe, Torm, Tyr	Chondathan	Elven, Goblin, Illuskan, Lantanese, Shaaran, Sylvan
<b>Thay</b>	(A) Two 2nd-level scrolls (B) One 2nd-level scroll and six 1st-level scrolls (C) Longsword	Bane, Kossuth	Mulhorandi	Chessentan, Damaran, Infernal, Rashemi, Tuigan, Untheric
<b>Thesk</b>	(A) Studded leather armor and thieves' tools (B) Studded leather armor and healer's kit (C) Studded leather armor and instrument	Chauntea, Mask, Shaundakul, Waukeen	Damaran	Aglarondan, Chondathan, Giant, Gnoll, Mulhorandi, Rashemi, Tuigan, Turmic, Shou
<b>Unther</b>	(A) Breastplate (B) Scale mail and 20 arrows (C) Scrolls of <i>detect thoughts</i> and <i>misdirection</i>	Mulhorandi Pantheon	Untheric	Chessentan, Draconic, Mulhorandi, Orc, Shaaran
<b>Vaasa</b>	(A) Splint mail (B) Heavy mace or light mace (C) <i>Potion of shadow mask</i>		Damaran	Abyssal, Giant, Goblin, Orc, Uluk
<b>The Vast</b>	(A) Three <i>potions of cure light wounds</i> and 20 arrows (B) Banded mail with armor spikes	Chauntea, Dwarven Pantheon, Eldath, Mystra, Tempus, Torm, Tymora, Umberlee, Waukeen	Damaran	Aglarondan, Chondathan, Dwarven, Giant, Goblin, Mulhorandi, Orc, Rashemi, Tuigan, Turmic, Shou
<b>Vilhon Reach</b>	(A) Rapier or dagger (B) Studded leather armor and 20 bolts	Eldath, Helm, Lliira, Malar, Nobanion, Silvanus, Talos, Tempus, Tyr	Chondathan, Shaaran, Turmic	Chessentan, Damaran, Draconic, Elven, Goblin, Shaaran, Turmic
<b>Waterdeep</b>	(A) Longsword, rapier, or short sword (B) Any two 2nd-level scrolls (C) 300 gp	Dwarven Pantheon, Eilistraee, Elven Pantheon, Gnome Pantheon, Halfling Pantheon	Chondathan	Dwarven, Elven, Giant, Goblin, Illuskan, Orc
<b>Western Heartlands</b>	(A) Bastard sword or greatsword (B) Breastplate (C) <i>Potion of lesser restoration</i>	Deneir, Helm, Kelemvor, Lathander	Chondathan	Elven, Giant, Goblin, Illuskan, Midani, Orc

## Aglarond

Aglarond is hailed as the nation that keeps the Red Wizards from attacking the rest of civilized Faerun, and the home of the powerful sorcerer known as the Simbul. Few give the country any more thought than this, but Aglarond is a place of ancient magic that holds one of the largest half-elf settlements in the world. Its army defends its borders against Thay, and its skilled rangers scout its frontier in search of trouble. The small beaches on Aglarond's rocky coast are dotted with fishing villages, and since the Simbul has declared that all pirates are to be considered agents of Thay (and put to death if caught), the waters around Aglarond are very safe to travel. It is one of the few kingdoms that refuses to allow Red Wizard enclaves within its borders.

## Amn

Amn is a nation of merchants, a place where caravans start and end and ships leave for exotic ports and return laden with gold and strange items. The Shadow Thieves have their hand in everything, and the rulers are an anonymous group known only as the Council of Six. Divine spellcasters are respected if their work brings money to Amn, while arcane spellcasters are universally reviled and feared.

Amn maintains a large colony on the distant tropical continent of Maztica and has profited greatly from its trade. The government's disregard for the humanoids in its southern mountains has come back to haunt the country; two ogre mage leaders forged an army and took over much of southern Amn, including its secondary port city. Now Amn struggles to retake its territory while maintaining trade routes and dominance in Maztica.

## Anauroch

Anauroch is a barren wasteland that has grown to split the north of Faerun into eastern and western halves. Also known as the Great Desert or the Great Sand Sea, Anauroch swallowed the ancient empire of Netheril more than fifteen centuries past, then devoured the shining kingdoms that rose in its wake. For generations, Anauroch's relentless encroachment has destroyed realms and driven monsters into the neighboring lands.

Anauroch is the greatest of Faerun's desert, but far from empty. A nomadic race of noble barbarians known as the Bedine roams its wastes. Zhentarim garrisons and patrols hold down a line of oases along the Black Road, the trade route that winds west from the ruins of Teshendale to Llorch under the eaves of the Graypeak Mountains. Finally - and more significantly - the Empire of Shadows has settled over the anvil once known as the Shoal of Thirst. Shade, a city of Netheril that escaped that land's fall by removing itself to the Plane of Shadow, has now returned to Faerun and its masters contemplate the current shape of the world and consider what conquests to undertake next.

## Calimshan

Calimshan is a land obsessed with wealth and unimpressed by magic. Its people are heirs to an old empire founded by genies, and now fear such creatures and ban them from their lands. Familiar with displays of magic, they see the Art as any other skill that can be learned. Some say the blood of the efreet runs in some Calishites, giving them sorcerous powers and a talent for fire magic.

Calimshan is renowned for its chauvinism, exotic markets, thieves' guilds, decadent harems, desert landscape, and wealthy ruling class, as well as its enormous population and many slaves.

## Chessenta

A group of cities considered a single nation by the rest of Faerun, Chessenta is anything but united. The cities war against each other over old slights, philosophical differences, or economic leverage. Adventurers and mercenary companies make a good living here, hired by various governments for sneak attacks, strategic planning, or protection. The culture of Chessenta is obsessed with physical conflict, with war heroes considered very highly. The nation is friendly

to dwarves and half-orcs, but uneasy with elves. The Chessentans appreciate the arts and are great fans of theater; the bardic profession is second only to that of fighters.

### Chondalwood

The Chondalwood is a large expanse of forest south of Chondath. It is a rarity in that its borders continue to expand, particularly to the north. Satyrs and centaurs roam this land, as well as various plant creatures such as shambling mounds and tendriculoses. Mistletoe and other parasitic plants are common, as are all sorts of mushrooms and other fungi. The druids who live within the heart of the Chondalwood are savage, angry dervishes, as willing to attack paladins as orcs in the protection of the woodlands.

A sizable nation of elves also calls the Chondalwood home. These wild elves never joined the Retreat, and they remain hidden in the depths of the wood today, ready to repel human encroachment. The secretive ghostwise halflings live here as well, a barbaric folk of nomadic clans deep within the forest.

### Chult

Located at the westernmost end of the Chultan peninsula, Chult is a mountainous jungle of savage beasts, hulking dinosaurs, and disease-ridden swamps. Reclusive human tribes, fierce goblins, and strange monstrous folk haunt this dangerous land. Nevertheless, Chult draws adventurers who search for its legendary riches.

Faith in the many aspects of the deity Ubtao holds dominion in this land, for the divine powers of Faerun awarded Ubtao the land of Chult in exchange for his vigilance over the threat from under the Peaks of Flame.

### Cormyr

Founded over a thousand years ago, the kingdom of Cormyr benefits from an enlightened monarchy, hard-working citizens, and an advantageous location. Cormyr is a civilized land surrounded by mountains, forests, and settlements of evil humanoids. Known for its well-trained military and its active group of government-sanctioned spell-casters, Cormyr boasts fine food, honest people, strange mysteries, and abundant contacts with other parts of the world.

Recently challenged by treacherous noble families, armies of goblins and orcs, famine, a marauding ancient red dragon, and the death of its beloved monarch, Cormyr is now struggling to maintain its holdings. With one of its cities in ruins and great numbers of evil humanoids still roaming the countryside, this nation is in need of resourceful individuals willing to defend the crown and confront its enemies.

### Dalelands

The Dales are broad forest vales with rolling farmlands, linked by narrow trade roads running through beautiful woods. Blessed with fertile soil and a temperate climate (aside from the extremely harsh winters), the Dales are the breadbasket of the Heartlands. The Dales' independent spirit and age-old alliance with the elves of Cormanthor have made them the historic birthplace or favored home of many of Faerun's greatest heroes.

Eleven separate dales exist today, each with its own territory, government (or lack of it), militia, trading pacts, ambitions, and character. Archendale and Harrowdale value trade over all else. Tasseldale values industry and craftsmanship. Daggerdale stands alone against a powerful enemy, while Scardale struggles to recover its independence after years of occupation. Meanwhile, the other dales respect the old Dales Compact and prefer to be left alone.

### Damara

North of Impiltur and east of the Moonsea lies the once-mighty realm of Damara, now rebuilding from decades of war against its neighbors and the orcs and gnolls of the mountains. Tolerant of all races and most religions, the country is friendly to visitors, especially those who have skill in slaying monsters. Those interested in politics and adventure can find plenty of opportunity here.

Damara maintains friendly relations with its neighbors and has a thriving gem trade based on its bountiful chalcedony (known as “bloodstone” for its red flecks) mines. However, the leaders of Damara keep a wary eye on the neighboring land of Vaasa and stay prepared for any strange threat that may arise from there.

### Dragon Coast

The Dragon Coast consists of the lands and islands on the south shore of a branch of the Sea of Fallen Stars. It is more of a way of life than a geographical area for the three powerful city-states, seven or so major thieves' guilds, dozen pirate bands, and agents of Faerun's darkest secret societies who live and work here.

To outsiders who do not know how to play the game, the Dragon Coast is a nest of vultures and thieves located in the center of too many otherwise ideal trading routes. To the initiated (canny Sembian merchants, shrewd rogues, and caravan masters who are not afraid to grease a palm), the Dragon Coast is a perfect place to get things done...to get anything done. As the Sembians say, “Everyone has a price. But the price is more reasonable on the Dragon Coast.”

No one sneers at anyone else - but no one trusts anyone else, either.

### Evermeet

Originally populated by the sun elves, Evermeet is now the refuge for the Elven Court that has withdrawn from Faerun. Moon elves, sun elves, and some wood elves followed Queen Amlaruil when she moved the center of elven life out of its ages-old home in the forest of Cormanthor. Evermeet is a defensible location far removed from human power centers such as Cormyr and Zhentil Keep.

The magical kingdom of the elves lies eighteen hundred miles to the west of Faerun in the Trackless Sea. Elven high magic, sea elves, vigilant wizards, and a powerful navy guard the island. Few approach Evermeet who are not already the elves' guests.

### Great Dale

Little more than two forests and the strip of land between them, this land is inhabited by reclusive farmers, coolly hostile druids, and introspective rangers. The people of the Great Dale interact little with the outside world, acquiring the few iron items they cannot manufacture in exchange for herbal, alchemical, and wooden goods of exceptional quality. The soil is rich and suitable for farming, yet few other than the druids live here.

The mysterious Nentyarch, a powerful druid or sorcerer, resides in his castle of living trees and destroys all visitors. No outsiders know what he does or if he is the ruler of this place, and the people of the Great Dale answer inquiries to this effect with an uncomfortable shrug. The druids tolerate the trade route that passes between their forests only because caravanners know that to disturb the forest is death, and accordingly they avoid it.

### Halruaa

"Far to the south and ringed by mountains lies Halruaa, a nation of wizards. The Halruaans are descendants of refugees from mighty Netheril, a kingdom of human wizards who allowed their own power to grow unchecked, corrupt their souls, and blast all their works into splinters. Halruaa has maintained the Netherese fascination with magic, pursuing the Art with fanatical devotion and considering all other studies to be inferior pursuits. So far, the Halruaans have avoided the soul-blindness that doomed Netheril.

The Halruaan wizards are a self-satisfied lot, more interested in pursuing their research in the privacy of their own home laboratories than in exploring or exploiting the rest of Toril. Those who do leave their native land are merchants or agents in search of unusual spell components. Sometimes such agents are important enough to travel in one of the fabled Halruaan skyships, but the flying craft are fragile and so valuable that they are not sent outside Halruaa on anything less than major missions.

## High Forest

The High Forest is a holdover from the early days of the world, when elves, giants, and dragons ruled a continent covered in green. The forest is home to all the woodlands races, including aarakocras, centaurs, drow (including Vhaeraun- and Eilistraee- worshipping surface-dwellers and Lolth-worshipping Underdark marauders), gnolls, gnomes, hybsils, moon elves, pixies, satyrs, treants, and wild elves.

The few humans who live or travel within the forest are usually druids, rangers, members of the Harpers, or adventurers used to surviving in environments in which they are not entirely welcome. Druids say that the forest is under the protection of the deities Eldath and Mielikki. If true, that explains how the High Forest has survived the woodcutter's axe unscathed.

The forest is too large for any one group to rule completely. At present, the greatest powers within the forest are the treants, the wood elves, and the centaurs.

## Hordelands

Often considered a completely barren region, the Hordelands features sparse vegetation, rare oases, and the quarreling tribes of the Tuigan. These horse-riding nomads are divided among at least ten tribes, living in tents and surviving on meat and milk. Their few permanent settlements center around oases, for water is their most precious commodity.

The superstitious local people are distrustful of strangers, especially after their defeat by the western armies. It will be at least a generation before the Tuigan again pose a significant threat to Faerun. Dismissed as inconsequential for years, the Hordelands now see increased trade activity between Faerun and the Kara-Turan empire of Shou Lung far to the east. Traders carry exotic goods to and from each locale, making many rich along the way.

## Impiltur

Impiltur is a kingdom of friendly merchants, preferring peace, but capable of calculated acts of war when necessary. While the Impilturans vigorously defend their own borders, the government traditionally remains neutral and leaves neighboring lands to defend themselves. Impilturans see all sorts of raw valuables come from their northern neighbors and exotic goods arrive in their ports.

Among Faerunians elsewhere, Impiltur is often "the Forgotten Kingdom." It has the mines and pines of the northern realms but lacks witches or tyrants who send armies to attack neighboring countries. Its shipborne trade passes through the hands of either Sembia or Telflamm, so the Impilturan origin of the copper work, silver, and iron bars is lost to purchasers. Impiltur is also the gateway to the riches of Damara, a land fast growing in farmers now beginning to export smoked meats, cheeses, and fireslake (strong, sour wine of poor quality but great potency).

Impiltur is at peace with its neighbors, but persistent brigands, orc and hobgoblin raids out of the Earthspur mountains, monsters aroused by the ongoing mining and prospecting, and intrigues hatched in the cities of Impiltur by agents of Thay, the newly energetic clergies of Shar, and other dark powers keep the armies of Impiltur war-ready.

## Lake of Steam

With independent city-states on the north shore and a succession of small countries founded or conquered by people of many races, faiths, and agenda to the south, the Lake of Steam is a hodgepodge of varying interests, bustling trade, and frequently changing boundaries. Most of the cities on the north shore were part of Calimshan in the past and retain their parent's desire for wealth, comfort, and influence, as well as a strong desire to remain independent. The intrigues brewing around these cities led observers to dub the northern shore the Moonsea of the South.

The Border Kingdoms on the southern shore are the homes of powerful adventurers of many types, each seeking to carve out a piece of land and rule it in the manner he or she feels is best... at least until the next would-be ruler decides

to take over. Wizard towers, monasteries, fortresses, and temples dot the Border Kingdoms, only to have their owners replaced time and again.

South of the Lake of Steam on the eastern shores of the Shining Sea lies the fractious kingdom of Lapaliiya, a crossroads land between the Shaar plains, the Chultan jungles, and the verdant Lake of Steam.

### Lantan

Folk hear tales of Lantan, "where Gond is worshipped and magic shunned." Most know very little more beyond the hearsay that Lantan is a strange and dangerous place where clockwork machines and infernal devices work great wonders and terrors at their makers' direction. Common wizardry pales in comparison.

The humans of the island of Lantan pioneer technological solutions to problems that citizens of Faerun solve with magic. The faith of Gond rules the pleasant island realm, and its inhabitants farm, craft things, and experiment endlessly. The Lantanese inventors constantly create new "small wonders" for the greater glory of Gond, and sometimes sell or trade these devices for glass, charcoal, and other odd ingredients their clients require.

### Luiren

Luiren is the only realm of Faerun ruled by and inhabited nearly exclusively by halflings. It is the homeland of the strongheart halflings in much the same way that the Great Rift is the homeland of the gold dwarves. Small numbers of lightfoot and ghostwise halflings live here as well, but nine-tenths of the halfling population is made up of the stronghearts--in fact, the term "Luiren halfling" is widely taken to refer to the strongheart folk, even though it's not strictly accurate.

Luiren's folk are farmers, artisans, and merchants, as are the folk of most lands. Luiren's rich fields feed the Great Rift, and its orchards produce oranges, limes, and lemons greatly in demand in northern lands. Luiren woodcarving is superb, on par with that of Tethyr, and pieces of woodworking are traded too. While few people think of halflings as possessing any real military tradition, the Luiren folk maintain well-organized militias led by the monks and clerics of the local temples and supported with powerful divine magic. Halfling archers and clerics standing their ground with strength and skill have crushed more than one invasion of humans, orcs, or gnolls from the Shaar.

Luiren boasts no real government other than local authorities, but the temples of the halfling pantheon tie together society and collectively govern the land, generally under the guidance of the Temple of Yondalla. The Devout Voice of Yondalla, Faran Ferromar, is the preeminent leader of the faith and thus the effective leader of Luiren.

Luiren halflings do not see themselves as half of anything or anyone, and generally refer to themselves as hin.

### Moonsea

The Moonsea proper is a deep natural lake located north of the Dalelands and west of the Vast, connected to the Sea of Fallen Stars by the shallow, swampy River Lis. The name "Moonsea" applies to both the lake and its environs, which stretch south as far as the mouth of the Lis where the river flows into the Dragon Reach, west to the Dragonspire Mountains, north to the frigid steppes of the Ride, Thar, and the Tortured Land, and east to the Galena and Earthspur Mountains.

The Moonsea region holds a huge amount of mineral wealth for those hardy enough to brave peril to win it. The area is infamous for its bleak landscapes, harsh winters, ravaging dragons, pirates, and rapacious local governments. Some of the most aggressive cities in Faerun rise from the Moonsea's shores: Hillsfar, Mulmaster, and Zhentil Keep. Wherever a government exists in the Moonsea, it rules with an iron grip. Tombs, ruins, and monster lairs abound in the Moonsea, as do complex intrigues and double-dealing tyrants. The battle cry of the area is well chosen: "Dare - and beware!"

### Moonshae Isles

A cold cluster of rocky islands cloaked in mists and deep woods and sprinkled with abundant beasts, bogs, and soaring mountains, the Moonshae Isles are shared by two dominant races of human folk. The northern section of the islands is dominated by the seafaring Northlanders descended from the raiders of Ruathym. A darker-haired and darker-skinned human race known as the Ffolk, the island's longer-term residents, control the southern part. The Ffolk thrive in a dozen petty kingdoms ruled over by a High Queen.

In previous years, the Northlanders and the Ffolk spent much of their time at each other's throats, particularly because of the Northlanders' penchant for bloody raiding. The rise of High King Tristan Kendrick unified the two peoples of the Moonshaes. Tristan's daughter, High Queen Alicia, has held her kingdom together through the usual small wars between petty lords. Compared to the nations of mainland Faerun, the Moonshaes have enjoyed several decades of relative peace.

### Mulhorand

One of the few ancient empires that has survived to the present day, for millennia Mulhorand existed under the rulership of physical manifestations of its deities. Now in the hands of those deities' mortal descendants, Mulhorand has begun to change and accommodate the rest of the world, opening itself to foreign trade and ideas.

With the collapse of Unther's government, Mulhorand has conquered much of its old rival's territory and may be looking to remake itself into the empire it used to be. Still unpopular in some western countries for its acceptance of slavery, Mulhorand remains an exotic land with powerful magic, old technology, and a powerful clergy.

### Narfell

A country where only the strong survive, Narfell is a land of infertile soil that supports only scraggly grass. The people of Narfell are tribal folk called the Nars, fierce horse-riders who believe that all people are judged by their actions. Their motto, "Deed, not blood", shows their disregard for those who expect deference because of "noble" birth. Some of the tribes are hostile to outsiders, but all set aside their differences once a year for their great trademeet.

In addition to the riders, Narfell is home to tundra yetis and hordes of hobgoblins in the mountains. Ancient Narfell was a powerful, wizard-ruled state that was destroyed in wars against the now-fallen empire of Raumathar. The barbaric folk living here today remember little of their civilized past, but the Nars occasionally find buried cities within their land, each containing great items of battle-magic.

### Nelanther Isles

The Nelanther Isles are a widely scattered chain of nearly a thousand islands sprinkled from Amn into the Trackless Sea. More than half the islands lack water and are fit only for wrecking ships upon. The hundreds of islands that have drinkable water and can support life are fought over by seagoing pirates who prey upon the shipping of Amn, Calimshan, the Sword Coast, and the Moonshae Isles.

Aside from their dependence on violence and larceny, the Nelanthers have surprisingly little in common with the Pirate Isles of the Dragon Coast. The Pirate Isles are predominantly human, while the Nelanthers' pirates are nonhumans such as orcs, lizardfolk, ogres, and minotaurs. The various races and factions of Nelanther pirates war on each other as often as they war on outsiders.

### The North

Despite settlements and civilizations that have endured for a thousand years, the constant orc invasions, harsh weather, and unyielding wilderness prove that the North is still a frontier. "The North" is a term Cormyrians and Dalesfolk use to refer to the lands west of Anauroch and north of the High Moor.

The North can be divided into five separate areas: the High Forest, the greatest existing forest in all Faerun; the Savage Frontier, which encompasses the lands outside the High Forest and Silverymoon; the Silver Marches, a new

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confederation of cities, towns, and fortresses centered around the shining city of Silvermoon; the Sword Coast North, the lands west of the Dessarin River; and Waterdeep, the City of Splendors, virtually a nation unto itself.

### Rashemen

Rashemen is a cold, rugged land, populated by hardy and fiercely independent people. Its men are berserkers, disdain armor and fighting with axe, spear, sword, and bow. Its women wield powerful magic tied to the land, training those with magical potential to serve the land and the Rashemi race. Although Rashemen is ostensibly ruled by a powerful warrior called the Iron Lord, the true powers behind the throne are the Witches, who choose the Iron Lord.

The land is full of nature spirits, any of which can turn jealous or vindictive against those who offend them. Rashemi laws are simple and based on honor, and they disdain the trappings of civilization. The people are devoted to the warrior ideal, competing in athletic contests and other harsh physical activities such as swimming in near-freezing rivers. These challenges keep them strong, for weakness would doom them to death at the claws of the land's many monsters.

### Sembia

Sembia is a land of experienced merchants who know how to hold onto power and young traders who scheme for a share of it. Sembians relish the art of the deal, the skill of gaining advantage through negotiations instead of through outright falsehood or cheating. Although Sembia does not control as great a proportion of Faerun's trade as Amn, trade controls Sembia much more than trade controls Amn.

Unlike the lawless thugs of the Moonsea cities and the Pirate Isles, Sembians generally observe laws of contracts, debts, and interest payments. Quite often, Sembians observe these laws all too well, exploiting loopholes that others had not imagined.

Sembia conceives of itself as a young, aggressive, and expansionist nation. It has already co-opted one of the Dales, the former Moondale, and transformed it into a new capital fit for a great power: the city of Ordulin. But the Sembian elite are too interested in seeking advantage over each other to unite behind a single foreign policy or a single warlord.

Sembia uses its position on the northernmost shore of the Sea of Fallen Stars to serve as the broker between the north and the south of Faerun. The Zhents of the Moonsea also trade with other countries, but the Sembians do not consider them a true competitor, because a great deal of Zhent commerce flows through Sembian ports at one point or another, mostly through Ordulin. The Sembians do think of the Zhents as a magical threat, but the foremost worry of Sembia is the magical mercantilism of the Red Wizards of Thay. The Council of Sembia has little interest in seeing Thay force its way into formerly Sembian markets by providing magical goods that the Sembians cannot duplicate.

### The Shaar

The Shaar is a vast, rolling grassland running from the Shining Sea to the distant lands of the east. Civilization has almost no hold on the area. Nomadic humans (the dozen or so tribes of the Shaaryan) and nonhumans such as centaurs, gnolls, and wemics populate the Shaar. The wemics hunt, the Shaaryan human herd rothe and horses, and the gnolls raid. The land supports its native grasses splendidly but is ill suited for agriculture--it is not a desert, but the land bakes by day and freezes by night.

The Shaaryan humans seldom stray in large numbers from their ancestral plains, largely because their treasured horses do not do well outside the Shaar. Shaaryan horses are stronger and faster than horses from other regions of Faerun, as long as they roam about their native grasslands. The great horses grow sick and die if they do not eat the grasses that thrive only on the wide plains of the Shaar. The Shaaryan understand this, and few of them leave their native culture behind to travel Faerun.

### Silvermoon

The city of Silverymoon is a beautiful place of ancient trees and soaring towers located in the Silver Marches, with curving lines in its stonework and garden plantings adorning every nook and balcony. Aerial steeds carry riders on high, magic and learning are revered, music and laughter are heard often in the streets, and the city contains fascinating shops brim-full of maps, books, minor magic items, and beautiful things.

Even more so than Waterdeep, Silverymoon is built on the spirit of cooperation between the races. Humans, elves, and dwarves all maintain dwellings in the same areas of the city instead of dividing into separate wards. A human home might be built around the base of a tree, with elves using the tree above as part of the walkway to their central tree home, and dwarven caverns beneath the surface.

Silverymoon is considered the foremost center of learning and culture in the North. It is noted for its musicians, its cobblers, its sculptors, and its stonemasons--as well as the mages, who are gathered here in greater numbers than in any other city of the Sword Coast lands except Waterdeep. Their might alone keeps the Arcane Brotherhood of Luskan and other evils of the North at bay--were these mages to vanish tomorrow, the civilized North might well be swept away in blood and ruin.

Silverymoon boasts a conservatory of music, a great library, parks, castle-like residences of many noble folk, and temples and shrines to such deities as Helm, Lathander, Mielikki, Milil, Mystra, Oghma, Selune, Silvanus, Sune, Tymora, and the dwarven and elven deities. Perhaps the most famous structure is the University of Silverymoon, a school of magic composed of several formerly separate colleges. Member schools include The Lady's College (serving both sorcerers and bards), Miresk's School of Thaumaturgy, and Focluacan, a legendary bard's college that has reopened (having taken a century off after being overrun by orcs).

The city's army, the Knights in Silver, numbers over five hundred and patrols the city constantly. Harper scouts and mages assist them, and when they must turn back orc hordes, awesome mage-might gathers to fight with them. Silverymoon is also protected by a number of wards that detect the presence of evil beings and the use of magic in certain areas. Even long-time Silveraen know little about the properties of the permanent magical field that augments some magic, turns other spells wild, and negates still others, protecting the city east of its great open market. Certain areas in the palace (a place heavily guarded at all times by mages of the elite Spellguard) have an Inner Ward that requires possession of a token to allow entry at all.

The city's peace and goodwill are due to the influence of powerful local mages and the Harpers. Silverymoon's folk feel safe--and that is due to the vigilance of the mages and agents trained and established by Alustriel.

In 1369 DR, the Lady Alustriel stepped down as High Mage, yielding up the Silver Throne to Taern "Thunderspell" Hornblade. Alustriel is the High Lady, or Speaker, of the Silver Marches and leads the league councils.

### Tashalar

More civilized than Chult and more friendly than Calimshan, Tashalar is an exotic land of strange food, beautiful people, and great wealth. The skilled craftsfolk make excellent crossbows and fast ships. The accomplished hunters keep trophies of their most dangerous kills. The people of Tashalar live on the strip of friendly coastline along the southern Shining Sea, avoiding the Black Jungles and entering the Hazuk Mountains only occasionally to mine for gold and iron.

Tashalaran grapes are so perfect that even the worst vineyard produces wines worth a hundred gold pieces in Waterdeep. Overshadowing this wealth and splendor are the Runden consortium that puts a chokehold on trade and the evil yuan-ti that haunt the jungles.

### Tethyr

Tethyr recently emerged from a decades-long civil war with two new monarchs. The strong rule of Queen-Monarch Zaranda Star Rhindaun and King Haedrak III (who for years served as scribe in Shadowdale to the great wizard Elminster under the name Lhaeo) is beginning to restore hope to a cynical, suspicious, war-torn land.

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Tethyr is now growing, establishing ties with hesitant neighbors, and driving monsters from its lands. Its political situation still involves much intrigue, and the people distrust organizations that admit to meddling in others' affairs (such as the Harpers). The forest elves remain wary of the new rulers, for the last three kings sought to tame the great forest with axe, fire, and sword. The pirates living in the Nelanther Isles to the west plague the kingdom's maritime commerce, including trade with far-off Maztica.

### Thay

Thay is a nation ruled by cruel wizards who rely on slavery to provide them with the wealth and luxury they need to support their magical research and dreams of conquest. The land is ruled by eight zulkirs, the most powerful wizards of the land. The zulkirs in turn choose the land's tharchions, civil governors who manage the mundane affairs of the realm and serve at the pleasure of the Red Wizards.

The power of the Red Wizards extends far beyond Thay's borders. Red Wizard enclaves exist in dozens of major cities throughout the Inner Sea lands, exchanging magic items for the goods, riches, and--in some cases--slaves of a dozen lands. The Thayans are widely disliked and distrusted, but their growing stranglehold on the trade in magic devices makes them virtually indispensable to many of their clients.

The zulkirs back in the homeland grow rich beyond belief with the spread of their sinister trade. They constantly scheme and plot against their neighbors. Thayan armies have marched on Aglarond and Rashemen many times, and folk think it is only a matter of time before the Thayans revert to their old habits of taking what they want through force of arms and deadly spells.

### Thesk

Thesk is a land of shrewd but friendly merchants and able farmers. The trade route that leads to the far land of Kara-Tur allows the Theskians to see all kinds of people and interact with many cultures, making Thesk one of the more tolerant nations in Faerun. After being decimated by the Tuigan horde, the people of Thesk are rebuilding their cities and towns, and they have even made a home for the orc army left behind by the Zhentarim.

The Theskians' familiarity with quality and obscure goods makes them skilled at appraising items. Arcane magic in this land is rare; that fact, along with the influence of the Shadowmasters, a thieves' guild backed by the church of Mask, makes Thesk more than just another realm of traders.

### Unther

Once a great empire like its sister nation Mulhorand, Unther fell far under the rule of the cruel manifestation of the deity Gilgeam. With Gilgeam's death at the claws of Tiamat, Unther was plunged into chaos. Slaves rebelled, commoners rejoiced at the death of the tyrant, and clerics of Gilgeam and nobles struggled to maintain order. The armies of Mulhorand took advantage of this unrest, invading southern Unther and placing conquered areas under martial law.

Now Unther is a country divided between those who cling to the old ways and those who hope the pharaoh of Mulhorand will treat them better than their old ruler did. Unther is a land of opportunity, where military force, diplomacy, subterfuge, and intrigue all play a part in survival and power.

### Vaasa

The untamed wasteland of frozen moors and tundra was the seat of the power for the evil lich Zhengyi the Witch-King until his defeat by a band of adventurers. Vaasa is once again a lonely land dotted with scratch farms and inhabited by evil humanoids and other monsters. What the land lacks in hospitality it makes up for in untapped wealth, as the mountains of Vaasa are rich in metals and gems, particularly bloodstone. Miles of mountainside go unclaimed by any civilization, and many well-armed prospectors make the trip to Vaasa hoping to find gems as large as grown man's fist - and survive long enough to sell them.

## The Vast

The Vast is a verdant farming and hunting area on the eastern shore of the Dragon Reach, best known for its thriving ports: evil Calaupt, ever-changing Tantras, the adventurers' haven Ravens Bluff, and regimented Procampur. Orcs and dwarves vie for supremacy over the nearby mountains. Orc raids on the lowlands are rare, but troublesome enough to keep the human population concentrated along the coast. Intrigues between rival factions and a wealth of dwarven ruins beckon to adventurers.

Thanks to the Sea of Fallen Stars, the Vast enjoys a mild climate year-round, with long, cool summers and short, mild winters. Most of the Vast is rolling farmlands with fields divided by low walls made from rubble. Small wooded lots appear among the farms. Dozens of brooks and streams crisscross the land, but they seldom join the major rivers. Instead, they end in pools that drain into subterranean rivulets flowing toward the Inner Sea. The jigsaw water table owes its existence to broken and tilted layers of rock that lie under the deep soil of the Vast. Small sinkholes, caves, and rifts are plentiful.

## Vilhon Reach

This region shares its name with the body of water called the Vilhon Reach, a long southern arm of the Sea of Fallen Stars. The region encompasses much of the southern shore of the Sea of Fallen Stars, from the mouth of the Reach west and north to the mouth of the Wet River, and south to the Golden Plains. It is a fertile, rich land divided up into quarreling city-states and petty nations. For all its unrest, the Vilhon remains vital to the whole of Faerun: it forms the trade link between the Lake of Steam, the Shaar, and the rest of the world through its ports on the Sea of Fallen Stars.

With the subtropical and human weather of the Vilhon Reach, winter temperatures rarely reach the freezing points, snowfalls are rare, and heavy winter rains are common. Spring arrives early, and summer comes hard on its heels with scorching temperatures and oppressive humidity. Autumn brings cooler weather and lower humidity, but an autumn day in the Vilhon can be as warm as high summer in more northerly regions.

The three important nations of the Reach are Chondath, Sespech, and Turmish. In addition, a large number of independent city-states and minor local authorities occupy the region.

## Waterdeep

Waterdeep is the major cosmopolitan power of Faerun. It benefits from an excellent harbor, wise rule, a tolerant spirit, and a powerful magical tradition that generally produces stronger good wizards than evil ones. Waterdeep contains at least one of nearly everything, but it is not a melting pot--instead, it is like a gem grinder, smoothing individuals' rough edges so that their talents shine brighter.

The city's nickname, the City of Splendors, is never said sarcastically. People know that Waterdeep is a marvel and that life is better, or at least more bizarre, there. If Waterdhavians have one notable fault, it is a tendency to think that there is nothing new under the sun, and they treat the entire sum of human and nonhuman experience as their potential cultural heritage. This fault is not always a bad thing.

## Western Heartlands

The Western Heartlands cover a vast area between the Storm Horns of Cormyr and the Sword Coast south of Waterdeep, from the Lizard Marsh in the northwest to the Lonely Moor on the fringes of Anauroch in the northeast, down to Beregost and Green Fields in the southwest and Esting on the border of the Dragon Coast in the southeast.

To the caravan drivers of Amn and Sembia, the Western Heartlands are known as "miles and miles of miles and miles" -- windswept, grassy flats skirting impassable bogs, badlands, rolling hills, high moors, and lonely forests, all of which are filled with monsters. The farmers, frontier folk, walled-city dwellers, and other hardy souls who live here are strong and independent enough to carve successful lives out on the frontier where skill and intelligence count for more than one's

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bloodline. The Western Heartlands are home to dozens of separate walled cities, racial enclaves, farm towns, monasteries, fortified strongholds, and armed domains.

The Western Heartlands welcome ambitious adventurers. A dozen crumbled empires have sought to conquer or dominate the region, leaving behind fortifications built upon by waves of subsequent would-be monarchs. Others left behind treasure troves, high and perilous magic, or both. Unlike the densely packed regions in the Heartlands and the North, the Western Heartlands require long stretches of overland travel between destinations -- but at least no one freezes en route.

# Chapter 10: Deities of Faerun

The deities of Toril take an active interest in their world, channeling power through their clerics, druids, rangers, paladins, and other worshipers and sometimes intervening directly in the affairs of mortals. At the same time, they plot, war, intrigue, and ally among themselves, between themselves and powerful mortals, and with extraplanar beings such as elemental rulers and demons. In this they resemble their mortal worshipers, for to an extent deities are defined and shaped by their worshipers, their areas of interest, and their nature—for many deities are actually mortals who have gained the divine spark. Because they lose strength if their worship dwindles away and is forgotten, deities task their clerics and others to whom they grant divine spells with spreading their praise and doctrine, recruiting new worshipers, and keeping the faith alive. In exchange for this work and to facilitate it, deities grant divine spells.

A weaponsmith might take Gond as his patron deity, but also pray to Tempus, Lord of Battles, before attempting to forge a fine sword. During a difficult forging or when striving to make a blade lucky for wielders, the same smith prays to Tymora. A weapon forged for guardians would involve prayers and offerings to Helm. A weapon to be wielded for justice (an executioner's blade, perhaps) would be dedicated to Tyr.

Most people of Toril worship more than one deity on a daily basis, even if they dedicate their lives to one patron deity. Some folk of Faerun believe deities are akin to awesomely powerful mortals and are therefore prone to foibles, tempers, and the haste, mistakes, and emotions of mortals. Others see them as beyond mortal flaws or mortal comprehension. Overlaid on these extremes are beliefs as to whether deities like to intervene in mortal affairs daily, at crucial junctures, on whims, or to further mysterious or stated aims—or whether they remain aloof, influencing mortals only in subtle, hidden ways or through dream visions or cryptic auguries. With these widely varying views come a correspondingly wide range in practices of worship.

With that said, many folk make offerings both to deities they revere and appeasement offerings to deities of markedly different alignment and interests from their own to ward off holy vengeance, spite, and divine whim. The simplest offering to a deity is to toss a few coins into a temple bowl or make another suitable offering (blood to Tempus or Malar, for example, or particular sacred or token objects to most other deities) while a please is murmured. The formalization of this practice is the payment of a set temple fee to clergy of the deity to be appeased, who either provide the payer with a short prayer to be performed at an auspicious later time or perform a rote prayer for the payer.

## **Pantheons**

A pantheon is a group of deities organized alongside geographic or racial lines. Sometimes members of a pantheon are related to each other through familial ties. Most of the continent of Faerun is under the control of the Faerunian pantheon, a group of native and immigrant deities largely unrelated to each other. The exception is the countries of Mulhorand, Unther, Semphar, and Murghom, which are watched over by the Mulhorandi pantheon, which is mainly composed of a family group. The major humanoid races (dwarves, elves, and so on) have their own pantheons as well. Outside Faerun, the Kara-Turan pantheon guides the peoples of Kara-Tur. Clerics of a foreign deity may travel within another pantheon's region and receive spells normally, but they are likely to be driven off or assaulted by representatives of the local deities if they attempt to convert people to their faith, establish a temple, or start a holy war. The clergy of nonhuman deities are immune to this persecution as long as they refrain from such activities while in human lands; instead, they focus on recruiting and building efforts in places owned by their own kind or frontier areas unclaimed by civilized folk.

The Faerunian Pantheon

The Mulhorandi Pantheon

The Drow Pantheon

The Dwarven Pantheon

The Elven Pantheon

The Gnomish Pantheon

The Halfling Pantheon



## The Faerunian Pantheon

Name	Power Rank	Alignment	Domains	Favored Weapon	Symbol	Portfolio
Akadi	Greater Deity	N	Air, Illusion, Travel, Trickery	A whirlwind (heavy flail)	White cloud on blue background	Elemental air, movement, speed, flying creatures
Auril	Lesser Deity	NE	Air, Evil, Storm, Water	"Icemaiden's Caress" [ice axe] (battleaxe)	White snowflake on gray diamond with white border	Cold, winter
Azuth	Lesser Deity	LN	Illusion, Magic, Knowledge, Law, Spell	"The Old Staff" (quarterstaff)	Human left hand pointing upward outlined in blue fire	Wizards, mages, spellcasters in general
Bane	Intermediate Deity	LE	Destruction, Evil, Hatred, Law, Tyranny	The black hand of Bane [a black gauntlet] (morningstar)	Green rays squeezed forth from a black gauntleted fist	Strife, hatred, tyranny, fear
Beshaba	Intermediate Deity	CE	Chaos, Evil, Fate, Luck, Trickery	"Ill Fortune" [barbed scourge] (scourge)	Black antlers on a red field	Random mischief, misfortune, bad luck, accidents
Chauntea	Greater Deity	NG	Animal, Earth, Good, Plant, Protection, Renewal	A shock of grain (scythe)	Blooming rose on a sunburst wreath of golden grain	Agriculture, farmers, gardeners, summer
Cyric	Greater Deity	CE	Chaos, Destruction, Evil, Illusion, Trickery	"Razor's Edge" (longsword)	White jawless skull on black or purple sunburst	Murder, lies, intrigue, deception, illusion
Deneir	Lesser Deity	NG	Good, Knowledge, Protection, Rune	A whirling glyph (dagger)	Lit candle above purple eye with triangular pupil	Glyphs, images, literature, scribes, cartography
Eldath	Lesser Deity	NG	Family, Good, Plant, Protection, Water	Net (net)	Waterfall plunging into a still pool	Quiet places, springs, pools, peace, waterfalls
Finder Wyvernspur	Demigod	CN	Chaos, Charm, Renewal, Scalykind	"Sword of Songs" (bastard sword)	White harp on gray circle	Cycle of life, transformation of art, saurials
Garagos	Demigod	CN	Chaos, Destruction, Strength, War	"The Tentacus" [see symbol] (longsword)	A counterclockwise pinwheel of five snaky arms clutching swords	War, skill-at-arms, destruction, plunder
Gargauth	Demigod	LE	Charm, Evil, Law, Trickery	"Corrupter" (dagger or throwing dagger)	Broken animal horn	Betrayal, cruelty, political corruption, powerbrokers
Gond	Intermediate Deity	N	Craft, Earth, Fire, Knowledge, Metal, Planning	"Craftmaster" (warhammer)	A toothed metal, bone, or wood cog with four spokes	Artifice, craft, construction, smithwork
Grumbar	Greater Deity	N	Cavern, Earth, Metal, Time	A stony fist (warhammer)	Mountains on purple	Elemental earth, solidity, changelessness, oaths
Gwaeron Windstrom	Demigod	NG	Animal, Good, Knowledge, Plant, Travel	"Flameheart" (greatsword)	White star and brown pawprint on dark red "S"	Tracking, rangers of the North
Helm	Intermediate Deity	LN	Law, Planning, Protection, Strength	"Ever Watchful" (bastard sword)	Staring eye with blue pupil on upright left war gauntlet	Guardians, protectors, protection
Hoar	Demigod	LN	Fate, Law, Retribution, Travel	"Retribution's Sting" [javelin of lightning] (javelin)	Black-gloved hand holding a coin with a two-faced head	Revenge, retribution, poetic justice
Ilmater	Intermediate Deity	LG	Good, Healing, Law, Strength, Suffering	An open hand (unarmed strike)	Pair of white hands bound at the wrist with a red cord	Endurance, suffering, martyrdom, perseverance
Istishia	Greater Deity	N	Destruction, Ocean, Storm, Travel, Water	A wave (warhammer)	Cresting wave	Elemental water, purification, wetness

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Jergal	Demigod	LN	Death, Fate, Law, Rune, Suffering	A white glove (scythe)	Jawless skull and writing quill on scroll	Fatalism, proper burial, guardian of tombs
Kelemvor	Greater Deity	LN	Death, Fate, Law, Protection, Travel	"Fatal Touch" (bastard sword)	Upright skeletal arm holding the golden scales of justice	Death, the dead
Kossuth	Greater Deity	N (LN)	Destruction, Fire, Renewal, Suffering	Tendrils of flame (spiked chain)	A twining red flame	Elemental fire, purification through fire
Lathander	Greater Deity	NG	Good, Nobility, Protection, Renewal, Strength, Sun	"Dawnspeaker" (light or heavy mace)	Sunrise made of rose, red, and yellow gems	Spring, dawn, birth, youth, vitality, athletics
Lliira	Lesser Deity	CG	Chaos, Charm, Family, Good, Travel	"Sparkle" (shuriken)	A triangle of three six-pointed stars (orange, yellow, red)	Joy, happiness, dance, festivals, freedom, liberty
Loviatar	Lesser Deity	LE	Evil, Law, Retribution, Strength, Suffering	"Painbringer" (scourge)	Nine-tailed barbed scourge	Pain, hurt, agony, torment, suffering, torture
Lurue	Demigod	CG	Animal, Chaos, Good, Healing	A unicorn horn (shortspear)	Silver-horned unicorn head before a crescent moon	Talking beasts, intelligent nonhumanoid creatures
Malar	Lesser Deity	CE	Animal, Chaos, Evil, Moon, Strength	A beast's claw (claw bracer)	Bestial claw with brown fur and curving bloody talons	Hunters, stalking, bloodlust, evil lycanthropes
Mask	Lesser Deity	NE	Darkness, Evil, Luck, Trickery	"Stealthwhisper" (longsword)	Black velvet mask tinged with red	Thieves, thievery, shadows
Mielikki	Intermediate Deity	NG	Animal, Good, Plant, Travel	"The Hornblade" (scimitar)	Golden-horned, blue-eyed unicorn's head facing left	Forests, forest creatures, rangers, dryads, autumn
Milil	Lesser Deity	NG	Charm, Good, Knowledge, Nobility	"Sharptongue" (rapier)	Five-stringed harp made of silver leaves	Poetry, song, eloquence
Mystra	Greater Deity	NG (LN)	Good, Illusion, Knowledge, Magic, Rune, Spell	Seven whirling stars (shuriken)	Circle of seven blue-white stars with red mist flowing from the center	Magic, spells, the Weave
Nobanion	Demigod	LG	Animal, Good, Law, Nobility	A lion's head (heavy pick)	Male lion's head on a green shield	Royalty, lions and feline beasts, good beasts
Oghma	Greater Deity	N	Charm, Knowledge, Luck, Travel, Trickery	"Mortal Strike" (longsword)	Blank scroll	Knowledge, invention, inspiration, bards
Red Knight	Demigod	LN	Law, Nobility, Planning, War	"Checkmate" (longsword)	Red knight chess piece with star for eyes	Strategy, planning, tactics
Savras	Demigod	LN	Fate, Knowledge, Law, Magic, Spell	The eye of Savras (dagger)	Crystal ball containing many kinds of eyes	Divination, fate, truth
Selune	Intermediate Deity	CG	Chaos, Good, Moon, Protection, Travel	"The Wand of Four Moons" (heavy mace)	Pair of female eyes surrounded by seven silver stars	Moon, stars, navigation, prophecy, questers, good and neutral lycanthropes
Shar	Greater Deity	NE	Cavern, Darkness, Evil, Knowledge	"The Disk of Night" (chakram)	Black disk with deep purple border	Dark, night, loss, forgetfulness, unrevealed secrets, caverns, dungeons, the Underdark
Sharess	Demigod	CG	Chaos, Charm, Good, Travel, Trickery	A great cat's paw (claw bracer)	Feminine lips	Hedonism, sensual fulfillment, festsalls, cats
Shaundakul	Lesser Deity	CN	Air, Chaos, Portal, Protection, Trade, Travel	"Sword of Shadows" (greatsword)	A wind-walking bearded man in traveler's cape and boots	Travel, exploration, caravans, portals

Shiallia	Demigod	NG	Animal, Good, Plant, Renewal	"Forest's Friend" (quarterstaff)	Golden acorn	Woodland glades, woodland fertility, the High Forest, Neverwinter Wood
Siamorphe	Demigod	LN	Knowledge, Law, Nobility, Planning	"Noble's Might [scepter] (light mace)	Silver chalice with a golden sun on the side	Nobles, rightful rule of nobility, human royalty
Silvanus	Greater Deity	N	Animal, Plant, Protection, Renewal, Water	"The Great Mallet of Silvanus" (maul)	Green living oak leaf	Wild nature, druids
Sune	Greater Deity	CG	Chaos, Charm, Good, Protection	A silken sash (whip)	Face of a red-haired, ivory skinned beautiful woman	Beauty, love, passion
Talona	Lesser Deity	CE	Chaos, Destruction, Evil, Suffering	A scabrous hand (unarmed strike)	Three amber teardrops on a purple triangle	Disease, poison
Talos	Greater Deity	CE	Chaos, Destruction, Evil, Fire, Storm	A lightning bolt (longspear, shortspear, or halfspear)	An explosive lightning strike	Storms, destruction, rebellion, conflagrations, earthquakes, vortices
Tempus	Greater Deity	CN	Chaos, Protection, Strength, War	"Battle Prowess" (battleaxe)	A flaming silver sword on a blood-red shield	War, battle, warriors
Tiamat	Lesser Deity	LE	Evil, Law, Scalykind, Tyranny	A dragon head (heavy pick)	Five-headed dragon	Evil dragons, evil reptiles, greed, Chessenta
Torm	Lesser Deity	LG	Good, Healing, Law, Protection, Strength	"Duty's Bond" (greatsword)	Right-hand gauntlet held upright with palm forward	Duty, loyalty, obedience, paladins
Tymora	Intermediate Deity	CG	Chaos, Good, Luck, Protection, Travel	A spinning coin (shuriken)	Silver coin with Tymora's face surrounded by shamrocks	Good fortune, skill, victory, adventurers
Tyr	Greater Deity	LG	Good, Knowledge, Law, Retribution, War	"Justiciar" (longsword)	Balanced scales resting on a warhammer	Justice
Uhtao	Greater Deity	N	Planning, Plant, Protection, Scalykind	Tyrannosaur head (heavy pick)	Maze	Creation, jungles, Chult, the Chultans, dinosaurs
Ulutiu (slumbering)	Demigod	LN	Animal, Law, Ocean, Protection, Strength	"Harpoon of the Cold Sea" (longspear or shortspear)	Necklace of blue and white ice crystals	Glaciers, polar environments, arctic dwellers
Umberlee	Intermediate Deity	CE	Chaos, Destruction, Evil, Ocean, Storm, Water	"Drowning Death" trident	Blue green wave curling left and right	Oceans, currents, waves, sea winds
Uthgar	Demigod	CN	Animal, Chaos, Retribution, Strength, War	Appropriate beast totem spirit (battleaxe)	Differs by individual beast totem spirit	The Uthgardt barbarian tribes, physical strength
Valkur	Demigod	CG	Air, Chaos, Good, Ocean, Protection	"The Captain's Cutlass" (cutlass)	Cloud with three lightning bolts on a shield	Sailors, ships, favorable winds, naval combat
Velsharoon	Demigod	NE	Death, Evil, Magic, Undeath	"Skull Staff of the Necromancer" (quarterstaff)	A crowned laughing lich skull on a black hexagon	Necromancy, necromancers, evil liches, undeath
Waukeen	Lesser Deity	N	Knowledge, Protection, Trade, Travel	Cloud of coins (nunchaku)	Gold coin with Waukeen's profile facing left	Trade, money, wealth

## The Mulhorandi Pantheon

Name	Power Rank	Alignment	Domains	Favored Weapon	Symbol	Portfolio
Anhur	Lesser Deity	CG	Chaos, Good, Strength, Storm, War	"Warhawk" (falchion)	Hawk-headed falchion bound with a cord	War, conflict, physical prowess, thunder, rain
Geb	Lesser Deity	N	Cavern, Craft, Earth, Protection	"Stonemantle" (quarterstaff)	Mountain	The earth, miners, mines, mineral resources
Hathor	Lesser Deity	NG	Family, Fate, Good, Moon	Long cow horns (short sword)	Horned cow's heading wearing a lunar disk	Motherhood, folk music, dance, the moon, fate
Horus-Re	Greater Deity	LG	Good, Law, Nobility, Retribution, Sun	An ankh (khopesh)	Hawk's head in pharaoh's crown before a solar circle	The sun, vengeance, rulership, kings, life
Isis	Intermediate Deity	NG	Family, Good, Magic, Storm, Water	An ankh and star (punching dagger)	Ankh and star on a lunar disk	Weather, rivers, agriculture, love, marriage, good magic
Nephthys	Intermediate Deity	CG	Chaos, Good, Protection, Trade	An ankh trailing a golden mist (whip)	Ankh above a golden offering bowl	Wealth, trade, protector of children and the dead
Osiris	Intermediate Deity	LG	Death, Good, Law, Plant, Retribution	"Just Reward" (light flail or heavy flail)	White crown of Mulhorand over crossed crook and flail	Vegetation, death, the dead, justice, harvest
Sebek	Demigod	NE	Animal, Evil, Scalykind, Water	"The Sorrowful Spear" (longspear, shortspear, or halfspear)	Crocodile head wearing horned and plumed headdress	River hazards, crocodiles, werecrocodiles, wetlands
Set	Intermediate Deity	LE	Air, Darkness, Evil, Hatred, Law, Magic, Scalykind	"The Spear of Darkness" (longspear, shortspear, or halfspear)	Coiled Cobra	The desert, destruction, drought, night, rot, snakes, hate, betrayal, evil magic, ambition, poison, murder
Thoth	Intermediate Deity	N	Craft, Knowledge, Magic, Rune, Spell	"Knowledge Keeper" (quarterstaff)	Ankh above an ibis head	Neutral magic, scribes, knowledge, invention, secrets

## The Drow Pantheon

Name	Power Rank	Alignment	Domains	Favored Weapon	Symbol	Portfolio
Eilistraee	Lesser Deity	CG	Chaos, Charm, Drow, Elf, Good, Moon, Portal	"The Moonsword" (bastard sword)	Long-haired drow woman dancing barefoot before a full moon	Song, beauty, dance, swordwork, hunting, moonlight
Ghaunadaur	Lesser Deity	CE	Cavern, Chaos, Drow, Evil, Hatred, Slime	An amorphous tentacle (warhammer)	Purplish eye on purple, violet, and black circles	Oozes, slimes, jellies, outcasts, ropers, rebels
Kiaransalee	Demigod	CE	Chaos, Drow, Evil, Retribution, Undeath	"Cold Heart" (dagger)	Female drow hand wearing silver rings	Undead, vengeance
Lolth	Intermediate Deity	CE	Chaos, Darkness, Destruction, Drow, Evil, Spider, Trickery	A spider (dagger)	Black spider with female drow head hanging from a spiderweb	Spiders, evil, darkness, chaos, assassins, drow
Selvetarm	Demigod	CE	Chaos, Drow, Evil, Spider, War	"Venommace" (heavy mace)	Spider on a crossed sword and mace	Drow warriors
Vhaeraun	Lesser Deity	CE	Chaos, Drow, Evil, Travel, Trickery	"Shadowflash" (short sword)	A pair of black glass lenses that form a mask	Thievery, drow males, evil activity on the surface

## The Dwarven Pantheon

Name	Power Rank	Alignment	Domains	Favored Weapon	Symbol	Portfolio
Abbathor	Intermediate Deity	NE	Dwarf, Evil, Luck, Trade, Trickery	"Heart of Avarice" [diamond-bladed dagger] (dagger)	Jeweled dagger	Greed
Berronar Truesilver	Intermediate Deity	LG	Dwarf, Family, Good, Healing, Law, Protection	"Wrath of Righteousness" (heavy mace)	Two silver rings	Safety, honesty, home, healing, the dwarven family, records, marriage, faithfulness, loyalty, oaths
Clangeddin Silverbeard	Intermediate Deity	LG	Dwarf, Good, Law, Strength, War	"Giantbane" (battleaxe)	Two crossed battleaxes	Battle, war, valor, bravery, honor in battle
Deep Duerra (duergar)	Demigod	LE	Dwarf, Evil, Law, Mentalism, War	"Mindshatter" (battleaxe)	Broken illithid skull	Psionics, conquest, expansion
Dugmaren Brightmantle	Lesser Deity	CG	Chaos, Craft, Dwarf, Good, Knowledge, Rune	"Sharptack" (short sword)	Open book	Scholarship, invention, discovery
Dumathoin	Intermediate Deity	NE	Cavern, Craft, Dwarf, Earth, Knowledge, Metal, Protection	"Magmahammer" [mattock] (maul)	Faceted gem inside a mountain	Buried wealth, ores, gems, mining, exploration, shield dwarves, guardian of the dead
Gorm Gulthyn	Lesser Deity	LG	Dwarf, Good, Law, Protection, War	"Axegard" (battleaxe)	Shining bronze mask with eyeholes of flame	Guardian of all dwarves, defense, watchfulness
Haela Brightaxe	Demigod	CG	Chaos, Dwarf, Good, Luck, War	"Flamebolt" (greatsword)	Unsheathed sword wrapped in two spirals of flame	Luck in battle, joy of battle, dwarven fighters
Laduguer (duergar)	Intermediate Deity	LE	Craft, Dwarf, Evil, Law, Magic, Metal, Protection	"Grimhammer" (warhammer)	Broken crossbow bolt on a shield	Magic weapon creation, artisans, magic, gray dwarves
Marthammor Duin	Lesser Deity	NG	Dwarf, Good, Protection, Travel	"Glowhammer" (heavy mace)	Upright mace in front of a fur-trimmed leather boot	Guides, explorers, expatriates, travelers, lightning
Moradin	Greater Deity	LG	Craft, Dwarf, Earth, Good, Law, Protection	"Soulhammer" (warhammer)	Hammer and anvil	Dwarves, creation, smithing, protection, metalcraft, stonework
Sharindlar	Intermediate Deity	CG	Chaos, Charm, Dwarf, Good, Healing, Moon	"Fleetbite" (whip)	Flame rising from a steel needle	Healing, mercy, romantic love, fertility, dancing, courtship, the moon
Thard Harr	Lesser Deity	CG	Animal, Chaos, Dwarf, Good, Plant	Clawed Gauntlet (spiked gauntlet)	Two crossed scaly clawed gauntlets of silver-blue metal	Wild dwarves, jungle survival, hunting
Vergadain	Intermediate Deity	N	Dwarf, Luck, Trade, Trickery	"Goldseeker" (longsword)	Gold piece	Wealth, luck, chance, nonevil thieves, suspicion, trickery, negotiation, sly cleverness

## The Elven Pantheon

Name	Power Rank	Alignment	Domains	Favored Weapon	Symbol	Portfolio
Aerdrie Faenya	Intermediate Deity	CG	Air, Animal, Chaos, Elf, Good, Storm	"Thunderbolt" (quarterstaff)	Cloud with bird silhouette	Air, weather, avians, rain, fertility, avariels
Angharradh	Greater Deity	CG	Chaos, Elf, Good, Knowledge, Plant, Protection, Renewal	"Duskshaft" (longspear or shortspear)	Three interconnecting rings on a downward pointing triangle	Spring, fertility, planting, birth, defense, wisdom
Corellon Larethian	Greater Deity	CG	Chaos, Elf, Good, Magic, Protection, War	"Sahandrian" (longsword)	Crescent moon	Magic, Music, arts, crafts, war, the elven race (especially sun elves), poetry, bards, warriors
Deep Sashelas	Intermediate Deity	CG	Chaos, Elf, Good, Knowledge, Ocean, Water	"Trifork of the Deeps" (trident)	Dolphin	Oceans, sea elves, creation, knowledge
Erevan Ilesere	Intermediate Deity	CN	Chaos, Elf, Luck, Trickery	"Quickstrike" (short sword)	Starburst with asymmetrical rays	Mischief, change, rogues
Fenmarel Mestarine	Lesser Deity	CN	Animal, Chaos, Elf, Plant, Travel	"Thornbite" (dagger)	Pair of elven eyes in the darkness	Feral elves, outcasts, scapegoats, isolation
Hanali Celanil	Intermediate Deity	CG	Chaos, Charm, Elf, Good, Magic, Protection	A shining heart (dagger)	Gold Heart	Love, romance, beauty, enchantments, magic item artistry, fine arts, and artists
Labelas Enoreth	Intermediate Deity	CG	Chaos, Elf, Good, Knowledge, Time	"The Timestave" (quarterstaff)	Setting sun	Time, longevity, the moment of choice, history
Rillifane Rallathil	Intermediate Deity	CG	Chaos, Elf, Good, Plant, Protection	"The Oakstaff" (quarterstaff)	Oak tree	Woodlands, nature, wild elves, druids
Sehanine Moonbow	Intermediate Deity	CG	Chaos, Elf, Good, Illusion, Knowledge, Moon, Travel	"Moonshaft" (quarterstaff)	Misty crescent above a full moon	Mysticism, dreams, death, journeys, transcendence, the moon, the stars, the heavens, moon elves
Shevarash	Demigod	CN	Chaos, Elf, Retribution, War	"The Black Bow" (longbow)	Broken arrow above a teardrop	Hatred of the drow, vengeance, crusades, loss
Soloron Thelandira	Intermediate Deity	CG	Chaos, Elf, Good, Plant, War	"Longshot" (longbow)	Silver arrow with green fletching	Archery, hunting, wilderness survival



## The Gnomish Pantheon

Name	Power Rank	Alignment	Domains	Favored Weapon	Symbol	Portfolio
Baervan Wildwanderer	Intermediate Deity	NG	Animal, Gnome, Good, Plant, Travel	"Whisperleaf" (halfspears)	Cloak and dagger	Illusions, deception, traps, wards
Baravar Cloakshadow	Lesser Deity	NG	Gnome, Good, Illusion, Protection, Trickery	"Nightmare" (dagger)	Raccoon's face	Forests, travel, nature
Callarduran Smoothhands	Intermediate Deity	NG	Cavern, Craft, Earth, Gnome	"Spiderbane" (battleaxe)	Gold ring with star symbol	Stone, the Underdark, mining, the svirfneblin
Flandal Steelskin	Intermediate Deity	NG	Craft, Gnome, Good, Metal	"Rhondang" (warhammer)	Flaming hammer	Mining, physical fitness, smithing, metalworking
Gaerdal Ironhand	Lesser Deity	LG	Gnome, Good, Law, Protection, War	"Hammersong" (warhammer)	Iron Band	Vigilance, combat, martial defense
Garl Glittergold	Greater Deity	LG	Craft, Gnome, Good, Law, Protection, Trickery	"Arumdina" (battleaxe)	Gold nugget	Protection, humor, trickery, gem cutting, gnomes
Segoan Earthcaller	Intermediate Deity	NG	Cavern, Earth, Gnome, Good	"Earthcaller" [crystalline rod] (heavy mace)	Glowing gemstone	Earth, nature, the dead
Urdlen	Intermediate Deity	CE	Chaos, Earth, Evil, Gnome, Hatred	Great claw (claw bracer)	White mole	Greed, bloodlust, evil, hatred, uncontrolled impulse, spriggans

## The Halfling Pantheon

Name	Power Rank	Alignment	Domains	Favored Weapon	Symbol	Portfolio
Arvoreen	Intermediate Deity	LG	Good, Halfling, Law, Protection, War	"Aegisheart" (short sword)	Two short swords	Defense, war, vigilance, halfling warriors, duty
Brandobaris	Lesser Deity	N	Halfling, Luck, Travel, Trickery	"Escape" (dagger)	Halfling's footprint	Stealth, thievery, adventuring, halfling rogues
Cyrrollalee	Intermediate Deity	LG	Family, Good, Halfling, Law	"Camaradestave" [quarterstaff] (club)	Open door	Friendship, trust, the hearth, hospitality, crafts
Sheela Peryroyl	Intermediate Deity	N	Air, Charm, Halfling, Plant	"Oakthorn" (sickle)	Daisy	Nature, agriculture, weather, song, dance, beauty, romantic love
Urogalan	Demigod	LN	Death, Earth, Halfling, Law, Protection	"Doomthresher" [double-headed flail] (any flail)	Silhouette of a dog's head	Earth, death, protection of the dead
Yondalla	Greater Deity	LG	Family, Good, Halfling, Law, Protection	"Hornblade" (shortsword)	Cornucopia on a shield	Protection, bounty, halflings, children, security, leadership, wisdom, creation, family, tradition

## The Orc Pantheon

Name	Power Rank	Alignment	Domains	Favored Weapon	Symbol	Portfolio
Bahgtru	Lesser Deity	CE	Chaos, Evil, Orc, Strength	"Crunch" (spiked gauntlet)	Broken thighbone	Loyalty, stupidity, brute strength
Gruumsh	Greater Deity	CE	Cavern, Chaos, Evil, Hatred, Orc, Strength, War	"The Bloodspear" [longspear] (longspear or shortspear)	Unwinking eye	Orcs, conquest, survival, strength, territory
Ilneval	Lesser Deity	NE	Destruction, Evil, Orc, Planning, War	"Foe Smiter" (longsword)	Bloodied longsword	War, combat, overwhelming numbers, strategy
Luthic	Lesser Deity	NE	Cavern, Earth, Evil, Family, Healing, Orc	A hand with long claws (claw bracer)	Orc rune for home	Caves, orc females, home, wisdom, fertility, healing, servitude
Shargaas	Lesser Deity	CE	Chaos, Darkness, Evil, Orc, Trickery	"Nightblade" (short sword)	Skull on a red crescent moon	Night, thieves, stealth, darkness, Underdark
Yurtrus	Lesser Deity	NE	Death, Destruction, Evil, Orc, Suffering	Pale white hands (unarmed strike)	White hands on dark background	Death, disease

# APPENDIX:

[1-Barbarian Variant from Pathfinder Unchained](#)

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# A1: Barbarian Variant

I plan to isolate the variant barbarian portion of Pathfinder Unchained into a standalone PDF for ease of reference – but for now, please see pages 8 to 13 of the full Unchained PDF saved on Google Drive [here](#).

# A2: Monk Variant

I plan to isolate the variant monk portion of Pathfinder Unchained into a standalone PDF for ease of reference – but for now, please see pages 14 to 19 of the full Unchained PDF saved on Google Drive [here](#).

# A3: Rogue Variant

I plan to isolate the variant rogue portion of Pathfinder Unchained into a standalone PDF for ease of reference – but for now, please see pages 20 to 24 of the full Unchained PDF saved on Google Drive [here](#).



# A4: Consolidated Skills

I plan to isolate the variant background skills portion of Pathfinder Unchained into a standalone PDF for ease of reference – but for now, please see pages 54 to 69 of the full Unchained PDF saved on Google Drive [here](#).

# A5: Background Skills

I plan to isolate the variant background skills of Pathfinder Unchained into a standalone PDF for ease of reference – but for now, please see pages 46 to 53 of the full Unchained PDF saved on Google Drive [here](#).

# A6: Additional Class Options

## BARBARIAN

### Additional Rage Power Options (Feature options)

Blood rage powers grant powers in a theme. A barbarian cannot select from more than one group of blood rage powers. A barbarian of any level can take a lesser blood rage power. The middle blood rage power (that without “lesser” or “greater” in the title) can only be taken by a 6th level or higher barbarian that already has the lesser blood rage power of its group. A greater blood rage power can only be taken by a 10th level or higher barbarian that already has the middle blood rage power.

*Abyssal Blood (Su)*: Once per day when the barbarian enters a rage, she can choose to grow one size category larger than her base size (as enlarge person, even if the barbarian is not humanoid).

*Abyssal Blood, Greater (Su)*: While raging, the barbarian gains resistance 5 to acid, cold, and fire.

*Abyssal Blood, Lesser (Su)*: While raging, the barbarian gains two claw attacks. These attacks are considered primary attacks and are made at the barbarian’s full base attack bonus. They deal 1d6 points of slashing damage for Medium creatures (1d4 if Small) plus her Strength modifier.

*Beast Totem (Su)*: While raging, the barbarian gains a +1 natural armor bonus. This bonus increases by +1 for every four levels the barbarian has attained. A barbarian must have the lesser beast totem rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

*Beast Totem, Greater (Su)*: While raging, the barbarian gains the pounce special ability, allowing her to make a full attack at the end of a charge. In addition, the damage from her claws increases to 1d8 (1d6 if Small) and the claws deal x3 damage on a critical hit. A barbarian must have the beast totem rage power to select this rage power. A barbarian must be at least 10th level to select this rage power.

*Beast Totem, Lesser (Su)*: While raging, the barbarian gains two claw attacks. These attacks are considered primary attacks and are made at the barbarian’s full base attack bonus. The claws deal 1d6 points of slashing damage (1d4 if Small) plus the barbarian’s Strength modifier.

*Boasting Taunt (Ex)*: While raging, the barbarian can incite a creature to attack her by making an Influence check to demoralize. If the check succeeds, the target is also shaken as long as the barbarian is visible and raging or until it makes a melee attack against the barbarian. This is a language-dependent mind-affecting effect, and it relies on audible components. The barbarian must be at least 6th level to select this power.

*Brawler*: While raging, the barbarian is treated as if she has Improved Unarmed Strike. If she already has the feat, her unarmed strikes deal 1d6 points of damage (1d4 if she is Small).

*Brawler, Greater*: While raging, the barbarian is treated as if she has Two-Weapon Fighting when making unarmed strike attacks. A barbarian must have the brawler rage power to select this rage power.

*Celestial Blood (Su)*: While raging, the barbarian gains resistance 5 to acid and cold.

*Celestial Blood, Greater (Su)*: Once per rage, the barbarian can reroll one ability check, skill check, or saving throw she just made. She must take the second result, even if it is lower. She must decide to use this ability after the die is rolled but before results are revealed.

*Celestial Blood, Lesser (Su)*: While raging, the barbarian’s melee attacks are considered good-aligned weapons for the purpose of bypassing damage reduction. Furthermore, the barbarian deals an additional 1d6 points of damage when she damages an evil outsider with a melee attack.

*Draconic Blood (Su)*: Choose an energy type from the following: acid, cold, fire, or electricity. While raging, the barbarian gains resistance 5 against the chosen energy type and a +1 natural armor bonus.

*Draconic Blood, Greater (Su)*: While raging, the barbarian gains a breath weapon that she can use once per day. For every 2 barbarian levels, this breath weapon deals 1d6 points of damage of the energy type she chose for the draconic blood power, either in a 30-foot cone (if cold or fire) or a 60-foot line (if acid or electricity). Those caught in the area of the breath can attempt a Reflex saving throw for half damage. The DC of this save is equal to 10 + 1/2 the barbarian's level + her Constitution modifier.

*Draconic Blood, Lesser (Su)*: While raging, the barbarian gains two claw attacks. These attacks are considered primary attacks and are made at the barbarian's full base attack bonus. They deal 1d6 points of slashing damage for Medium creatures (1d4 if Small) plus her Strength modifier.

*Disruptive*: When raging, the barbarian gains Disruptive as a bonus feat. The barbarian must have the superstition\* rage power to select this rage power. A barbarian must be at least 8th level to select this rage power.

*Elemental Blood (Su)*: While raging the barbarian gains energy resistance 10 against the energy type chosen when she took lesser elemental blood.

*Elemental Blood, Greater (Su)*: While raging, the barbarian gains a special movement type or bonus based on her chosen element: acid grants a burrow speed of 30 feet, cold grants a swim speed of 60 feet, fire grants an increase of 30 feet to her base land speed, and electricity grants a fly speed of 60 feet (good maneuverability).

*Elemental Blood, Lesser (Su)*: Choose an energy type: acid, cold, fire, or electricity. While raging, as a swift action up to three times a day, the barbarian can imbue her melee attacks with elemental energy, dealing an additional 1d6 points of damage of the chosen energy type for 1 round.

*Ferocious Mount (Ex)*: While raging and mounted, the barbarian's mount also gains the benefits of rage (including greater rage and mighty rage) as long as the barbarian is mounted or adjacent to it. While her mount is raging in this way, she must spend one additional round of rage per round. She can elect not to pay this cost, in which case her mount does not rage.

*Ferocious Mount, Greater (Ex)*: While raging and mounted, the barbarian's mount gains the benefits of any rage powers that are constant in effect when the barbarian is raging. It does not gain the benefit of any rage powers that require actions to activate, even if they are free actions. A barbarian must have the ferocious mount rage power to select this rage power. A barbarian must be at least 8th level to select this rage power.

*Ferocious Trample (Ex)*: While raging and mounted, the barbarian's mount gains the trample special attack (*Pathfinder RPG Bestiary* 305). This attack inflicts 1d8 points of damage for a Medium mount, 2d6 for a Large mount, or 2d8 for a Huge mount, plus 1-1/2 times the mount's Strength modifier. A successful Reflex save (DC 10 + 1/2 the barbarian's level + the mount's Strength modifier) halves this damage. Creatures in the mount's path or that threaten squares it passes through may make attacks of opportunity against either the barbarian or the mount, but not both. A barbarian must have the ferocious mount rage power to select this rage power. A barbarian must be at least 8th level to select this rage power.

*Ferocious Trample, Greater (Ex)*: A barbarian's mount can affect creatures up to its own size with its ferocious trample. In addition, it can make an overrun combat maneuver check as a free action against a creature that fails its Reflex save (or chooses not to save in order to take an attack of opportunity) against its trample. A barbarian must have the ferocious trample rage power to select this rage power. A barbarian must be at least 12th level to select this rage power.

*Fey Blood (Su)*: While raging, when the barbarian charges, she ignores difficult terrain (including magical terrain, but not other creatures).

*Fey Blood, Greater (Su)*: While raging, as long as the barbarian moves at least 10 feet, she gain the effects of blur for 1 round.

*Fey Blood, Lesser (Su)*: While raging, each time the barbarian confirms a critical hit, the target must succeed at a Will saving throw (DC = 10 + 1/2 the barbarian's level + her Constitution modifier) or be confused for one round. This is a mind-affecting compulsion effect.

*Guarded Life (Ex)*: While raging, if the barbarian is reduced below 0 hit points, 1 hit point of lethal damage per barbarian level is converted to nonlethal damage. If the barbarian is at negative hit points due to lethal damage, she immediately stabilizes.

*Hurling (Ex)*: As lesser hurling, but the barbarian can increase the range increment to 20 feet or increase the size of a hurled object by one size category. A barbarian must have the lesser hurling rage power to select this rage power. A barbarian must be at least 8th level to select this rage power.

*Hurling, Greater (Ex)*: As hurling, but the barbarian can increase the range increment to 30 feet or increase the size of a hurled object by two size categories. A barbarian must have the hurling rage power to select this rage power. A barbarian must be at least 12th level to select this rage power.

*Hurling, Lesser (Ex)*: As a full-round action while raging, the barbarian can lift and hurl an object up to one size category smaller than herself with both hands or two size categories smaller with one hand as an improvised weapon with a range increment of 10 feet. This inflicts damage as a falling object (*Core Rulebook* 443) plus the barbarian's Strength bonus. This damage is halved if the object is not made of stone, metal, or similar material. This is a ranged touch attack, and the target may attempt a Reflex save (DC 10 + 1/2 the barbarian's level + the barbarian's Strength modifier) for half damage. The barbarian may apply Power Attack to this attack as a one- or two-handed weapon, as appropriate.

*Hurling Charge (Ex)*: While raging and making a charge attack, the barbarian may draw and throw a hurled weapon during her charge, gaining the normal +2 attack roll bonus on the thrown weapon attack as well as on the melee attack at the end of the charge. The barbarian must move at least 10 feet before using a thrown weapon and at least 10 additional feet before making a melee attack at the end of her charge. The barbarian must have a thrown weapon in hand or have one hand free at the beginning of her charge. A barbarian must have the lesser hurling rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

*Infernal Blood (Su)*: While raging, the barbarian gains fire resistance 5, as well as a +2 bonus on saving throws against poison.

*Infernal Blood, Greater (Su)*: While raging, the barbarian gains a +4 bonus against enchantment and fear effects.

*Infernal Blood, Lesser (Su)*: While raging, up to three times a day as a swift action, the barbarian can infuse her attacks with hellfire for 1 round. During this time, all of her melee attacks gain the flaming magic weapon special ability.

*Overbearing Advance (Ex)*: While raging, the barbarian inflicts damage equal to her Strength bonus whenever she succeeds at an overrun combat maneuver.

*Overbearing Onslaught (Ex)*: While raging, the barbarian may overrun more than one target per round, with a -2 penalty on her CMB for each overrun check after the first. A barbarian must have the overbearing advance rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

*Spirit Steed (Su)*: While raging and mounted, the barbarian's mount gains DR/magic equal to 1/2 the barbarian's level. The mount's natural weapons count as magical for the purpose of overcoming damage reduction. A barbarian must have the ferocious mount rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

*Spirit Totem (Su)*: While raging, the spirits that surround the barbarian make it difficult for her enemies to see her. The spirits grant the barbarian a 20% miss chance against ranged attacks and melee attacks made by creatures that are not adjacent to the barbarian (typically due to reach). A barbarian must have the lesser spirit totem rage power to select this rage power. A barbarian must be at least 6th level to select this rage power.

*Spirit Totem, Greater (Su)*: While raging, the spirits that surround the barbarian become dangerous to any enemy adjacent to the barbarian. Living enemies adjacent to the barbarian at the start of her turn take 1d8 points of negative energy damage. In addition, the spirit wisps can now attack foes that are up to 15 feet away from the barbarian and the slam attack deals 1d6 points of negative energy damage. A barbarian must have the spirit totem rage power and be at least 10th level to select this rage power.

*Spirit Totem, Lesser (Su)*: While raging, the barbarian is surrounded by spirit wisps that harass her foes. These spirits make one slam attack each round against a living foe that is adjacent to the barbarian. This slam attack is made using the barbarian's full

base attack bonus, plus the barbarian's Charisma modifier. The slam deals 1d4 points of negative energy damage, plus the barbarian's Charisma modifier.

### Breaker (Archetype)

While most barbarians are skilled at breaking things, some find the need to destroy their surroundings an almost uncontrollable urge when in the middle of a rage. These barbarians are a danger not only to their foes, but also to the very environment around them. A breaker barbarian has the following class features.

**Destructive (Ex):** Whenever the breaker barbarian makes a melee attack that targets an unattended object or makes a sunder combat maneuver, she adds half her barbarian level (minimum +1) on the damage roll. This ability replaces fast movement.

**Battle Scavenger (Ex):** At 3rd level, the breaker barbarian suffers no penalty on attack rolls when using an improvised weapon or a weapon with the broken condition. In addition, she gains a +1 bonus on damage rolls with improvised or broken weapons for every three levels beyond 3rd. This ability replaces trap sense.

**Rage Powers:** The following rage powers complement the breaker archetype: ground breaker, smasher, and strength surge\*.

### Elemental Kin (Archetype)

Some barbarian tribes have strong ties to the elemental forces of nature. Their shamans anoint the warriors at birth, tying them to the patron element of the tribe and granting them lasting boons against such forces. An elemental kin has the following class feature.

**Elemental Fury (Ex):** At 3rd level, whenever the elemental kin takes an amount of energy damage equal to or greater than her barbarian level while raging, she adds 1 to the total number of rounds that she can rage that day. At 6th level, and every three levels thereafter, the number of extra rounds per energy attack increases by +1, to a maximum of +6 rounds per energy attack at 18th level. This ability replaces trap sense.

**Rage Powers:** The following rage powers complement the elemental kin archetype: elemental rage, energy absorption, energy eruption, energy resistance, greater elemental rage, greater energy resistance, and lesser elemental rage.

### Hateful Rager (Archetype; Half-Orc Only)

From a young age, many half-orcs are treated cruelly, bullied, ridiculed, and made outcasts. While some hide their shame, others foster a deep, burning hatred that they channel into a raw fury and unleash against their enemies. These half-orcs are called hateful ragers. A hateful rager has the following class features.

**Reduced Rage (Ex):** At 2nd level and every level thereafter, a hateful rager only gains 1 additional round of rage per day instead of the normal 2 additional rounds of rage per day.

**Favored Enemy (Ex):** At 2nd level, a hateful rager selects a favored enemy. This ability works identically to the ranger ability of the same name. At 8th, 14th, and 20<sup>th</sup> level, the hateful rager selects another favored enemy and increases her bonus against one favored enemy type, as described in the ranger class.

While raging, the hateful rager makes every effort to fight a favored enemy rather than other opponents. If aware of the presence of a favored enemy, the hateful rager must make a DC 20 Will save each round to attack another creature; failure means the barbarian must attack the favored enemy or move closer to that enemy. She may freely attack creatures preventing her from reaching that favored enemy (regardless of whether they are actively trying to prevent her attacks or merely in the way). She can avoid harmful obstacles normally in her attempts to reach the target and is not forced to take the shortest route.

This ability replaces the barbarian's rage power gained at 2nd level. At 8th, 14th, and 20th levels, in place of a rage power she gains another favored enemy and increases her bonus against one favored enemy type.

**Feed the Rage (Ex):** At 5th level, a hateful rager gains 1 additional round of rage for each favored enemy she knocks unconscious or kills in combat. These current rounds of rage can only be used to add to the duration of her rage and disappear when the rage ends. This ability replaces improved uncanny dodge.

**Amplified by Hate (Ex):** At 9th level, a hateful rager adds half her favored enemy bonus to the DC of any rage power she uses against a favored enemy. This ability replaces trap sense +3.

**Rage Powers:** The following rage powers complement the hateful rager archetype: intimidating glare, roused anger, terrifying howl (*Core Rulebook*); come and get me, inspire ferocity, overbearing advance, reckless abandon (*Advanced Player's Guide*).

### Hurler (Archetype)

A raging barbarian is frightening enough in melee, but some become skilled at throwing objects at their foes before closing in for the kill. A hurler has the following class feature.

**Skilled Thrower (Ex):** The hurler is skilled at throwing objects in combat. Increase the range increment of any thrown weapon or object by 10 feet. This ability replaces fast movement.

**Rage Powers:** The following rage powers complement the hurler archetype: hurling, greater hurling, hurling charge, lesser hurling, strength surge\*, and surprise accuracy\*.

### Invulnerable Rager (Archetype)

Some barbarians learn to take whatever comes their way, shrugging off mortal wounds with ease. These barbarians invite their enemies to attack them, and use pain to fuel their rage. An invulnerable rager has the following class features.

**Invulnerability (Ex):** At 2nd level, the invulnerable rager gains DR/— equal to half her barbarian level. This damage reduction is doubled against nonlethal damage. This ability replaces uncanny dodge, improved uncanny dodge, and damage reduction.

**Extreme Endurance (Ex):** At 3rd level, the invulnerable rager is inured to either hot or cold climate effects (choose one) as if using *endure elements*. In addition, the barbarian gains 1 point of fire or cold resistance for every three levels beyond 3rd. This ability replaces trap sense.

**Rage Powers:** The following rage powers complement the invulnerable rager archetype: come and get me, guarded life, increased damage reduction\*, inspire ferocity, reckless abandon, and renewed vigor\*.

### Mounted Fury (Archetype)

Many barbarian tribes are masters of the horse, teaching their members how to ride from a young age. As a result, barbarians from such tribes are even more terrifying when mounted, using their steeds' speed and strength to great advantage. A mounted fury has the following class features.

**Fast Rider (Ex):** The speed of any mount the barbarian rides is increased by 10 feet. This ability replaces fast movement.

**Bestial Mount (Ex):** At 5th level, the mounted fury gains the service of a feral mount. This ability functions as a druid's animal companion, using the barbarian's level –4 as her effective druid level. This companion must be one that she is capable of riding and is suitable as a mount. A Medium barbarian can select a camel or a horse. A Small barbarian can select a pony or a wolf but can also select a boar or a dog if she is at least 8th level. Whenever a barbarian is raging while mounted on her bestial mount, the mount gains a +2 morale bonus to its Strength. This ability replaces uncanny dodge and improved uncanny dodge.

**Rage Powers:** The following rage powers complement the mounted fury archetype: ferocious mount, ferocious trample, greater ferocious mount, greater ferocious trample, and spirit steed.

### Savage Barbarian (Archetype)

Some barbarians are truly savage, having little training in modern arms. These savage barbarians learn to avoid blows and toughen up their skin. A savage barbarian has the following class features.

**Naked Courage (Ex):** At 3rd level, the savage barbarian gains a +1 dodge bonus to AC and a +1 morale bonus on saving throws against fear when wearing no armor (shields are allowed). This bonus increases by +1 for every six levels after 3rd. This ability replaces trap sense.

**Natural Toughness (Ex):** At 7th level, the savage barbarian gains a +1 natural armor bonus to AC when wearing no armor (shields are allowed). This bonus increases by +1 for every three levels beyond 7th. This ability replaces damage reduction.

**Rage Powers:** The following rage powers complement the savage barbarian archetype: flesh wound, guarded stance\*, increased damage reduction\*, intimidating glare\*, rolling dodge\*, superstition\*, and terrifying howl\*.

### Superstitious (Archetype)

Many barbarians distrust magic. While most just shy away from magic, others focus their rage on users of such foul arts. These barbarians are naturally distrusting, and develop keen senses to protect them from harm. A superstitious barbarian has the following class features.

**Sixth Sense (Ex):** At 3rd level, the superstitious barbarian gains a +1 bonus on initiative and a +1 insight bonus to AC during surprise rounds. This bonus increases by +1 for every three levels after 3rd. This ability replaces trap sense.

**Keen Senses (Ex):** At 7th level, the superstitious barbarian gains low-light vision (triple normal vision range in dim light if she already has low-light vision). At 10th level, she gains darkvision 60 feet (or adds 60 feet to the range of any darkvision already possessed). At 13th level, she gains scent. At 16th level, she gains blindsense 30 feet. At 19th level, she gains blindsight 30 feet. This ability replaces damage reduction.

**Rage Powers:** The following rage powers complement the superstitious archetype: clear mind\*, disruptive, roused anger\*, spellbreaker, superstition\*, and witch hunter.



# BARD

## Arcane Duelist (Archetype)

A master of the martial applications of steel and spell, the arcane duelist blends both into a lethal combination.

**Arcane Strike:** Arcane duelists gain Arcane Strike as a bonus feat at 1st level. This ability replaces bardic knowledge.

**Bardic Performance:** An arcane duelist gains the following types of bardic performance.

*Rallying Cry (Su):* At 1st level, an arcane duelist can use performance to rally dispirited allies. Each round he makes an Intimidate check. Any ally (including the bard) within 30 feet may use this check in place of his own saving throw against fear and despair effects. Those already under a fear or despair effect can attempt a new save each round using the bard's Intimidate check. Rallying cry does not work on effects that do not allow saves. This is a mind-affecting ability that uses audible components. This performance replaces countersong.

*Bladethirst (Su):* An arcane duelist of 6th level or higher may use performance to grant one weapon, one natural weapon, one end of a double weapon, or 50 items of ammunition of the same type within 30 feet a +1 enhancement bonus. This enhancement bonus increases by +1 for every three levels after 6th (maximum +5 at 18th level). These bonuses stack with existing bonuses and may be used to increase the item's enhancement bonus up to +5 or to add any of the following weapon properties: *defending, distance, ghost touch, keen, mighty cleaving, returning, shock, shocking burst, seeking, speed, or wounding* (*Pathfinder RPG Core Rulebook* page 469). If the weapon is not magical, at least a +1 enhancement bonus must be added before adding special abilities. This performance replaces suggestion.

*Mass Bladethirst (Su):* An arcane duelist of 18th level or higher can use his bladethirst performance to enhance the weapons of as many allies as desired within 30 feet. The bonus provided by this power is +4 if conferred on two allies, +3 for three allies, +2 for four allies, and +1 for five or more allies. The power granted to each weapon must be identical. This ability replaces mass suggestion.

**Bonus Feats:** An arcane duelist weaves might and magic in his combat style, gaining the following bonus feats at 2nd level and every four levels thereafter: 2nd level—Combat Casting, 6th level—Disruptive, 10th level—Spellbreaker, 14th level—Penetrating Strike, 18th level—Greater Penetrating Strike. This ability replaces versatile performance and well-versed.

**Arcane Bond (Ex):** At 5th level, an arcane duelist gains the arcane bond ability as a wizard, using a weapon as his bonded item, allowing him to cast any one additional spell that he knows once per day. He may not choose a familiar or other type of bonded item. He may use the hand holding his bonded weapon for somatic components. This ability replaces lore master.

**Arcane Armor (Ex):** At 10th level, an arcane duelist gains Medium Armor Proficiency and can cast bard spells in medium armor with no chance of arcane spell failure. At 16th level, he gains Heavy Armor Proficiency and can cast bard spells in heavy armor with no arcane spell failure. This ability replaces jack of all trades.

## Detective (Archetype)

Piecing together clues and catching the guilty with sheer cleverness, the detective is skilled at divining the truth.

**Bardic Performance:** A detective gains the following types of bardic performance.

*Careful Teamwork (Su):* A detective uses performance to keep allies coordinated, alert, and ready for action. All allies within 30 feet gain a +1 bonus on Initiative checks, Perception, and Finesse checks for 1 hour. They also gain a +1 insight bonus on Reflex saves and to AC against traps and when they are flat-footed. These bonuses increase by +1 at 5th level and every six levels thereafter. Using this ability requires 3 rounds of continuous performance, and the targets must be able to see and hear the bard throughout the performance. This ability is language-dependent and requires visual and audible components. This performance replaces inspire courage.

*True Confession (Su):* At 9th level, a detective can use performance to trick a creature into revealing its secrets. Using this ability requires a successful Perception check to see through an Influence bluffing check or to notice mental compulsion. After 3 continuous rounds of performance, the target must make a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier). Success renders the target immune to this power for 24 hours. On a failed save, a liar inadvertently reveals the lie and the truth behind it. A creature under a charm or compulsion reveals the nature of its enchantment and who placed it (if the creature knows) and gains a new saving throw to break free from the enchantment. This ability is language-dependent and requires audible components. Using this power requires only 2 rounds of performance at 15th level, and 1 round of performance at 20th level. This performance replaces inspire greatness.

*Show Yourself (Ex):* At 15th level, a detective can use performance to compel creatures to reveal themselves when hiding. All enemies within 30 feet must make a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier). If they fail, they must cease using Stealth, unlock and open doors between themselves and the detective, and dismiss, suppress, or dispel if necessary magical effects that grant invisibility or any other form of concealment from the detective. As long as they can hear the performance, affected creatures may not attack or flee until they have eliminated every such effect, though they are freed from this compulsion immediately if attacked. Creatures in the area must make this save each round the bard continues his performance. This ability is language-dependent and requires audible components. This performance replaces inspire heroics.

**Eye for Detail (Ex):** A detective gains a bonus equal to half his level on Society and Perception checks, as well as Influence checks to gather information (minimum +1). This ability replaces bardic knowledge.

**Arcane Insight (Ex):** At 2nd level, a detective can find and disable magical traps, like a rogue's trapfinding ability. In addition, he gains a +4 bonus on saving throws made against illusions and a +4 bonus on caster level checks and saving throws to see through disguises and protections against divination (such as *magic aura*, *misdirection*, and *nondetection*). This ability replaces well-versed.

**Arcane Investigation:** In addition, a detective's class spell list includes the following: 1st—*detect chaos/evil/law/good*; 2nd—*zone of truth*; 3rd—*arcane eye*, *speak with dead*, *speak with plants*; 4th—*discern lies*; 5th—*prying eyes*, *stone tell*; 6th—*discern location*, *find the path*, *greater prying eyes*, *moment of prescience*. A detective may add one of these spells or any divination spell on the bard spell list to his list of spells known at 2nd level and every four levels thereafter. This ability replaces versatile performance.

## Magician (Archetype)

A magician dabbles in performance but sees it as a means to tap into universal energies and channel them.

**Bardic Performance:** A magician gains the following types of bardic performance.

**Dweomercraft (Su):** A magician can use performance to manipulate magical energies. Allies of the magician gain a +1 bonus on caster level checks, concentration checks, and attack rolls with spells and spell-like abilities. This bonus increases by +1 at 5th level and every six levels thereafter. This ability relies on visual and audible components. It replaces inspire courage.

**Spell Suppression (Su):** At 8th level, a magician can use performance to counter the spells of his foes. Once the bard begins using this performance, he tracks the number of rounds it has been in use. While performing, as an immediate action, he can attempt to counter any spell that he can identify using Spellcraft, so long as that spell's level is equal or less than the total number of rounds he has been performing spell suppression. The attempt to counter the spell is made as if using *dispel magic*, using the bard's level as the caster level. If successful, the bardic performance immediately ends. This ability requires audible components. This performance replaces dirge of doom.

**Metamagic Mastery (Ex):** At 14th level, a magician can use performance to apply a metamagic feat to a spell he is about to cast without increasing the casting time. The bard must still expend a higher-level slot to cast this spell. This causes the performance to immediately end. This ability requires audible components. This performance replaces frightening tune.

**Magical Talent (Ex):** A magician gains a bonus equal to half his level on Spellcraft checks. This ability replaces bardic knowledge.

**Improved Counterspell:** A magician gains Improved Counterspell as a bonus feat. This ability replaces countersong.

**Extended Performance (Su):** At 2nd level, a magician can extend the duration of bardic performance after he stops concentrating by sacrificing a spell slot as a swift action. The performance effect lingers for 1 extra round per level of the spell. Only one spell may be sacrificed per performance, and performance types that take effect after a specific number of rounds cannot be extended. This ability replaces well-versed.

**Expanded Repertoire (Ex):** At 2nd level and every four levels thereafter, a magician can add one spell to his spells known from the spell list of any arcane spellcasting class. The spell must be of a level he can cast. This ability replaces versatile performance.

**Arcane Bond (Ex):** At 5th level, a magician gains the arcane bond ability as a wizard. He may not choose a familiar or a weapon as a bonded item. This ability replaces lore master.

**Wand Mastery (Ex):** At 10th level, when a magician uses a wand containing a spell on his spell list, he uses his Charisma bonus to set the wand's save DC. At 16th level, when using such a wand, he uses his caster level in place of the wand's caster level. This ability replaces jack of all trades.

## Prankster (Archetype; Gnome Only)

The prankster sees humor as the highest form of art, and pranks as the highest form of humor. In addition to setting friends up for light-hearted pranks, the prankster can use his quick wit and cruel sense of humor to enrage foes before incapacitating them with a clever turn of phrase.

**Bardic Performance:** A prankster's bardic performance functions like a bard's, but some of its performances are exchanged for those listed below.

**Mock (Su):** At 1st level, the prankster can use his performance to cause one or more creatures to become furious with him. Each creature to be mocked must be within 90 feet, able to see, hear, and understand the prankster, and capable of paying attention to him. The prankster must also be able to see the creatures affected. For every three levels the prankster has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the prankster's level + the prankster's Charisma modifier) to negate the effect. If a creature's saving throw succeeds, the prankster cannot successfully mock that creature for 24 hours. If its saving throw fails, the creature is angered by the performance and seeks to harm the prankster. While the prankster maintains the mocking, the target takes a -2 penalty on all attack rolls and skill checks until it has successfully attacked the prankster with a melee or ranged attack or has harmed the creature with a spell that deals damage.

Mock is an enchantment (compulsion) mind-affecting ability. Mock relies on audible and visual components in order to function. This ability replaces fascinate.

*Punchline (Sp)*: At 6th level, the prankster can use his performance to tell a punchline to amuse a creature he has already mocked (see above), goading it into *hideous laughter* (as the spell). Using this ability does not disrupt the mock effect, but it does require a standard action to activate (in addition to the free action to continue the mock effect). A prankster can use this ability more than once against an individual creature during an individual performance.

Telling a punchline does not count against a prankster's daily use of bardic performance. A Will saving throw (DC 10 + 1/2 the bard's level + the bard's Charisma modifier) negates the effect. This ability affects only a single creature. Punchline is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components. This ability replaces the suggestion ability.

*Mass Punchline (Sp)*: This ability functions just like punchline, but allows a prankster of 18th level or higher to use *hideous laughter* simultaneously against any number of creatures that he has mocked. This ability replaces the mass suggestion ability.

**Swap (Ex)**: A prankster can steal an object from a creature and replace it with another object of the same size or smaller that the prankster has in his hand. This functions as the steal combat maneuver (*Advanced Player's Guide* 322), but the prankster does not provoke an attack of opportunity and may use his Finesse check in place of his combat maneuver check. If the prankster's check exceeds the target's CMD by 10 or more, the target is unaware the swap has been made until it tries to use the swapped object or the end of its next turn (whichever happens first). This ability replaces lore master.

## Savage Skald (Archetype)

Far from civilization, furious tribes have their own war-singers, work-chanters, and lore-keepers, savaging enemies with song and sword alike.

**Bardic Performance**: A savage skald gains the following types of bardic performance.

*Inspiring Blow (Su)*: A savage skald roars his war-cries with each telling blow. When he confirms a critical hit, he can start this performance as an immediate action (ending any other performances). He gains temporary hit points equal to his Charisma modifier (if positive), and all allies within 30 feet gain a +1 morale bonus on their next attack roll prior to the start of his next turn. These temporary hit points remain until the bard ends his performance. This performance replaces fascinate.

*Incite Rage (Su)*: At 6th level, a savage skald can induce a furious rage in one creature within 30 feet. This effect functions as a *rage* spell that lasts as long as the target can hear the bard's performance; however, unwilling creatures can be affected if they fail a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier). Success renders the target immune to this power for 24 hours. The bard cannot target himself with this ability. If the target has the rage class feature, it can instead immediately rage and stay in this rage without consuming rounds of rage per day as long as the bard continues performing. This mind-affecting effect requires audible components. This performance replaces suggestion.

*Song of the Fallen (Sp)*: At 10th level, a savage skald can duplicate the effect of a *horn of Valhalla*. This effect requires 10 continuous rounds of performance and summons barbarians as a silver horn at 10th level, as a brass horn at 13th level, as a bronze horn at 16th level, and as an iron horn at 19th level. The warriors remain only as long as the bard continues his performance. This ability requires audible components. This performance replaces jack of all trades.

*Berserkerfang (Ex)*: At 12th level, a savage skald can inspire a rapturous battle trance that suppresses pain, stunning, and fear effects for one creature, plus one additional creature per three levels after 12th. Affected creatures also gain DR 5/— (DR 10/— against nonlethal damage); this benefit stacks with the damage reduction class ability of barbarians. This mind-affecting ability requires audible components. This performance replaces soothing performance.

*Battle Song (Su)*: At 18th level, a savage skald can affect all allies within 30 feet when using performance to incite rage. This performance replaces mass suggestion.

## Songhealer (Archetype)

Words can harm, but they also heal. The songhealer brings peace and surcease of pain, calming wild emotions and providing a balm for the wounded body.

**Enhance Healing (Su)**: A number of times per day equal to his Charisma modifier, a songhealer can cause any healing effect from a spell completion or spell trigger item to function at a caster level equal to his class level. This ability replaces versatile performance.

**Bardic Performance**: A songhealer gains the following type of bardic performance.

*Healing Performance (Su)*: A bard of 14th level or higher can use his performance to create an effect equivalent to *heal* on a living target (or *harm* on an undead target), using the bard's level as the caster level. Using this ability requires 5 rounds of continuous performance, and the target must be able to see and hear the bard throughout the performance. The healing performance relies on audible and visual components. This ability replaces frightening tune.

*Funereal Ballad (Su)*: A bard of 20th level or higher can use his performance to create an effect equivalent to *resurrection* on a dead creature, using the bard's level as the caster level. Using this ability requires 20 rounds of continuous performance, and the target must be within 10 feet of the bard for the entire performance. Funereal ballad relies on audible and visual components. This ability replaces deadly performance.

# Cleric

## Ecclesitheurge (Archetype)

Eschewing physical armor for protection via the strength of his faith, an ecclesitheurge focuses on the miracles his deity bestows and the breadth of that deity's dominion.

**Weapon and Armor Proficiency:** An ecclesitheurge is proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but he is not proficient with any type of armor or shield. This replaces the cleric's weapon and armor proficiencies.

**Ecclesitheurge's Vow:** At 1st level, an ecclesitheurge makes a vow to his deity to be protected solely by his faith, not by armor or shields. An ecclesitheurge who wears prohibited armor or uses a prohibited shield is unable to use his blessing of the faithful ability, use cleric domain powers, or cast cleric spells.

**Domain Mastery:** At 1st level, when an ecclesitheurge chooses his cleric domains, he designates one as his primary domain and the other as his secondary domain. An ecclesitheurge can use his non-domain spell slots to prepare spells from his primary domain's spell list.

Each day when he prepares spells, an ecclesitheurge can select a different domain granted by his deity to gain access to that domain's spell list instead of his secondary domain spell list. He does not lose access to his actual secondary domain's granted powers or gain access to the other domain's granted powers. For example, an ecclesitheurge with Glory and his primary domain and Good as his secondary domain can choose to gain access to the Healing domain; until the next time he prepares spells, he uses the Healing domain spell list as his secondary domain spell list instead of the Good domain spell list, but still keeps the granted powers of the Good domain and does not gain the granted powers of the Healing domain.

This ability alters the normal domain ability.

**Bonded Holy Symbol (Su):** At 3rd level, an ecclesitheurge forms a powerful bond with a holy symbol of his deity, akin to a wizard's bonded object. Once per day, a bonded holy symbol can be used to cast any one spell that the ecclesitheurge has on his cleric or domain spell list that day. This spell is treated like any other spell cast by the ecclesitheurge, including with respect to casting time, duration, and other effects dependent on the ecclesitheurge's level. This spell cannot be modified by metamagic feats or other abilities. An ecclesitheurge can add additional magic abilities to his bonded holy symbol as if he had the required item creation feat (typically Craft Wondrous Item), provided he meets the feat's level prerequisites. For example, an ecclesitheurge with a bonded holy symbol necklace must be at least 3rd level to add magic abilities to the item. The magic properties of a bonded holy symbol, including any magic abilities added to the object, function for only the ecclesitheurge. If a bonded holy symbol's owner dies or the item is replaced, the object reverts to being an ordinary holy symbol.

If a bonded holy symbol is damaged, it is restored to full hit points the next time the ecclesitheurge gains his spells for the day. If the holy symbol is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per cleric level plus the cost of the holy symbol itself.

This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded holy symbol. An ecclesitheurge can instead designate an existing holy symbol as his bonded holy symbol. This functions in the same way as replacing a lost or destroyed item, except that the new holy symbol retains its abilities while gaining the benefits and drawbacks of becoming a bonded holy symbol.

This ability replaces the increase to channel energy gained at 3rd level.

## Forgemaster (Archetype; Dwarf Only)

Forgemasters are priestly dwarves who are ritual casters and expert enchanters, able to produce their rune-graven armaments with astonishing speed.

**Artificer:** A forgemaster gains only one domain, which must be the Artifice domain (not including subdomains). If she worships a deity, it must grant the Artifice domain.

**Steel Spells:** A forgemaster adds the following spells to her spell list (spells marked with an asterisk [\*] are found in the *Advanced Player's Guide*): 1st—*crafter's curse\**, *crafter's fortune\**, *lead blades\**; 2nd—*chill metal*, *heat metal*, *shatter*; 3rd—*keen edge*, *versatile weapon\**; 8th—*iron body*, *repel metal or stone*.

**Divine Smith (Su):** Whenever a forgemaster casts a spell that targets a weapon, shield, or armor, the spell takes effect at +1 caster level. If the spell has one or more metamagic feats applied, she reduces the total level adjustment to the spell by 1 (minimum 0).

**Runeforger (Su):** A forgemaster may inscribe mystical runes upon a suit of armor, shield, or weapon as full-round action, using this ability a number of times per day equal to 3 + her Intelligence modifier. These runes last 1 round per cleric level, but inscribing the same rune twice on an item increases this duration to 1 minute per level, three times to 10 minutes per level, and four times to 1 hour per level. *Erase* affects runes as magical writing. A forgemaster learns forgemaster's blessing at 1st level and may learn one additional rune at 2nd level and every 2 levels thereafter. Only one type of rune marked with an asterisk (\*) may be placed on an item at any given time. This ability replaces channel energy.



*Ancient Splendor*: The inscribed weapon, armor, or shield grants a +2 circumstance bonus on Diplomacy and Intimidate checks (+4 when interacting with dwarves).

*Bloodthirst\**: The inscribed piercing or slashing weapon functions as if it had the *wounding* special ability, even if nonmagical. The forgemaster must be at least 4th level before learning this rune.

*Deathstrike*: The inscribed weapon stores a *death knell* spell that triggers immediately if a blow from the weapon reduces a target to negative hit points. This expends all deathstrike runes on the weapon. The forgemaster must be at least 4th level before learning this rune.

*Durability*: The inscribed item's hardness increases by an amount equal to the forgemaster's Wisdom modifier, and its hit points increase by an amount equal to twice her level.

*Featherlight*: The inscribed item's weight is halved; a metal item's weight is reduced to 1/4 normal. If inscribed on a suit of armor, its armor check penalty for Acrobatics, Climb, and Jump checks is halved.

*Forgemaster's Blessing*: The inscribed nonmagical item functions as a masterwork item.

*Ghostglyph\**: The inscribed weapon, shield, or armor gains the *ghost touch* special ability. The forgemaster must be at least 4th level before learning this rune.

*Glowglyph*: The inscribed item sheds light as a torch. As a standard action, the bearer can command the rune to erupt in a burst of light as a shield with the *blinding* special ability with a burst radius of 5 feet per glowglyph rune inscribed on the item. This expends all glowglyph runes on the item.

*Invulnerability\**: The inscribed armor grants its wearer DR/magic equal to 1/2 her cleric level. The forgemaster must be at least 8th level before learning this rune.

*Powerstrike\**: The inscribed weapon's critical threat range doubles. This does not stack with *keen edge*, Improved Critical, or similar effects. The forgemaster must be at least 6th level before learning this rune.

*Return\**: The inscribed weapon gains the *returning* weapon special ability. The forgemaster must be at least 4th level before learning this rune.

*Spellguard*: The inscribed item gains spell resistance equal to 11 + her cleric level. This applies only to effects targeting the item itself.

*Spellglyph\**: The inscribed weapon gains the *spell storing* special ability. The forgemaster must be at least 4th level before learning this rune.

*Thief-Curse*: The forgemaster designates one creature as the rightful owner of an item. Any other creature that intentionally grasps the item is cursed (as *bestow curse*) for the duration of the rune. The forgemaster must be at least 6th level before learning this rune.

*Tracer*: For as long as the rune lasts, the cleric may sense its location at will as a standard action, as if using *locate object*.

**Craft Magic Arms and Armor**: The forgemaster gains this as a bonus feat at 3rd level.

**Master Smith (Ex)**: At 5th level, a forgemaster can craft mundane metal items quickly, using half their gp value to determine progress, and can craft magical metal items in half the normal amount of time.

## Theologian (Archetype)

A theologian is an expert on one particular area of her religion. She is so focused on that area that she eschews the broader sweep of her deity's dogma and focuses intensely upon that aspect of it, embodying its power in all she does. Theologians tend to be more zealous than other clerics, and many crusades are started by theologians. A theologian has the following class features.

**Focused Domain**: A theologian chooses only one domain from her deity's portfolio rather than the normal two domains. All level-dependent effects of the granted powers from the theologian's domain function as if she were two cleric levels higher than her actual cleric level. This does not allow her to gain domain-granted powers earlier than normal.

A theologian can prepare domain spells using her non-domain slots. She cannot use her spontaneous casting ability on domain spells, even if they are prepared in non-domain slots. In all other respects, this works like and replaces the standard cleric domain ability.

**Domain Secret (Ex)**: At 5th level, the theologian chooses one domain spell. That spell becomes permanently modified with one of the following metamagic feats: Bouncing Spell\*, Disruptive Spell\*, Ectoplasmic Spell\*, Enlarge Spell, Extend Spell, Focused Spell\*, Intensified Spell\*, Silent Spell, Still Spell. This metamagic feat does not increase the level of the spell. Once chosen, this modification cannot be changed. The domain specialist need not have the metamagic feat to apply it to a spell using this ability. At every 5 levels after 5th, the domain specialist may choose an additional domain spell to modify in this way. She cannot modify the same spell more than once.

An asterisk (\*) indicates a metamagic feat from the Advanced Player's Guide.

## SUBDOMAINS

Presented in the section below are new rules for subdomains—more specific focuses for clerical worship and power that allow players greater flexibility in customizing their characters. Every domain has a number of subdomains associated with it. Each

subdomain replaces a granted power and a number of spells in the domain's granted spell list. A cleric who chooses a subdomain must have access to both the domain and its subdomain from her deity. If a cleric selects a subdomain, she cannot select its associated domain as her other domain choice (in effect, the subdomain replaces its associated domain). Subdomains are treated as equivalent to their associated domain for any effect or prerequisite based on domains. If a subdomain has two associated domains, the cleric can only select the subdomain for one of her domains. Subdomains can be selected by druids (except the metal subdomain).

If a subdomain ability calls for a saving throw, the DC of the save is equal to 10 + 1/2 the character's cleric level + her Wisdom modifier.

### [Agathion] Subdomain

**Associated Domain:** Good.

**Replacement Power:** The following granted power replaces the holy lance power of the Good domain. [Agathions] are a race of neutral good outsiders.

*Protective Aura (Su):* At 8th level, you can emit a 30-foot protective aura as a standard action. Allies in this aura receive a +2 deflection bonus to AC and a +2 resistance bonus on all saving throws. In addition, allies in the area gain the benefits of *protection from evil* (although the AC bonus and saving throw bonus do not stack with those granted by this effect). You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not have to be consecutive.

**Replacement Domain Spells:** 1st—*shield of faith*, 3rd—*tongues*, 6th—*planar ally* ([agathions] only).

### Arcane Subdomain

**Associated Domain:** Magic.

**Replacement Power:** The following granted power replaces the hand of the acolyte power of the Magic domain.

*Arcane Beacon (Su):* As a standard action you can become a beacon of arcane energy until the end of your next turn. The aura emanates 15 feet from you. All arcane spells cast within the aura either gain a +1 bonus to their caster level or increase their saving throw DC by +1. The caster chooses the benefit when she casts the spell. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Replacement Domain Spells:** 1st level—*magic aura*, 4th—*arcane eye*, 6th—*analyze dweomer*.

### [Archon] Subdomain

**Associated Domains:** Good, Law.

**Replacement Power:** The following granted power replaces the holy lance power of the Good domain or the staff of order power of the Law domain. [Archons] are a race of lawful good outsiders.

*Aura of Menace (Su):* At 8th level, you can emit a 30-foot aura of menace as a standard action. Enemies in this aura take a -2 penalty to AC and on attacks and saves as long as they remain inside the aura. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

**Replacement Domain Spells:** 1st—*divine favor*, 3rd—*prayer*, 6th—*planar ally* (archon only).

### [Azata] Subdomain

**Associated Domains:** Chaos, Good.

**Replacement Power:** The following granted power replaces the touch of chaos power of the Chaos domain or the touch of good power of the Good domain. [Azatas] are a race of chaotic good.

*Elysium's Call (Su):* With a touch, you can imbue creatures with the spirit of Elysium, lifting their spirits and freeing them from bonds. The creatures touched can immediately reroll any failed saving throws against spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, targets receive a +2 sacred bonus on such saving throws and a +2 sacred bonus on CMB checks to escape a grapple. Finally, targets can ignore up to 5 feet of difficult terrain each round, as if they had the Nimble Moves feat. These bonuses last for a number of rounds equal to 1/2 your cleric level (minimum 1), although the saving throw reroll only applies when the creature is touched. You can use this ability for a number of rounds per day equal to 3 + your Wisdom modifier.

**Replacement Domain Spells:** 1st—*expeditious retreat*, 3rd—*fly*, 6th—*planar ally* ([Azata] only).

### Cloud Subdomain

**Associated Domain:** Air.

**Replacement Power:** The following granted power replaces the electricity resistance power of the Air domain.

*Thundercloud (Su):* At 8th level, you can, as a standard action, summon a storm cloud. This power functions as *fog cloud* except that creatures inside the cloud are deafened and take 2d6 points of electricity damage each round from the flashes of thunder and lightning. Once created, you can concentrate on the cloud to move it up to 30 feet each round. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

**Replacement Domain Spells:** 4th—*solid fog*, 9th—*storm of vengeance*.

## Defense Subdomain

**Associated Domain:** Protection.

**Replacement Power:** The following granted power replaces the resistant touch power of the Protection domain.

*Deflection Aura (Su):* Once each day, you can emit a 20-foot aura for a number of rounds equal to your cleric level. Allies within the aura gain a +2 deflection bonus to AC and combat maneuver defense.

**Replacement Domain Spells:** 1st—*shield*, 2nd—*barkskin*, 7th—*deflection*\*.

## Divine Subdomain

**Associated Domain:** Magic.

**Replacement Power:** The following granted power replaces the hand of the acolyte power of the Magic domain.

*Divine Vessel (Su):* Whenever you are the target of a divine spell, you can, as a swift action, grant each ally within 15 feet of you a divine boon. This boon grants a +2 bonus on the next attack roll, skill check, or ability check made before the end of their next turn. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Replacement Domain Spells:** 2nd level—*bless water*, 5th—*cleanse*\*, 7th—*resurrection*, 9th—*miracle*.

## Fate Subdomain

**Associated Domain:** Luck.

**Replacement Power:** The following granted power replaces the good fortune power of the Luck domain.

*Tugging Strands (Su):* At 8th level, you can force a creature within line of sight to reroll any one roll that it has just made before the result of the roll is revealed. The result of the reroll must be taken, even if it is worse than the original roll. You can use this ability once per day at 8th level, and one additional time per day for every 6 levels beyond 8th.

**Replacement Domain Spells:** 2nd—*augury*, 3rd—*borrow fortune*\*.

## Ferocity Subdomain

**Associated Domain:** Strength.

**Replacement Power:** The following granted power replaces the strength surge power of the Strength domain.

*Ferocious Strike (Su):* Whenever you make a melee attack, you can designate that attack as a ferocious strike. If the attack hits, it deals additional damage equal to 1/2 your cleric level (minimum +1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Replacement Domain Spells:** 3rd—*rage*, 6th—*bull's strength (mass)*.

## Feather Subdomain

**Associated Domain:** Animal.

Add Fly to your list of class skills. In addition, whenever you cast a spell that grants you a fly speed, your maneuverability increases by one step (up to perfect).

**Replacement Power:** The following granted power replaces the speak with animals power of the Animal domain.

*Eyes of the Hawk (Ex):* You gain a racial bonus on Perception checks equal to 1/2 your cleric level (minimum +1). In addition, if you can act during a surprise round, you receive a +2 racial bonus on your Initiative check.

**Replacement Domain Spells:** 2nd—*feather fall*, 3rd—*fly*, 6th—*fly (mass)*\*.

## Freedom Subdomain

**Associated Domain:** Liberation.

**Replacement Power:** The following granted power replaces the liberation power of the Liberation domain.

*Liberty's Blessing (Sp):* You touch a willing creature as a standard action, granting it a boon. A creature with this boon can, as a swift action, make a saving throw against a single spell or effect it is suffering from that grants a save. The DC of the saving throw is equal to the original DC of the spell or effect. If the saving throw is successful, the effect ends. This boon lasts for 1 minute or until successfully used to remove a spell or effect, whichever duration is shorter. You can use this ability for a number of times equal to 3 + your Wisdom modifier.

**Replacement Domain Spells:** 1st—*sanctuary*, 5th—*plane shift*.

## Fur Subdomain

**Associated Domain:** Animal.

**Replacement Power:** The following granted power replaces the speak with animals power of the Animal domain.

*Predator's Grace (Su):* You can, as a swift action, grant yourself a +10-foot bonus to your base speed for 1 round. This bonus increases by 5 feet for every 5 cleric levels you possess. In addition, you gain low-light vision for 1 round. If you already possess low-light vision, the range of your sight becomes three times that of a human in dim light for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

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**Replacement Domain Spells:** 1st—*magic fang*, 3rd—*beast shape I* (animals only).

### Growth Subdomain

**Associated Domain:** Plant.

**Replacement Power:** The following granted power replaces the wooden fist power of the Plant domain.

*Enlarge (Su):* As a swift action you can enlarge yourself for 1 round, as if you were the target of the *enlarge person* spell. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Replacement Domain Spells:** 1st—*enlarge person*, 5th—*righteous might*.

### Heroism Subdomain

**Associated Domain:** Glory.

**Replacement Power:** The following granted power replaces the divine presence power of the Glory domain.

*Aura of Heroism (Su):* At 8th level, you can emit a 30-foot aura of heroism for a number of rounds per day equal to your cleric level. Using this ability is a swift action. Allies in the area are treated as if they were under the effects of *heroism*. These rounds do not need to be consecutive.

**Replacement Domain Spells:** 3rd—*heroism*, 6th—*heroism (greater)*.

### Honor Subdomain

**Associated Domain:** Glory.

**Replacement Power:** The following granted power replaces the touch of glory power of the Glory domain.

*Honor Bound (Su):* With a touch, you can remind a creature of its duties and responsibilities, granting it a new saving throw against each enchantment (charm) or enchantment (compulsion) effect that currently affects it. If the saving throw is successful, the enchantment effect is ended. This power only affects effects that allow a save. If you fail a save against such an effect, you can use this ability as an immediate action to grant yourself an additional save. Once the target (either you or a touched creature) has made one additional save per effect, this ability has no further effect on that particular enchantment effect. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Replacement Domain Spells:** 2nd—*zone of truth*, 6th—*geas/quest*.

### [Inevitable] Subdomain

**Associated Domain:** Law.

**Replacement Power:** The following granted power replaces the touch of law power of the Law domain. [Inevitables] are a race of lawful neutral outsiders.

*Command (Su):* As a standard action, you can give a creature an emotionless yet undeniable order, as per the spell *command*. A Will save negates this effect. You cannot target a creature more than once per day with this ability. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Replacement Domain Spells:** 3rd—*command undead*, 5th—*command (greater)*, 6th—*planar binding* ([inevitables] only).

### Leadership Subdomain

**Associated Domain:** Nobility.

**Replacement Power:** The following granted power replaces the inspiring word power of the Nobility domain.

*Inspiring Command (Su):* As a standard action, you can issue an inspiring command to your allies. The inspiring command affects one ally plus one additional ally for every three cleric levels you possess, who must all be within 30 feet of you. Affected allies gain a +2 insight bonus on attack rolls, AC, combat maneuver defense, and skill checks for 1 round. This is a language-dependent mind-affecting effect.

**Replacement Domain Spells:** 1st level—*bless*, 3rd—*prayer*, 6th—*brilliant inspiration*\*

### Light Subdomain

**Associated Domain:** Sun.

**Replacement Power:** The following granted power replaces the sun's blessing power of the Sun domain.

*Blinding Flash (Su):* As a standard action, you can emit a flash of light from your holy symbol or divine focus. The most powerful light emanates out 20 feet from you. Creatures with fewer Hit Dice than your cleric level within this area are blinded for 1d4 rounds unless they succeed at a Fortitude save. All creatures in this area are dazzled for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier

**Replacement Domain Spells:** 1st—*faerie fire*, 3rd—*daylight*.

### Martyr Subdomain

**Associated Domain:** Nobility.

**Replacement Power:** The following granted power replaces the leadership power of the Nobility domain.

*Sacrificial Bond (Su)*: At 8th level, when an ally within 30 feet takes damage from an attack, you can, as an immediate action, transfer this damage to yourself. This power also transfers any effects that accompany the damage. The damage done to you cannot be reduced in any way. You can use this ability once per day at 8th level, plus one additional time per day at 14th level and 20th level.

**Replacement Domain Spells:** 2nd—*shield other*, 6th—*sacrificial oath*\*

### Memory Subdomain

**Associated Domain:** Knowledge.

**Replacement Power:** The following granted power replaces the lore keeper power of the Knowledge domain.

*Recall (Su)*: With a touch, you can cause a creature to recall some bit of forgotten lore or information. The creature can retry any Knowledge skill check it has made within the past minute, gaining an insight bonus on the check equal to your Wisdom modifier. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Replacement Domain Spells:** 2nd—*memory lapse*\*, 6th—*modify memory*, 8th—*moment of prescience*.

### Metal Subdomain

**Associated Domain:** Earth.

**Replacement Power:** The following granted power replaces the acid dart power of the Earth domain.

*Metal Fist (Su)*: As a swift action, you can turn your fists into metal for 1 round, allowing you to make unarmed strikes that deal 1d6 points of bludgeoning damage plus your Strength modifier. These unarmed strikes do not provoke attacks of opportunity but attacking with both uses the two-weapon fighting rules as normal. In addition, these unarmed strikes ignore the hardness of items with a hardness of 10 or less. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Replacement Domain Spells:** 2nd—*heat metal*, 6th—*wall of iron*, 8th—*iron body*.

### Night Subdomain

**Associated Domain:** Darkness.

**Replacement Power:** The following granted power replaces the touch of darkness power of the Darkness domain.

*Night Hunter (Su)*: As a standard action, you can blend into the shadows of the night, becoming nearly invisible. As long as you are in an area of dim light or darkness, you are invisible (as per *invisibility*) to creatures without darkvision. This ability lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability for a number of times per day equal to 3 + your Wisdom modifier.

**Replacement Domain Spells:** 1st—*sleep*, 6th—*nightmare*.

### Purity Subdomain

**Associated Domain:** Protection.

**Replacement Power:** The following granted power replaces the aura of protection power of the Protection domain.

*Purifying Touch (Su)*: At 8th level, you can touch a willing creature with divine power, giving it a saving throw against each effect currently affecting it, using the original saving throw DC of the effect. Each successful saving throw ends the related effect. The creature can choose not to make a save against an effect. You can use this ability once per day at 8th level, plus one additional time per day at 14th and 20th level.

**Replacement Domain Spells:** 1st—*protection from chaos/evil/good/law*, 3rd—*remove blindness/deafness*, 5th—*atonement*.

### Resolve Subdomain

**Associated Domain:** Strength.

**Replacement Power:** The following granted power replaces the might of the gods power of the Strength domain.

*Bestow Resolve (Su)*: At 8th level, you can bless creatures with the boldness of your deity. You can bestow a number of temporary hit points equal to your level + your Wisdom modifier to all allies within 20 feet. The temporary hit points remain for 1 minute. You can use this ability once per day at 8th level, plus one additional time per day for every 4 levels you possess beyond 8th.

**Replacement Domain Spells:** 1st—*bless*, 6th—*heroes' feast*.

### Restoration Subdomain

**Associated Domain:** Healing.

**Replacement Power:** The following granted power replaces the rebuke death power of the Healing domain.

*Restorative Touch (Su)*: You can touch a creature, letting the healing power of your deity flow through you to relieve the creature of a minor condition. Your touch can remove the dazed, fatigued, shaken, sickened, or staggered condition. You choose which condition is removed. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Replacement Domain Spells:** 2nd—*remove disease*, 4th—*neutralize poison*, 5th—*break enchantment*.

## Revolution Subdomain

**Associated Domain:** Liberation.

**Replacement Power:** The following granted power replaces the freedom's call power of the Liberation domain.

*Powerful Persuader (Su):* At 8th level, when you make an Influence check, you can roll twice and take the higher result. Using this ability is a free action. You can use this ability once per day at 8th level, plus one additional time per day for every 2 levels beyond 8th.

**Replacement Domain Spells:** 2nd—*enthrall*, 6th—*symbol of persuasion*.

## Seasons Subdomain

**Associated Domain:** Weather.

**Replacement Power:** The following granted power replaces the storm burst power of the Weather domain.

*Untouched by the Seasons (Su):* By touching a creature, you can grant it the benefits of *endure elements*, which last for 1 hour per cleric level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Replacement Domain Spells:** 1st—*goodberry*, 4th—*blight*, 8th—*sunburst*.

## Storms Subdomain

**Associated Domain:** Weather.

**Replacement Power:** The following granted power replaces the lightning lord power of the Weather domain.

*Gale Aura (Su):* At 6th level, as a standard action, you can create a 30-foot aura of gale-like winds that slows the progress of enemies. Creatures in the aura cannot take a 5-foot step. Enemies in the aura treat each square that brings them closer to you as difficult terrain. They can move normally in any other direction. You can use this ability for a number of rounds per day equal to your cleric level. The rounds do not need to be consecutive.

**Replacement Domain Spells:** 5th—*call lightning storm*, 6th—*sirocco*\*

## Tactics Subdomain

**Associated Domain:** War.

**Replacement Power:** The following granted power replaces the battle rage power of the War domain.

*Seize the Initiative (Su):* Whenever you and your allies roll for initiative, you can grant one ally within 30 feet the ability to roll twice and take either result. This decision is made before results are revealed. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Replacement Domain Spells:** 2nd—*aid*, 5th—*command (greater)*, 8th—*planar ally (greater)*.

## Thievery Subdomain

**Associated Domain:** Trickery.

**Replacement Power:** The following granted power replaces the master's illusions power of the Trickery domain.

*Thief of the Gods (Su):* At 8th level, when you make a Finesse check, you can roll twice and take the higher result. Using this ability is a free action. You can use this ability once per day at 8th level, plus one additional time per day for every 2 levels beyond 8th.

**Replacement Domain Spells:** 3rd—*locate object*, 7th—*ethereal jaunt*.

## Wind Subdomain

**Associated Domain:** Air.

**Replacement Power:** The following granted power replaces the lightning arc power of the Air domain.

*Wind Blast (Su):* As a standard action, you can unleash a blast of air in a 30-foot line. Make a combat maneuver check against each creature in the line, using your caster level as your base attack bonus and your Wisdom modifier in place of your Strength modifier. Treat the results as a bull rush attempt. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Replacement Domain Spells:** 1st—*whispering wind*, 6th—*wind walk*, 9th—*winds of vengeance*\*

# Druid

## ANIMAL AND TERRAIN DOMAINS

Presented in the section below are new rules for animal and terrain domains—domains for druids whose focus is more specific than the Animal, Plant, Weather, or elemental domains. A druid with the nature's bond ability can choose an animal domain or terrain domain instead of one of the domains listed in the *Pathfinder RPG Core Rulebook*. Just like cleric domains, animal and terrain domains have granted powers and domain spells, and a druid who selects an animal or terrain domain gains a domain spell slot at each level. A druid who worships a deity (as opposed to nature in general) cannot select an animal or terrain domain that contradicts or is outside of the portfolio of her deity. Spells marked with an asterisk (\*) are detailed in Chapter 5 of this book. Spells marked with two asterisks (\*\*) are described in the *Advanced Player's Guide*.

If an animal or terrain domain ability calls for a saving throw, the DC of the save is equal to 10 + 1/2 the character's druid level + her Wisdom modifier.

Other nature-themed classes with access to domains may select an animal or terrain domain in place of a regular domain.

### Aquatic Domain

**Granted Powers:** You master the deeps of the sea, raging rivers, flowing falls, and relentless tides.

**Sealord (Su):** You can channel energy (as a cleric of your druid level) a number of times per day equal to 3 + your Charisma modifier, but only to heal creatures with the aquatic or water subtype or to command them (similar to using the Command Undead feat against undead). You can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against this ability is equal to 10 + 1/2 your druid level + your Charisma modifier.

**Seastrike (Su):** At 6th level, as a free action, you may use natural and manufactured weapons in water as if you had continuous *freedom of movement*. As a standard action, you can throw a weapon underwater without the normal penalties for throwing weapons; if your target is in or under the water, the weapon also acts as a *returning* weapon (see page 471 of the *Core Rulebook*) for that attack.

**Domain Spells:** 1st—*hydraulic push*\*\*, 2nd—*slipstream*\*\*, 3rd—*water breathing*, 4th—*freedom of movement*, 5th—*black tentacles*, 6th—*freezing sphere*, 7th—*animal shapes* (aquatic creatures only), 8th—*seamantle*\*\*, 9th—*tsunami*\*\*.

### Arctic Domain

**Granted Powers:** You master the might of the endless, snow-covered wastes beneath the midnight sun, where icy polar winds blow.

**Call Cold (Su):** You can channel energy (as a cleric of your druid level) a number of times per day equal to 3 + your Charisma modifier, but only to heal creatures with the cold subtype or to command them (similar to using the Command Undead feat against undead). You can take other feats that add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against this ability is equal to 10 + 1/2 your druid level + your Charisma modifier.

**Banish Flame (Su):** At 6th level, you may use your call cold ability to damage creatures with the fire subtype (as a cleric channeling negative energy) or to cause them to flee from you (as the Turn Undead feat). Alternatively, you may use this ability to negate magical fire effects as if using a targeted *dispel magic*; at 12th level, this functions as targeted or area *greater dispel magic* instead of *dispel magic*.

**Domain Spells:** 1st—*frostbite*\*, 2nd—*aspect of the bear*\*\*, 3rd—*sleet storm*, 4th—*wall of ice*, 5th—*aspect of the wolf*\*\*, 6th—*freezing sphere*, 7th—*wind walk*, 8th—*polar ray*, 9th—*polar midnight*\*.

### Cave Domain

**Granted Powers:** The wonders and dark secrets of the deepest caves give you strength.

**Cavesight (Sp):** You can grant low light vision 60 feet to a willing creature you touch. This effect lasts 1 minute, or 1 hour if used on yourself. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Tremorsense (Ex):** At 6th level, you gain tremorsense 30 feet. At 12th level, you gain tremorsense 60 feet.

**Domain Spells:** 1st—*detect aberration*\*\*, 2nd—*stone call*\*\*, 3rd—*deeper darkness*, 4th—*echolocation*\*, 5th—*wall of stone*, 6th—*conjure black pudding*\*, 7th—*statue* (looking like a stalagmite or stalactite), 8th—*earthquake*, 9th—*imprisonment*.

### Desert Domain

**Granted Powers:** The spirits and secrets of the endless wastes are yours to command.

**Heat Shimmer (Su):** As a free action, you can surround yourself with heat distortion that acts as the *blur* spell. Creatures that strike you in melee while you are using this ability are dazzled for 1 round (Fortitude negates). You may use this ability for a number of rounds per day equal to 3 + your Wisdom modifier. These rounds need not be consecutive.

**Servant of the Sands (Sp):** At 8th level, once per day, you may call upon the aid of a janni as if using *lesser planar ally*. At 12th level, you may call upon the aid of any type of common (non-noble) genie as if using *planar ally*. At 16th level, you may call upon the aid of a noble genie as if using *greater planar ally*. If you use this power while in desert terrain, you need not make an offering to call the creature(s), and the cost of any service is halved.

**Domain Spells:** 1st—*cloak of shade*\*\*, 2nd—*shifting sand*\*\*, 3rd—*cup of dust*\*\*, 4th—*hallucinatory terrain*, 5th—*transmute rock to mud* (creates loose sand instead of mud), 6th—*sirocco*\*\*, 7th—*sunbeam*, 8th—*sunburst*, 9th—*horrid wilting*.

## Eagle Domain

**Granted Powers:** Your spirit soars with the mightiest and noblest of all winged creatures.

**Familiar:** You gain a hawk familiar (see page 82 of the *Core Rulebook*). Your effective wizard level for this ability is equal to your druid level. Your druid level stacks with levels from other classes that grant familiars when determining the powers of your familiar.

**Hawkeye (Su):** As a swift action, you may add a bonus equal to half your druid level (minimum +1) on one ranged attack roll or on one Perception check. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Aerial evasion (Ex):** At 6th level, you gain the evasion ability (as a rogue) when you are flying. At 12th level, you gain improved evasion while flying.

**Domain Spells:** 1st—*aspect of the falcon*\*\*, 2nd—*eagle's splendor*, 3rd—*fly*, 4th—*river of wind*\*\*, 5th—*overland flight*, 6th—*eagle aerie*\*, 7th—*animal shapes* (birds only), 8th—*sunburst*, 9th—*winds of vengeance*\*\*.

## Jungle Domain

**Granted Powers:** The spirits of the jungle, both of natural guardians and lost civilizations, whisper in your heart.

**Brachiation (Ex):** As a free action for a number of rounds per day equal to your druid level, you may climb with a climb speed equal to your land speed and gain a bonus on Acrobatics checks equal to your druid level. These rounds do not have to be consecutive.

**Trap Sense (Ex):** At 3rd level, you gain the trap sense ability. This is identical to the rogue class ability. Your effective rogue level is equal to your druid level for the purpose of determining your trap sense bonus. Trap sense bonuses gained from multiple classes stack.

**Domain Spells:** 1st—*glide*\*\*, 2nd—*tar ball*\*, 3rd—*venomous bolt*\*\*, 4th—*arboreal hammer*\*, 5th—*blessing of the salamander*\*\*, 6th—*swarm skin*\*\*, 7th—*creeping doom*, 8th—*wall of lava*\*\*, 9th—*shambler*.

## Monkey Domain

**Granted Powers:** The balanced wisdom, skill, agility, and playfulness of the monkey are the model for your spiritual discipline.

**Familiar:** You gain a monkey familiar (see page 82 of the *Core Rulebook*). Your effective wizard level for this ability is equal to your druid level. Your druid level stacks with levels from other classes that grant familiars when determining the powers of your familiar.

**Monkey Athletics (Su):** As a free action, you may add a competence bonus equal to half your druid level (minimum of +1) on one Acrobatics, Athletics, or Finesse check. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Ranged Legerdemain (Su):** At 6th level, you can use the Finesse skill at a range of 30 feet. Working at a distance increases the normal skill check DC by 5, and you cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less. You can only use this ability if you have at least 1 rank in the skill being used.

**Domain Spells:** 1st—*beguiling gift*\*\*, 2nd—*spider climb*, 3rd—*cacophonous call*\*\*, 4th—*freedom of movement*, 5th—*summon nature's ally V* (dire ape or girallon only), 6th—*confusion*, 7th—*animal shapes* (apes and monkeys only), 8th—*clenched fist*, 9th—*foresight*.

## Mountain Domain

**Granted Powers:** You have mastered the mighty powers of the great mountains that pierce the sky and stand aloof above the lowlands.

**Foothold (Su):** As a standard action, you can cause an adjacent stone surface up to 10 feet square to mold itself into ridges and creases. A foothold that is created on a horizontal surface is treated as difficult terrain, and a Medium or smaller creature standing in the area or moving through it takes a -2 penalty on Acrobatics checks and to CMD due to poor footing. A foothold that is created on a vertical surface grants a +10 bonus on Climb checks to climb it. The stone remains altered for 1 hour. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Thin Air (Su):** At 8th level, as a free action, you can surround yourself with a 5-foot aura of supernaturally thin air that draws the breath from creatures adjacent to you. Creatures beginning their turn in the aura are fatigued (Fortitude negates). A fatigued creature that begins its turn in the aura must save or suffer from altitude sickness, taking 1 point of ability damage to all ability scores (see page 430 of the *Core Rulebook*). At 16th level, the aura increases to 10 feet. Creatures that do not breathe are immune to this aura. You can use this ability for a number of rounds per day equal to your druid level; the rounds need not be consecutive.



**Domain Spells:** 1st—*fist of stone*\*\*, 2nd—*stone call*\*\*, 3rd—*cloak of winds*\*\*, 4th—*stoneskin*, 5th—*geyser*\*\*, 6th—*suffocate*\*\*, 7th—*flesh to stone*, 8th—*reverse gravity*, 9th—*clashing rocks*\*\*.

### Plains Domain

**Granted Powers:** The wide open spaces of the prairie, savanna, and steppe are yours to master.

**Migrating Herd (Su):** When you summon an aurochs, bison, elephant, horse, mastodon, pony, or similar quadruped herbivore with a summoning spell, the duration of the spell is increased by 100% (this does not stack with *Extend Spell*). The creature's land speed is increased by 10 feet.

**Pounce (Ex):** At 6th level, you may use the pounce special attack (see page 302 of the *Bestiary*) once per day. You may pounce one additional time per day for every 3 levels after 6th.

**Domain Spells:** 1st—*mount*, 2nd—*chameleon stride*\*\*, 3rd—*haste*, 4th—*aspect of the stag*\*\*, 5th—*control winds*, 6th—*find the path*, 7th—*whirlwind*, 8th—*animal shapes*, 9th—*worldwave*\*\*.

### Serpent Domain

**Granted Powers:** You serve ancient serpentine mysteries whose coils still encircle the world.

**Familiar:** You gain a viper familiar (see page 82 of the *Core Rulebook*). Your effective wizard level for this ability is equal to your druid level. Your druid level stacks with levels from other classes that grant familiars when determining the powers of your familiar.

**Slither (Ex):** As a free action, you can distend and stretch your body to fit easily through narrow spaces for 1 round. You can move freely through a tight space that would normally require a creature of your size to squeeze through. While slithering, you gain a +2 dodge bonus to Armor Class against attacks of opportunity provoked by your movement and a +2 bonus on CMB and on Acrobatics checks made to escape from a grapple. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Venom Immunity (Ex):** At 6th level, you gain immunity to poisons from snakes, reptiles, and creatures with the reptilian subtype. At 12th level, you gain immunity to all poisons. This replaces venom immunity.

**Domain Spells:** 1st—*charm animal*, 2nd—*animal trance*, 3rd—*poison*, 4th—*strong jaw*\*\*, 5th—*snakestaff*\*\*, 6th—*charm monster*, 7th—*animal shapes* (reptiles and snakes only), 8th—*scintillating pattern*, 9th—*crushing hand*.

### Swamp Domain

**Granted Powers:** The sour-sweet depths of bogs, marshes, and swamps are your places of power.

**Natural Healing (Su):** You can channel energy (as a cleric of your druid level) a number of times per day equal to 3 + your Charisma modifier, but only to heal animals, plants, and vermin. You may reduce the number of dice healed to cure ability damage (your choice) to all affected creatures, curing 1 point of ability damage for each d6 that the channel energy is reduced. You can take other feats to add to this ability, such as *Extra Channel*, but not feats that alter this ability, such as *Elemental Channel* and *Alignment Channel*.

**Reed Hunter (Ex):** At 6th level, you gain blindsense 30 feet with respect to concealment and cover from fog, vegetation, or water. At 12th level, this improves to blindsight 30 feet with respect to these conditions.

**Domain Spells:** 1st—*hydraulic push*\*\*, 2nd—*burst of nettles*\*, 3rd—*lily pad stride*\*\*, 4th—*cape of wasps*\*, 5th—*insect plague*, 6th—*mass fester*\*\*, 7th—*animate plants*, 8th—*blood mist*\*, 9th—*shambler*.

### Wolf Domain

**Granted Powers:** You run with the pack and are the master of the cold hunt of your spirit totem.

**Improved Trip:** You gain *Improved Trip* as a bonus feat.

**Pack Tactics (Ex):** At 8th level, as a free action on your turn, you can designate an adjacent square; your attacks are treated as coming from that square for the purposes of determining whether or not you are flanking (this applies even if that square is occupied by an object or creature). This ends at the start of your next turn or if you move. If you are flanking a creature without using this ability, you may add your Wisdom bonus to your attack roll rather than the normal +2 flanking bonus. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Domain Spells:** 1st—*hunter's howl*\*\*, 2nd—*bloodhound*\*\*, 3rd—*aspect of the wolf*\*\*, 4th—*strong jaw*\*\*, 5th—*tireless pursuers*\*\*, 6th—*find the path*, 7th—*animal shapes* (canines only), 8th—*phantasmal revenge*\*\*, 9th—*freedom*.

## VERMIN COMPANIONS

In addition to the normal choices of animal companions listed in the *Core Rulebook*, a druid who is so inclined may select a vermin as her companion. Vermin companions follow the same rules as animal companions, advancing their Hit Dice and other abilities per Table 3–8: Animal Companion Base Statistics on page 52 of the *Core Rulebook*. Vermin companions can be trained as if they were animals using the *Handle Animal* skill.

**Mindless:** Vermin companions have no Intelligence score and possess the mindless trait (see page 310 of the *Bestiary*). In spite of this, vermin companions may learn one trick, plus additional bonus tricks as noted on Table 3–8: Animal Companion Base Statistics. If a vermin animal companion gains an ability score increase (at 4 Hit Dice, 8 Hit Dice, and so on), the druid can apply this increase to the companion’s Intelligence, changing it from — to 1, at which point the companion loses the mindless quality and is able to know up to 3 tricks per point of Intelligence, plus the additional bonus tricks, as noted on Table 3–8 in the *Core Rulebook*. Vermin companions have no skill points or feats as long as they have the mindless quality.

**Trip:** Because many vermin have multiple limbs, they are very difficult to trip. As a result, a CMD entry has been included for each, indicating the bonus to CMD such vermin receive against trip attacks.

#### Ant, Giant

**Starting Statistics:** **Size** Small; **Speed** 30 ft., climb 20 ft.; **AC** +2 natural armor; **Attack** bite (1d4 plus grab); **Ability Scores** Str 10, Dex 12, Con 15, Int —, Wis 12, Cha 10; **Special Qualities** low-light vision, scent; **CMD** trip +8.

**4th-Level Advancement:** **Size** Medium; **Attack** bite (1d6 plus grab), sting (1d4 plus poison); **Ability Scores** Str +4, Dex –2, Con +2; **Special Attacks** poison (*frequency* 1 round [4], *effect* 1 Str damage, *cure* 1 save, Con-based DC).

#### Beetle, Giant

**Starting Statistics:** **Size** Small; **Speed** 20 ft., fly 20 ft. (poor); **AC** +6 natural armor; **Attack** bite (1d6); **Ability Scores** Str 13, Dex 12, Con 13, Int —, Wis 11, Cha 4; **Special Qualities** darkvision; **CMD** trip +8.

**4th-Level Advancement:** **Size** Medium; **Attack** bite (1d8); **Ability Scores** Str +4, Dex –2, Con +2; **Special Attacks** trample (1d4).

#### Centipede, Giant

**Starting Statistics:** **Size** Small; **Speed** 20 ft., climb 20 ft.; **AC** +2 natural armor; **Attack** bite (1d4 plus poison); **Ability Scores** Str 8, Dex 17, Con 11, Int —, Wis 10, Cha 2; **Special Attacks** poison (*frequency* 1 round [6], *effect* 1 Dex damage, *cure* 1 save, Con-based DC); **Special Qualities** darkvision 60 ft.; **CMD** can’t be tripped.

**4th-Level Advancement:** **Size** Medium; **Attack** bite (1d6 plus poison); **Ability Scores** Str +4, Dex –2, Con +2.

#### Crab, Giant

**Starting Statistics:** **Size** Small; **Speed** 30 ft., swim 20 ft.; **AC** +5 natural armor; **Attack** 2 claws (1d3 plus grab); **Ability Scores** Str 13, Dex 14, Con 13, Int —, Wis 11, Cha 4; **Special Attacks** constrict (1d3); **Special Qualities** aquatic, darkvision, water dependency (survive out of water for 1 hour per point of Con, after which it begins to suffocate as if it were drowning); **CMD** trip +12.

**4th-Level Advancement:** **Size** Medium; **Attack** 2 claws (1d4 plus grab); **Ability Scores** Str +2, Dex –2, Con +2; **Special Attacks** constrict (1d4).

#### Leech, Giant

**Starting Statistics:** **Size** Small; **Speed** 5 ft., swim 20 ft.; **AC** +0 natural armor; **Attack** bite (1d4 plus attach); **Ability Scores** Str 9, Dex 14, Con 12, Int —, Wis 10, Cha 1; **Special Attacks** attach (*Pathfinder RPG Bestiary* 187), blood drain (1 Str); **Special Qualities** amphibious, blindsense 30 ft., scent, susceptible to salt (*Bestiary* 187); **CMD** can’t be tripped.

**7th-Level Advancement:** **Size** Medium; **Attack** bite (1d6 plus attach); **Ability Scores** Str +2, Dex –2, Con +2; **Special Attacks** blood drain (1 Str and 1 Con damage); **Special Qualities** blindsight 30 ft.

#### Mantis, Giant

**Starting Statistics:** **Size** Medium; **Speed** 30 ft., climb 30 ft., fly 40 ft. (average); **AC** +3 natural armor; **Attack** 2 claws (1d4 plus grab); **Ability Scores** Str 10, Dex 15, Con 10, Int —, Wis 12, Cha 7; **Special Attacks** lunge; **Special Qualities** darkvision; **CMD** trip +8.

**7th-Level Advancement:** **Size** Large; **AC** +2 natural armor; **Attack** 2 claws (1d6); **Ability Scores** Str +8, Dex –2, Con +4; **Special Attacks** mandibles (1d6 secondary attack against a grabbed target), sudden strike (may take a full attack in the surprise round).

#### Scorpion, Giant

**Starting Statistics:** **Size** Medium; **Speed** 40 ft.; **AC** +1 natural armor; **Attack** 2 claws (1d4 plus grab) and sting (1d4 plus poison); **Ability Scores** Str 11, Dex 12, Con 12, Int —, Wis 10, Cha 2; **Special Attacks** poison (*frequency* 1 round [6], *effect* 1 Str damage, *cure* 1 save, Con-based DC); **Special Qualities** darkvision, tremorsense 30 ft.; **CMD** trip +12.

**7th-Level Advancement:** **Size** Large; **AC** +3 natural armor; **Attack** 2 claws (1d6 plus grab) and sting (1d6 plus poison); **Ability Scores** Str +8, Dex –2, Con +4; **Special Attacks** poison (*frequency* 1 round [6], *effect* 1d2 Str damage, *cure* 1 save, Con-based DC); **Special Qualities** tremorsense 60 ft.



## Slug, Giant

**Starting Statistics:** Size Medium; Speed 20 ft.; AC +4 natural armor; Attack tongue (1d4 plus 1 acid); Ability Scores Str 13, Dex 8, Con 13, Int —, Wis 10, Cha 1; **Special Attacks** spit acid (ranged touch attack, 30 foot range, 1d6 acid damage); **Special Qualities** blindsense 30 ft., DR 5/ slashing or piercing, susceptible to salt (*Bestiary* 254); **CMD** can't be tripped.

**7th-Level Advancement:** Size Large; AC +2 natural armor; Attack tongue (1d6 plus 1d2 acid); Ability Scores Str +2, Dex -2, Con +2; **Special Attacks** spit acid (ranged touch attack, 30-foot range, 1d8 acid damage); **Special Qualities** blindsight 30 ft.

## Spider, Giant

**Starting Statistics:** Size Small; Speed 30 ft., climb 30 ft.; AC +0 natural armor; Attack bite (1d4 plus poison); Ability Scores Str 6, Dex 17, Con 10, Int —, Wis 10, Cha 2; **Special Attacks** poison (*frequency* 1 round [4], *effect* 1 Str damage, *cure* 1 save, Con-based DC); **Special Qualities** darkvision, tremorsense 30 feet; **CMD** trip +12.

**4th-Level Advancement:** Size Medium; AC +1 natural armor; Attack bite (1d6 plus poison); Ability Scores Str +4, Dex -2, Con +2.

## Wasp, Giant

**Starting Statistics:** Size Medium; Speed 20 ft., fly 60 ft. (good); AC +2 natural armor; Attack sting (1d6 plus poison); Ability Scores Str 10, Dex 14, Con 11, Int —, Wis 13, Cha 4; **Special Attacks** poison (*frequency* 1 round [6], *effect* 1 Dex damage, *cure* 1 save, Con-based DC); **Special Qualities** darkvision; **CMD** trip +8.

**7th-Level Advancement:** Size Large; AC +2 natural armor; Attack sting (1d8 plus poison); Ability Scores Str +8, Dex -2, Con +4.

## ARCHETYPES

### Arctic Druid (Archetype)

An arctic druid watches over the stark landscape of the far frozen reaches of the world, tending the stunted and rugged life that ekes out its survival in the least habitable climes.

**Arctic Native (Ex):** At 2nd level, an arctic druid gains a bonus on Initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks equal to 1/2 her druid level in cold or icy terrain, and she cannot be tracked in cold or icy terrain. This ability replaces woodland stride.

**Icewalking (Ex):** At 3rd level, an arctic druid suffers no penalty to speed or on Acrobatics, Athletics, or Stealth checks in snowy or icy terrain or weather conditions and can walk across snow crusts or thin ice without breaking through. This ability replaces trackless step.

**Arctic Endurance (Ex):** At 4th level, an arctic druid ignores the effects of a cold climate as if using *endure elements*. She is also immune to being dazzled. This ability replaces resist nature's lure.

**Wild Shape (Su):** An arctic druid gains this ability at 6th level, except that her effective druid level for this ability is equal to her druid level - 2.

**Snowcaster (Su):** At 9th level, an arctic druid can see normally in *ice storm*, *sleet storm*, or similar natural snowstorms. In addition, she can prepare any druid spell with the fire subtype as a cold spell, with an identical effect but inflicting cold damage instead of fire damage. This ability replaces venom immunity.

**Flurry Form (Ex):** At 13th level, an arctic druid can assume the form of a swirling column of snow equivalent to *gaseous form* at will. While in this form, she gains a circumstance bonus on Stealth checks made in cold terrain equal to her druid level. This ability replaces a thousand faces.

### Bear Shaman (Archetype)

A shaman with this focus calls upon the mighty bear, titan of the woodlands and mountains, a paragon of strength and ferocity, and yet also a quiet protector rich in wisdom.

**Nature Bond:** A bear shaman who chooses an animal companion must select a bear. If choosing a domain, the bear shaman must choose from the Animal, Earth, Protection, and Strength domains.

**Wild Empathy (Ex):** A bear shaman can use wild empathy with bears and wolverines as a full-round action with a +4 bonus.

**Totem Transformation (Su):** At 2nd level, a bear shaman may adopt an aspect of the bear while retaining her normal form. She gains one of the following bonuses: movement (+10 enhancement bonus to land speed, +4 racial bonus on Swim checks), senses (low-light vision, scent), toughness (+2 natural armor bonus to AC, Endurance feat), or natural weapons (bite [1d6] and 2 claws [1d4] for a Medium shaman, +2 to CMB on grapple checks). While using totem transformation, the bear shaman may speak normally and can cast *speak with animals* (mammals only) at will. Using this ability is a standard action at 2nd level, a move action at 7th level, and a swift action at 12th level. The bear shaman can use this ability for a number of minutes per day equal to her druid level. These minutes do not need to be consecutive, but they must be used in 1-minute increments. This is a polymorph effect and cannot be used while the druid is using another polymorph effect, such as wild shape.

**Totemic Summons (Su):** At 5th level, a bear shaman may cast *summon nature's ally* as a standard action when summoning bears, and summoned bears gain temporary hit points equal to her druid level. She can apply the young template to any bear to reduce the level of the summoning spell required by one. She can also increase the level of summoning required by one in order to apply either the advanced or the giant template or increase it by two to apply both the advanced and giant templates. This ability replaces a thousand faces.

**Wild Shape (Su):** At 6th level, a bear shaman's wild shape ability functions at her druid level – 2. If she takes on the form of a bear, she instead uses her druid level + 2.

**Bonus Feat:** At 9th level and every 4 levels thereafter, a bear shaman gains one of the following bonus feats: Diehard, Endurance, Great Fortitude, Improved Great Fortitude, Toughness. She must meet the prerequisites for these bonus feats. This ability replaces venom immunity.

### Cave Druid (Archetype)

Far from the green fields of the world above lies a lightless expanse beneath the surface. This darkling fairyland is not without beauty and natural wonders of its own, and a few druids seek to preserve this hidden realm and purge it of the fell horrors that creep up from below.

**Cavesense (Ex):** A underground druid adds Nature rather than Knowledge (geography) as a class skill and gains a +2 bonus on Nature and Survival skill checks. This ability replaces the nature sense ability.

**Nature Bond:** A cave druid may select the Darkness domain in addition to the choices normally allowed but may not select the Air or Weather domains.

**Wild Empathy (Ex):** A cave druid can influence oozes, rather than magical beasts, with a –4 penalty on her wild empathy check.

**Tunnelrunner (Ex):** At 2nd level, a cave druid can move through areas of rubble or narrow passages that require squeezing at her normal movement rate and without penalty. This ability replaces woodland stride.

**Lightfoot (Ex):** At 3rd level, a cave druid cannot be detected with tremorsense. This ability replaces trackless step.

**Resist Subterranean Corruption (Ex):** At 4th level, a cave druid gains a +2 bonus on saves against exceptional, supernatural, and spell-like abilities of oozes and aberrations. This ability replaces resist nature's lure.

**Wild Shape (Su):** A cave druid gains this ability at 6th level, except that her effective druid level for this ability is equal to her druid level – 2. She cannot use wild shape to adopt a plant form. At 10th level, the cave druid can assume the form of a Small or Medium ooze as if using *beast shape III*, and at 12th level that of a Tiny or Large ooze as if using *beast shape IV* (treating the ooze as if it were a magical beast without a natural armor bonus). When in ooze form, the cave druid has no discernible anatomy and is immune to poison, sneak attacks, and critical hits.

### Desert Druid (Archetype)

Not all climates are verdant paradises, but even in the sere deserts there is life—though often hidden from the sun and rarely friendly—and raw, desolate beauty. Here desert druids come to pay homage, protect, and maintain the few habitable locales, and witness nature's majesty in all its burning, merciless glory.

**Desert Native (Ex):** At 2nd level, a desert druid gains a bonus on Initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks equal to 1/2 her druid level in desert terrain, and she cannot be tracked in such environments. This ability replaces woodland stride.

**Sandwalker (Ex):** At 3rd level, a desert druid suffers no penalty to speed or on Acrobatics or Stealth checks when moving through sandy or desert terrain. This ability replaces trackless step.

**Desert Endurance (Ex):** At 4th level, a desert druid ignores the effects of a hot climate as if using *endure elements*. She also has a reduced need to eat and drink, as if wearing a *ring of sustenance* (though normal sleep is still required). This ability replaces resist nature's lure.

**Wild Shape (Su):** A desert druid gains this ability at 6th level, except that her effective druid level for the ability is equal to her druid level – 2. A desert druid cannot use wild shape to adopt a plant form. At 10th level she can assume the form of a Small or Medium vermin, at 12th level a Tiny or Large vermin, and at 14th level a Diminutive or Huge vermin. This effect functions as *beast shape IV* (treating the vermin as an animal to determine its ability and natural armor modifiers).

**Shaded Vision (Ex):** At 9th level, a desert druid becomes immune to blinding and dazzling effects and gains a +2 bonus on saving throws against gaze attacks and illusions of the figment and pattern subschools. This ability replaces venom immunity.

**Dunemeld (Ex):** At 13th level, a desert druid can assume the form of a swirling mass of sand at will. This is equivalent to *gaseous form*, but the druid gains a land and burrow speed of 10 feet rather than a fly speed. While in this form, the druid gains a circumstance bonus on Stealth checks made in desert terrain equal to her druid level. This ability replaces a thousand faces.

### Eagle Shaman (Archetype)

A shaman with this totem calls upon the noble eagle, stern and proud, soaring high above the world with keen and pitiless eyes that miss nothing.

**Nature Bond:** An eagle shaman who chooses an animal companion must select a bird (eagle). If choosing a domain, the eagle shaman must choose from the Air, Animal, Nobility, and Weather domains.

**Wild Empathy (Ex):** An eagle shaman can use wild empathy with birds as a full-round action with a +4 bonus.

**Totem Transformation (Su):** At 2nd level, an eagle shaman may adopt an aspect of the eagle while retaining her normal form. This ability functions as the bear shaman ability, but the druid may select from the following bonuses: movement (fly speed 30 feet [average], the druid must be 5th level to select this bonus), senses (low-light vision, +4 racial bonus to Perception), or natural weapons (bite [1d4], 2 talons [1d4] for a Medium shaman). While using totem transformation, the eagle shaman may speak normally and can cast *speak with animals* (birds only) at will.

**Totemic Summons (Su):** At 5th level, an eagle shaman may cast *summon nature's ally* as a standard action when summoning eagles, rocs, and giant eagles (added to the 4th-level list), and these summoned creatures gain temporary hit points equal to her druid level. This ability otherwise functions as the bear shaman ability.

**Wild Shape (Su):** At 6th level, an eagle shaman's wild shape ability functions at her druid level – 2. If she takes on the form of an eagle or roc, she instead uses her druid level + 2.

**Bonus Feat:** At 9th level and every 4 levels thereafter, an eagle shaman gains one of the following bonus feats: Flyby Attack, Improved Lightning Reflexes, Lightning Reflexes, Skill Focus (Perception), or Wind Stance. She must meet the prerequisites for these bonus feats. This ability replaces venom immunity.

### Jungle Druid (Archetype)

The fecund jungles of the equatorial regions are rich in life and ancient tradition; druidical guardians of sacred pools, elder trees, and trembling volcanoes watch over crumbling temples and the inevitable reclamation of lost civilizations by the beating heart of nature untamed.

**Jungle Guardian (Ex):** At 2nd level, a jungle druid gains a bonus on Initiative checks and Athletics, Knowledge (geography), Perception, Stealth, and Survival checks equal to 1/2 her druid level in jungle terrain, and she cannot be tracked in such environments. This ability replaces woodland stride.

**Woodland Stride (Ex):** A jungle druid gains this ability at 3rd level. This ability replaces trackless step.

**Torrid Endurance (Ex):** At 4th level, a jungle druid ignores the effects of a hot climate as if under the effects of *endure elements*. She also gains a +4 bonus on saves against disease and the exceptional abilities of animals and magical beasts. This ability replaces nature's lure.

**Wild Shape (Su):** A jungle druid gains this ability at 6th level, except that her effective druid level for the ability is equal to her druid level – 2.

**Verdant Sentinel (Ex):** At 13th level, a jungle druid can cast *tree shape* at will. This ability replaces a thousand faces.

### Lion Shaman

A shaman with this totem calls upon the proud lion, imposing and majestic, the mighty leader of deadly hunters.

**Nature Bond:** A lion shaman who chooses an animal companion must select a lion. If choosing a domain, the lion shaman must choose from the Animal, Glory, Nobility, and Sun domains.

**Wild Empathy (Ex):** A lion shaman can use wild empathy with felines as a full-round action with a +4 bonus.

**Totem Transformation (Su):** At 2nd level, a lion shaman may adopt an aspect of the lion while retaining her normal form. This ability functions as the bear shaman ability, but the druid may select from the following bonuses: movement (+20 enhancement bonus to land speed), senses (low-light vision, scent), or natural weapons (bite [1d4], 2 claws [1d4] for a Medium druid, rake, +2 CMB to grapple). While using totem transformation, the lion shaman may speak normally and can cast *speak with animals* (felines only) at will.

**Totemic Summons (Su):** At 5th level, a lion shaman may cast *summon nature's ally* as a standard action when summoning felines, and these summoned creatures gain temporary hit points equal to her druid level. This ability otherwise functions as the bear shaman ability.

**Wild Shape (Su):** At 6th level, a lion shaman's wild shape ability functions at her druid level – 2. If she takes on the form of a feline, she instead uses her druid level + 2.

**Bonus Feat:** At 9th level and every 4 levels thereafter, a lion shaman gains one of the following bonus feats: Dodge, Lunge, Improved Iron Will, Iron Will, or Skill Focus (Acrobatics). She must meet the prerequisites for these bonus feats. This ability replaces venom immunity.

### Menhir Savant (Archetype)

Some druids study the paths of nature's power through the nodes and ley lines that connect standing stones and megalithic circles, learning to tap into their energies.

**Spirit Sense (Sp):** At 1st level, a menhir savant can detect the presence of undead; fey; outsiders; and astral, ethereal, or incorporeal creatures. This ability functions like *detect undead*, and the druid detects all of these creatures rather than trying to detect one kind. This ability replaces nature sense and wild empathy.

**Place Magic (Su):** At 2nd level, a menhir savant learns to identify and tap into ley lines in different types of terrain. As a free action, she can tap into the magic of a nearby ley line and increase her caster level by +1 for 1 round. She can use this ability a number of times per day equal to 3 + her Wisdom bonus. This ability replaces woodland stride and trackless step.

**Walk the Lines (Su):** At 9th level, a menhir savant can use her connection to ley lines to cast *transport via plants* a number of times per day equal to her Wisdom bonus.

**Empty Body (Su):** At 13th level, a menhir savant can become ethereal as a standard action, as if using *ethereal jaunt*. She can remain ethereal for a number of rounds per day equal to her druid level. These rounds do not need to be consecutive. This ability replaces a thousand faces.

### Mountain Druid (Archetype)

As more and more of the soft, easy lands become cultivated and civilized, many druids look for refuge and solitude among the eternal peaks of the highest mountains.

**Mountaineer (Ex):** At 2nd level, a mountain druid gains a bonus on Initiative checks and Athletics, Knowledge (geography), Perception, Stealth, and Survival checks equal to half her druid level in mountainous terrain, and she cannot be tracked in such an environment. This ability replaces woodland stride.

**Sure-Footed (Ex):** At 3rd level, a mountain druid suffers no penalty to speed or on Acrobatics or Stealth checks when walking across steep slopes, rubble, or scree. This ability replaces trackless step.

**Spire Walker (Ex):** At 4th level, a mountain druid does not lose her Dexterity bonus when climbing. A mountain druid is immune to altitude sickness and ignores the effects of a cold climate as if under the effects of *endure elements*. This ability replaces resist nature's lure.

**Wild Shape (Su):** A mountain druid gains this ability at 6th level, except that her effective druid level for the ability is equal to her druid level - 2. A mountain druid cannot use wild shape to adopt a plant form. However, at 12th level she can assume the form of a Large giant as if using *giant form I*. At 16th level, she may assume the form of a Huge giant as if using *giant form II*.

**Mountain Stance (Ex):** At 9th level, a mountain druid gains immunity to petrification and receives a +4 bonus on saving throws or to CMD to resist any attempt to push, pull, bull rush, or drag her, or to resist any other effect that would physically move her from her position (e.g., *repel wood*, *reverse gravity*, or being blown away by high winds). This does not protect her against being tripped, grappled, or overrun. This ability replaces venom immunity.

**Mountain Stone (Ex):** At 13th level, a mountain druid can transform her body into a weathered stone outcrop and back at will. This effect functions as *statue*. This ability replaces a thousand faces.

### Plains Druid (Archetype)

Out upon the wide and rolling prairies and savannahs, plains druids stand guard over the grasslands. These druids range far and wide, watching over nomadic tribes and wandering herds and preserving the sometimes fragile ecosystem of the wide open spaces.

**Plains Traveler (Ex):** At 2nd level, a plains druid gains a bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks equal to 1/2 her druid level in plains terrain, and she cannot be tracked in such an environment. This ability replaces woodland stride.

**Run Like the Wind (Ex):** At 3rd level, a plains druid gains +10 feet to her land speed when wearing light or no armor and carrying a light load, and once per hour, she may run or charge at double the normal speed for 1 round. If riding her animal companion, it gains this ability instead. This ability replaces trackless step.

**Savanna Ambush (Ex):** At 4th level, a plains druid gains concealment whenever she is prone in natural surroundings and can make Stealth checks at no penalty when prone and not moving or at -5 when crawling. A plains druid can stand up from prone as an immediate action during a surprise round. This ability replaces resist nature's lure.

**Wild Shape (Su):** A plains druid gains this ability at 6th level, except that her effective druid level for the ability is equal to her druid level - 2.

**Canny Charger (Ex):** At 9th level, a plains druid can charge through allies' squares without difficulty (whether mounted or afoot) and can turn up to 90 degrees once during a charge, provided the last 10 feet toward the target are in a straight line. She also gains a +4 dodge bonus to AC against enemy charge attacks and a +4 bonus to damage with a readied action against a charging foe. This ability replaces venom immunity.

**Evasion (Ex):** At 13th level, a plains druid gains evasion when wearing light or no armor and carrying a light load. This functions as the rogue ability of the same name. This ability replaces a thousand faces.

### Serpent Shaman (Archetype)

A shaman with this totem calls upon the cunning serpent, the stealthy deceiver who draws the weak minded in and strikes while they are unaware. Some hate its treacherous nature, while others praise its thoughtful pragmatism.

**Nature Bond:** A serpent shaman who chooses an animal companion must select a snake. If choosing a domain, the serpent shaman must choose from the Animal, Charm, Trickery, and Water domains.

**Wild Empathy (Ex):** A serpent shaman can use wild empathy with reptiles as a full-round action with a +4 bonus.



**Totem Transformation (Su):** At 2nd level, a serpent shaman may adopt an aspect of the snake while retaining her normal form. This ability functions as the bear shaman ability, but the druid may select from the following bonuses: movement (climb speed 20 feet, swim speed 20 feet), scales (+2 natural armor bonus to AC), senses (low-light vision, scent), or natural weapons (bite [1d4], poison [ *frequency* 1 round (6), *effect* 1 Con damage, *Cure* 1 save, Con-based DC] for a Medium druid, +2 CMB to grapple). While using totem transformation, the serpent shaman may speak normally and can cast *speak with animals* (reptiles only) at will.

**Totemic Summons (Su):** At 5th level, a serpent shaman may cast *summon nature's ally* as a standard action when summoning snakes, and these summoned creatures gain temporary hit points equal to her druid level. This ability otherwise functions as the bear shaman ability.

**Wild Shape (Su):** At 6th level, a serpent shaman's wild shape ability functions at her druid level – 2. If she takes on the form of a snake, she instead uses her druid level + 2.

**Bonus Feat:** At 9th level and every 4 levels thereafter, a serpent shaman gains one of the following bonus feats: Combat Expertise, Improved Feint, Skill Focus (Bluff), Stealthy, or Strike Back. She must meet the prerequisites for these bonus feats. This ability replaces venom immunity.

## Storm Druid (Archetype)

While most druids focus their attention upon the rich earth and the bounty of nature that springs forth from it, the storm druid's eyes have ever been cast to the skies and the endless expanse of blue, channeling the most raw and untamed aspects of nature.

**Spontaneous Domain Casting:** A storm druid can channel stored spell energy into domain spells that she has not prepared ahead of time. She can "lose" a prepared spell in order to cast any domain spell of the same level or lower. This replaces spontaneous casting.

**Nature Bond (Ex):** A storm druid may not choose an animal companion. A storm druid must choose the Air or Weather domain, or the Cloud, Storm, or Wind subdomain (see page 86 of the *Advanced Player's Guide* for subdomains).

**Windwalker (Ex):** At 2nd level, the penalties from natural or magical wind effects (see page 439 of the *Core Rulebook*) are treated as one step less severe for a storm druid. This ability replaces woodland stride.

**Stormvoice (Ex):** At 3rd level, a storm druid's voice can magically carry over howling winds and peals of thunder. Whenever a Perception check is needed to hear the druid's voice, the DC is reduced by an amount equal to the druid's level. This ability replaces trackless step.

**Eyes of the Storm (Ex):** At 4th level, a storm druid can see through 10 feet of magical fog, mist, gas, wind, rain, or similar inclement weather conditions, ignoring any concealment it might grant. This distance increases by 5 feet for every 4 levels beyond 4th. This ability replaces resist nature's lure.

**Windlord:** At 9th level, a storm druid can select another domain or subdomain from those available to her through her nature bond. This ability replaces venom immunity.

**Storm Lord (Ex):** At 13th level, a storm druid is unaffected by natural and magical wind effects. She also becomes immune to deafness and gains +2 bonus on saving throws against sonic effects. This ability replaces a thousand faces.

## Swamp Druid (Archetype)

Some druids eschew pleasant glades and groves and instead seek out dank marshes, misty bogs and heaths, and trackless swamps as the place they call home and watch over with care, finding beauty and life in abundance in places few others would willingly enter.

**Marshwight (Ex):** At 2nd level, a swamp druid gains a bonus on Initiative checks and Athletics, Knowledge (geography), Perception, Stealth, and Survival checks equal to 1/2 her druid level in swamp terrain, and she cannot be tracked in such an environment. This ability replaces woodland stride.

**Swamp Strider (Ex):** At 3rd level, a swamp druid suffers no penalty to speed or on Acrobatics or Stealth checks in bogs and undergrowth. This ability replaces trackless step.

**Pond Scum (Ex):** At 4th level, a swamp druid gains a +4 bonus on saves against disease and the exceptional, supernatural, and spell-like abilities of monstrous humanoids. A swamp druid also gains DR/— equal to half her druid level against attacks by swarms. If this damage resistance prevents damage, the druid is unaffected by distraction or other special attacks of the swarm. This ability replaces resist nature's lure.

**Wild Shape (Su):** A swamp druid gains this ability at 6th level, except that her effective druid level for the ability is equal to her druid level – 2.

**Slippery (Ex):** At 13th level, a swamp druid gains continuous *freedom of movement*. This ability replaces a thousand faces.

## Wolf Shaman (Archetype)

A shaman with this totem calls upon the clever wolf, capable of roaming alone yet wise enough to run with a pack when facing dangers too great for one alone.

**Nature Bond:** A wolf shaman who chooses an animal companion must select a wolf. If choosing a domain, the wolf shaman must choose from the Animal, Community, Liberation, and Travel domains.

**Wild Empathy (Ex):** A wolf shaman can use wild empathy with canines as a full-round action with a +4 bonus.

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**Totem Transformation (Su):** At 2nd level, a wolf shaman may adopt an aspect of the wolf while retaining her normal form. This ability functions as the bear shaman ability, but the druid may select from the following bonuses: movement (+20 enhancement bonus to land speed), senses (low-light vision, scent, +4 racial bonus to Survival when tracking by scent), or natural weapons (bite [1d4 plus trip] for a Medium druid, +2 CMB to trip). While using totem transformation, the wolf shaman may speak normally and can cast *speak with animals* (canines only) at will.

**Totemic Summons (Su):** At 5th level, a wolf shaman may cast *summon nature's ally* as a standard action when summoning canines, and these summoned creatures gain temporary hit points equal to her druid level. This ability otherwise functions as the bear shaman ability.

**Wild Shape (Su):** At 6th level, a wolf shaman's wild shape ability functions at her druid level - 2. If she takes on the form of a canine, she instead uses her druid level + 2.

**Bonus Feat:** At 9th level and every 4 levels thereafter, a wolf shaman gains one of the following bonus feats: Greater Trip, Improved Trip, Mobility, Skill Focus (Stealth), or Spring Attack. She must meet the prerequisites for these bonus feats. This ability replaces venom immunity.

# Fighter

## Archer (Archetype)

The archer is dedicated to the careful mastery of the bow, perfecting his skills with years of practice honed day after day on ranges and hunting for game, or else on the battlefield, raining destruction down on the enemy lines.

**Hawkeye (Ex):** At 2nd level, an archer gains a +1 bonus on Perception checks, and the range increment for any bow he uses increases by 5 feet. These bonuses increase by +1 and 5 additional feet for every 4 levels beyond 2nd. This ability replaces bravery.

**Trick Shot (Ex):** At 3rd level, an archer can choose one of the following combat maneuvers or actions: disarm, feint, or sunder. He can perform this action with a bow against any target within 30 feet, with a –4 penalty to his CMB. Every four levels beyond 3rd, he may choose an additional trick shot to learn. These maneuvers use up arrows as normal.

At 11th level, he may also choose from the following combat maneuvers: bull rush, grapple, trip. A target grappled by an arrow can break free by destroying the archer's arrow (hardness 5, hit points 1, break DC 13) or with an Escape Artist or CMB check (against the archer's CMD –4). This ability replaces armor training 1, 2, 3, and 4.

**Expert Archer (Ex):** At 5th level, an archer gains a +1 bonus on attack and damage rolls with bows. This bonus increases by +1 for every four levels beyond 5th. This ability replaces weapon training 1.

**Safe Shot (Ex):** At 9th level, an archer does not provoke attacks of opportunity when making ranged attacks with a bow. This ability replaces weapon training 2.

**Evasive Archer (Ex):** At 13th level, an archer gains a +2 dodge bonus to AC against ranged attacks. This bonus increases to +4 at 17th level. This ability replaces weapon training 3.

**Volley (Ex):** At 17th level, as a full-round action, an archer can make a single bow attack at his highest base attack bonus against any number of creatures in a 15-foot-radius burst, making separate attack and damage rolls for each creature. This ability replaces weapon training 4.

**Ranged Defense (Ex):** At 19th level, an archer gains DR 5/— against ranged attacks. In addition, as an immediate action, he can catch an arrow fired at him and shoot it any target he chooses, as if he had the Snatch Arrows feat. This ability replaces armor mastery.

**Weapon Mastery (Ex):** An archer must choose a type of bow.

## Cavern Sniper (Archetype; Drow only)

Perfectly at home in the darkness, the cavern sniper capitalizes on stealth and ranged attacks imbued with his spell-like abilities to harass his opponents. The cavern sniper focuses on surprise, his innate magical abilities, and poison to take down unwary foes. The cavern sniper has the following class features.

**Class Skills:** The cavern sniper adds Stealth to his list of class skills and removes Influence from his list of class skills.

**Imbued Shot (Su):** At 1st level, the cavern sniper gains the ability to imbue his arrows or bolts with the effect of one of his drow *faerie fire*, *darkness*, or *deeper darkness* spell-like abilities (provided he has access to the ability) as a swift action. When such an arrow or bolt is fired, the spell's area is centered where the arrow or bolt lands. If the target of the attack has a space larger than 5 feet, the cavern sniper can choose which square of the creature's space is the center of the spell-like ability's effect, as long as that square is within line of sight of the cavern sniper. The cavern sniper can instead choose to target a single square within line of sight with an imbued arrow or bolt, and uses that square as the center of the spell-like ability's area of effect on a hit (AC 5). The arrow must be fired during the round it was imbued, or the spell-like ability is wasted. If the arrow or bolt misses, the use of the spell-like ability is wasted. This ability replaces the 1st-level fighter bonus feat.

**Silent Shooter (Ex):** At 2nd level, a cavern sniper gains a +2 bonus on Stealth checks made when loading a bow or crossbow, poisoning ammunition, and making sniping attempts. This bonus increases by +2 for every four levels beyond 2nd. This ability replaces bravery.

**Quick and Deadly (Ex):** At 4th level, the cavern sniper can move at full speed while using Stealth at no penalty and can apply poison to a single arrow or crossbow bolt as a swift action. This ability replaces the 4th-level fighter bonus feat.

**Sniper Training (Ex):** At 5th level, the cavern sniper chooses the bow or crossbow weapon group and gains a +2 bonus on attack rolls and damage rolls. This bonus increases by +1 for every four levels beyond 5th. This ability replaces weapon training 1, 3, and 4.

**Greater Imbued Shot (Su):** At 9th level, the cavern sniper gains two extra uses of both his *faerie fire* and *darkness* spell-like abilities, but can only use these extra uses to imbue arrows and bolts with the imbued shot class feature. This ability replaces weapon training 2.

**Weapon Mastery (Ex):** At 20th level, when the cavern sniper gains weapon mastery, he must choose a weapon in either the bow or crossbow weapon group.



## Crossbowman (Archetype)

The crossbowman has perfected the deadly use of the crossbow, a simple but cruelly efficient weapon, as a craftsman mastering a lethal tool.

**Deadshot (Ex):** At 3rd level, when a crossbowman attacks with a crossbow as a readied action, he may add 1/2 his Dexterity bonus (minimum +1) on his damage roll. This ability replaces armor training 1.

**Crossbow Expert (Ex):** At 5th level, a crossbowman gains a +1 bonus on attack and damage rolls with crossbows. This bonus increases by +1 per four levels after 5th. This ability replaces weapon training 1.

**Improved Deadshot (Ex):** At 7th level, when a crossbowman attacks with a crossbow as a readied action, his target is denied its Dexterity bonus to its AC. This ability replaces armor training 2.

**Quick Sniper (Ex):** At 9th level, a crossbowman gains a bonus equal to 1/2 his fighter level on Stealth checks when sniping. When he is hit with a ranged attack, he can shoot his crossbow at his attacker as an immediate action if it is loaded. This ability replaces weapon training 2.

**Greater Deadshot (Ex):** At 11th level, when a crossbowman attacks with a crossbow as a readied action, he may add his Dexterity bonus (minimum +1) on his damage roll. This ability replaces armor training 3.

**Safe Shot (Ex):** At 13th level, a crossbowman does not provoke attacks of opportunity when making ranged attacks with a crossbow. This ability replaces weapon training 3.

**Pinpoint Targeting:** At 15th level, a crossbowman gains Pinpoint Targeting as a bonus feat. This ability replaces armor training 4.

**Meteor Shot (Ex):** At 17th level, as a standard action, a crossbowman can make one attack with a crossbow at a –4 penalty. If the attack hits, it inflicts damage normally and the target is subject to a bull rush or a trip maneuver using the attack roll as the combat maneuver check. The crossbowman must decide which maneuver to attempt before making his attack roll. This ability replaces weapon training 4.

**Penetrating Shot (Ex):** At 19th level, when a crossbowman confirms a critical hit with a crossbow, the bolt pierces the target and can strike another creature in line behind it. The crossbowman must be able to trace a line starting at his space and passing through both targets to make this additional attack. The secondary attack is made at a –4 penalty, in addition to any modifiers for added range. If this attack is also a critical hit, the bolt can continue to hit another target, but the penalties stack. This ability replaces armor mastery.

**Weapon Mastery (Ex):** A crossbowman must choose a type of crossbow.

## Foehammer (Fighter; Dwarf Only)

While the axe is the most famous dwarven weapon, the hammer is at the heart of dwarves' heritage as forgemasters and warriors alike.

**Sledgehammer (Ex):** At 3rd level, a foehammer wielding a hammer gains a +2 circumstance bonus on combat maneuver checks made to bull rush, overrun, sunder, or trip. This ability replaces armor training 1.

**Weapon Training (Ex):** At 5th level, a foehammer must select hammers and does not gain weapon training with other groups, though his weapon training bonus improves by +1 every four levels after 5th.

**Hammer to the Ground (Ex):** At 7th level, when a foehammer succeeds at a bull rush combat maneuver, he can make a trip combat maneuver at the end of the bull rush. If he does not move with the target, the force of his blow may still trip his foe, but he takes a –5 penalty on the combat maneuver check to trip.

At 15th level, any creature a foehammer successfully bull rushes is automatically knocked prone at the end of the bull rush. This ability replaces armor training 2 and 4.

**Rhythmic Blows (Ex):** At 9th level, each time that a foehammer hits a target, he gains a +1 bonus on attack rolls against that target. This bonus stacks with each hit against that target but lasts only until the end of the foehammer's turn. This ability replaces weapon training 2.

**Piledriver (Ex):** At 11th level, as a standard action, a foehammer may make a single melee attack with a weapon from the hammer weapon training group. If the attack hits, he may make a bull rush or trip combat maneuver against the target of his attack as a free action that does not provoke an attack of opportunity. This ability replaces armor training 3.

**Ground Breaker (Ex):** At 13th level, as a full-round action, a foehammer may strike the ground with his hammer. If the attack deals more damage than the floor's hardness, the space he occupies and all adjacent squares become difficult terrain. Creatures in those squares, except for the foehammer, are knocked prone (DC 15 Reflex negates). This ability replaces weapon training 3.

**Hammer Master (Ex):** At 17th level, any combat feats a foehammer has learned with any weapon from the hammer weapon training group (e.g., Improved Critical, Weapon Focus) apply to all weapons from that group. This ability replaces weapon training 4.

**Devastating Blow (Ex):** At 19th level, as a standard action, a foehammer may make a single melee attack with a weapon from the hammer weapon training group at a –5 penalty. If the attack hits, it is treated as a critical threat. Weapon special abilities that only activate on a critical hit do not activate if this critical hit is confirmed. This ability replaces armor mastery.

**Weapon Mastery (Ex):** A foehammer must choose a weapon from the hammer group.

## Free Hand Fighter (Archetype)

The free hand fighter specializes in the delicate art of handling a single weapon in one hand while using his free hand to balance, block, tip, and distract his opponents. While not a brawler, his open hand is as much a weapon as a bow or blade. His fighting school benefits only apply when he is using a one-handed weapon and carrying nothing in his other hand.

**Deceptive Strike (Ex):** At 2nd level, a free hand fighter gains a +1 bonus to CMB and CMD on disarm checks and on Influence checks to feint or create a diversion to hide. This bonus increases by +1 for every four levels after 2nd. This ability replaces bravery.

**Elusive (Ex):** At 3rd level, a free hand fighter gains a +1 dodge bonus to AC. This bonus increases by +1 for every four levels after 2nd. This bonus does not apply when wearing medium or heavy armor or carrying a medium or heavier load. This ability replaces armor training 1, 2, 3, and 4.

**Singleton (Ex):** At 5th level, a free hand fighter gains a +1 bonus on attack and damage rolls when wielding a melee weapon in one hand and leaving his other hand free. This bonus increases by +1 per six levels after 5th. This ability replaces weapon training 1 and 4.

**Timely Tip (Ex):** At 9th level, a free hand fighter can make a disarm combat maneuver against a target he threatens as a move action to push aside the target's shield. If successful, the target loses its shield bonus to AC against the free hand fighter's next attack. This ability replaces weapon training 2.

**Interference (Ex):** At 13th level, a free hand fighter can make a disarm or trip combat maneuver against a target he threatens as a move action to push his opponent off balance. If successful, the target becomes flat-footed. This condition lasts until the target takes damage from a melee or ranged attack or until the beginning of the free hand fighter's next turn, whichever comes first. This ability replaces weapon training 3.

**Reversal (Ex):** At 19th level, a free hand fighter can make a disarm combat maneuver against a creature he threatens as an immediate action when he is the target of a melee attack from another creature. If successful, the attack changes to target the target of the free hand fighter's maneuver instead of the free hand fighter himself. This ability replaces armor mastery.

## Mobile Fighter (Archetype)

Where some fighters focus on strength and raw power, the mobile fighter relies on swiftness and mobility, gliding across the battlefield like a steel whirlwind and leaving destruction in his wake.

**Agility (Ex):** At 2nd level, a mobile fighter gains a +1 bonus on saving throws made against effects that cause him to become paralyzed, slowed, or entangled. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

**Leaping Attack (Ex):** At 5th level, when a mobile fighter moves at least 5 feet prior to attacking, he gains a +1 bonus on attack and damage rolls. This bonus increases by +1 for every four levels beyond 5th. This ability replaces weapon training 1, 2, 3, and 4.

**Rapid Attack (Ex):** At 11th level, a mobile fighter can combine a full attack action with a single move. He must forgo the attack at his highest bonus but may take the remaining attacks at any point during his movement. This movement provokes attacks of opportunity as normal. This ability replaces armor training 3.

**Fleet Footed (Ex):** At 15th level, the mobile fighter's speed increases by 10 feet. He can take 10 on Acrobatics checks even while distracted or threatened and can take 20 on an Acrobatics check once per day for every five fighter levels he possesses. This ability replaces armor training 4.

**Whirlwind Blitz (Ex):** At 20th level, a mobile fighter can make a full-attack action as a standard action. He may also use the Whirlwind Attack feat as a standard action. This ability replaces weapon mastery.

## Polearm Master (Archetype)

The polearm master is schooled in the ancient wisdom that enemies are best faced at the end of long striking pole, lashing like a serpent before clumsy swords and axes can even be brought to bear.

**Pole Fighting (Ex):** At 2nd level, as an immediate action, a polearm master can shorten the grip on his spear or polearm with reach and use it against adjacent targets. This action results in a -4 penalty on attack rolls with that weapon until he spends another immediate action to return to the normal grip. The penalty is reduced by -1 for every four levels beyond 2nd. This ability replaces bravery.

**Steadfast Pike (Ex):** At 3rd level, a polearm master gains a +1 bonus on attack rolls with readied attacks and attacks of opportunity made with a spear or polearm. The bonus increases by +1 for every four levels beyond 3rd. This ability replaces armor training 1, 2, 3, and 4.

**Polearm Training (Ex):** At 5th level, a polearm master gains a +1 bonus on attack and damage rolls with spears and polearms. The bonus increases by +1 for every four levels beyond 5th. This ability replaces weapon training 1.

**Flexible Flanker (Ex):** At 9th level, a polearm master may choose any square adjacent to him and treat that square as his location for determining who he is flanking, even if that square is occupied by a creature, object, or solid barrier. This ability replaces weapon training 2.

**Sweeping Fend (Ex):** At 13th level, a polearm master can use any spear or pole arm to make a bull rush or trip maneuver, though he takes a –4 penalty to his CMB when making such attempts. Weapons with the trip property do not incur this penalty on trip maneuvers. This ability replaces weapon training 3.

**Step Aside (Ex):** At 17th level, when a creature threatened by a polearm master takes a 5-foot step into a square adjacent to him, he can take a 5-foot step as an immediate action. This 5-foot step must be subtracted from his movement on the next turn. He also gains a +2 dodge bonus to his AC against that opponent until the end of his next turn. This ability replaces weapon training 4.

**Polearm Parry (Ex):** At 19th level, when an opponent threatened by a polearm master makes a melee attack against an ally, he may take an immediate action to grant his ally a +2 shield bonus to AC and DR 5/— against that attack. He may use this ability to protect himself, but only if the attacking creature is not adjacent to him. This ability replaces armor mastery.

**Weapon Mastery (Ex):** A polearm master must choose a spear or polearm.

### Savage Warrior (Archetype)

A warrior's might is not measured only by their skill with steel, but also by their ability to inflict death with fang and claw, horn and hoof, and every exotic appendage the natural and unnatural world has to offer.

**Spark of Life (Ex):** At 2nd level, a savage warrior gains a +1 bonus on saving throws made against energy drain and death effects. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

**Natural Savagery (Ex):** At 5th level, a savage warrior gains a +1 bonus on attack and damage rolls with natural weapons. This bonus also applies to CMB and CMD for grappling. This bonus increases by +1 for every four levels beyond 5th. This ability replaces weapon training 1.

**Savage Charge (Ex):** At 9th level, when a savage warrior attacks with a natural weapon at the end of a charge, he gains a bonus on his natural weapon attack rolls equal to half his fighter level, while suffering a penalty to his AC equal to half his fighter level. These replace the normal attack roll bonus and AC penalty for charging. This bonus also applies to his CMB for a bull rush or overrun combat maneuvers made when charging. This ability replaces weapon training 2.

**Careful Claw (Ex):** At 13th level, when using a natural weapon to attack a creature using *fire shield* or a similar effect that damages creatures attacking it (such as a barbed devil's barbed defense), a savage warrior reduces the damage from such effects by an amount equal to 1/2 his fighter level. This ability replaces weapon training 3.

**Greater Savage Charge (Ex):** At 17th level, when using savage charge, the AC penalty is reduced to 1/4 his fighter level instead of 1/2 his fighter level. In addition, a savage warrior can charge through friendly creatures and difficult terrain. This ability replaces weapon training 4.

**Natural Weapon Mastery (Ex):** At 20th level, a savage warrior must choose one natural weapon. This ability replaces weapon mastery.

### Shielded Warrior (Archetype)

A shielded fighter focuses on both offense and defense, blending weapon and shield in perfect balance to impede his enemies while delivering deadly blows, and even turning the shield itself into a formidable weapon. These fighting school benefits apply when wielding a weapon and a shield simultaneously.

**Active Defense (Ex):** At 3rd level, a shielded fighter gains a +1 dodge bonus to AC when wielding a shield and fighting defensively, using Combat Expertise, or using total defense. This bonus increases by +1 for every four levels beyond 3rd. As a swift action, he may share this bonus with one adjacent ally, or half of the bonus (minimum +0) with all adjacent allies, until the beginning of his next turn. This ability replaces armor training 1, 2, 3, and 4.

**Shield Fighter (Ex):** At 5th level, a shielded fighter gains a +1 bonus on attack and damage rolls when making a shield bash. These bonuses increase by +1 every four levels beyond 5th. With a full attack action, a shielded fighter may alternate between using his weapon or his shield for each attack. This action does not grant additional attacks or incur penalties as two-weapon fighting does. This ability replaces weapon training 1.

**Shield Buffet (Ex):** At 9th level, as a move action, a shielded fighter may make a combat maneuver check to use his shield to impede an adjacent enemy. If successful, the target suffers a –2 penalty on its attack rolls against the shielded fighter and a –2 penalty to AC on attacks made by the shielded fighter until the beginning of his next turn.

At 13th level, a shielded fighter may use this ability as a swift action. This ability replaces weapon training 2 and 3.

**Shield Guard (Ex):** At 17th level, as a swift action, a shielded fighter may designate one square adjacent to him. He may designate two squares if using a heavy shield or three squares if using a tower shield, but these squares must be contiguous. Enemies in these squares cannot flank the shielded fighter and do not count for flanking with other creatures. This effect lasts until he moves from his position or uses another swift action to change the affected squares. This ability replaces weapon training 4.

**Shield Mastery (Ex):** At 19th level, a shielded fighter gains DR 5/— when wielding a shield. This ability replaces armor mastery.

**Shield Ward (Ex):** At 20th level, a shielded fighter gains evasion (as a rogue) while wielding a shield, and adds his shield bonus to his AC (not including enhancement bonuses) on Reflex saves and to his touch AC. In addition, his shield cannot be disarmed or sundered. This ability replaces weapon mastery.

### Two-Handed Fighter (Archetype)

Some fighters focus their efforts on finding the biggest, heaviest, most imposing weapon they can find and training to manage and harness the weight of their massive weapons for maximum impact. These fighting school benefits only apply when using two-handed weapons.

**Shattering Strike (Ex):** At 2nd level, a two-handed fighter gains a +1 bonus to CMB and CMD on sunder attempts and on damage rolls made against objects. These bonuses increase by +1 for every four levels beyond 2nd. This ability replaces bravery.

**Overhand Chop (Ex):** At 3rd level, when a two-handed fighter makes a single attack (with the attack action or a charge) with a two-handed weapon, he adds double his Strength bonus on damage rolls. This ability replaces armor training 1.

**Weapon Training (Ex):** As the fighter class feature, but the bonuses only apply when wielding two-handed melee weapons.

**Backswing (Ex):** At 7th level, when a two-handed fighter makes a full attack with a two-handed weapon, he adds double his Strength bonus on damage rolls for all attacks after the first. This ability replaces armor training 2.

**Piledriver (Ex):** At 11th level, as a standard action, a two-handed fighter can make a single melee attack with a two-handed weapon. If the attack hits, he may make a bull rush or trip combat maneuver against the target of his attack as a free action that does not provoke an attack of opportunity. This ability replaces armor training 3.

**Greater Power Attack (Ex):** At 15th level, when using Power Attack with a two-handed melee weapon, the bonus damage from Power Attack is doubled (+100%) instead of increased by half (+50%). This ability replaces armor training 4.

**Devastating Blow (Ex):** At 19th level, as a standard action, a two-handed fighter may make a single melee attack with a two-handed weapon at a –5 penalty. If the attack hits, it is treated as a critical threat. Special weapon abilities that activate only on a critical hit do not activate if this critical hit is confirmed. This ability replaces armor mastery.

### Two-Weapon Warrior (Archetype)

Trained under great masters who preached the simple truth that two are better than one when it comes to weapons, the two-weapon warrior is a terror when his hands are full. From paired daggers to exotic double weapons, all combinations come equally alive in his skilled hands.

**Defensive Flurry (Ex):** At 3rd level, when a two-weapon warrior makes a full attack with both weapons, he gains a +1 dodge bonus to AC against melee attacks until the beginning of his next turn. This bonus increases by +1 every four levels after 3rd. This ability replaces armor training 1 and 2.

**Twin Blades (Ex):** At 5th level, a two-weapon warrior gains a +1 bonus on attack and damage rolls when making a full attack with two weapons or a double weapon. This bonus increases by +1 for every four levels after 5th. This ability replaces weapon training 1.

**Doublestrike (Ex):** At 9th level, a two-weapon warrior may, as a standard action, make one attack with both his primary and secondary weapons. The penalties for attacking with two weapons apply normally. This ability replaces weapon training 2.

**Improved Balance (Ex):** At 11th level, the attack penalties for fighting with two weapons are reduced by –1 for a two-weapon warrior. Alternatively, he may use a one-handed weapon in his off-hand, treating it as if it were a light weapon with the normal light weapon penalties. This ability replaces armor training 3.

**Equal Opportunity (Ex):** At 13th level, when a two-weapon warrior makes an attack of opportunity, he may attack once with both his primary and secondary weapons. The penalties for attacking with two weapons apply normally. This ability replaces weapon training 3.

**Perfect Balance (Ex):** At 15th level, the penalties for fighting with two weapons are reduced by an additional –1 for a two-weapon warrior. This benefit stacks with improved balance. If he is using a one-handed weapon in his off hand, treating it as a light weapon, he uses the normal light weapon penalties. This ability replaces armor training 4.

**Deft Doublestrike (Ex):** At 17th level, when a two-weapon warrior hits an opponent with both weapons, he can make a disarm or sunder attempt (or trip, if one or both weapons can be used to trip) against that opponent as an immediate action that does not provoke attacks of opportunity. This ability replaces weapon training 4.

**Deadly Defense (Ex):** At 19th level, when a two-weapon warrior makes a full attack with both weapons, every creature that hits him with a melee attack before the beginning of his next turn provokes an attack of opportunity from the warrior. This ability replaces armor mastery.

### Weapon Master (Archetype)

Devoted to the perfection of a single weapon, the weapon master's meditations upon his favored weapon border on the obsessive, but none can deny his consummate skill. The weapon master must select a single type of weapon (such as longsword or shortbow). All of his abilities apply to that weapon type.

**Weapon Guard (Ex):** At 2nd level, a weapon master gains a +1 bonus to CMD against disarm and sunder attempts while wielding his chosen weapon. This bonus also applies on saves against any effect that targets his chosen weapon (for example,

*grease, heat metal, shatter, warp wood*). The bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

**Weapon Training (Ex):** At 3rd level, a weapon master gains a +1 bonus on attack and damage rolls with his chosen weapon. The bonus improves by +1 for every four levels beyond 3rd. This ability replaces armor training 1, 2, 3, and 4.

**Reliable Strike (Ex):** At 5th level, a weapon master may reroll an attack roll, critical hit confirmation roll, miss chance check, or damage roll as an immediate action. He must accept the second roll even if it is worse. He can use this ability once per day at 5th level, plus one additional time per day for every five levels beyond 5th. This ability replaces weapon training 1.

**Mirror Move (Ex):** At 9th level, a weapon master gains his weapon training bonus as an insight bonus to AC when attacked by his chosen weapon. This ability replaces weapon training 2.

**Deadly Critical (Ex):** At 13th level, when a weapon master confirms a critical hit with his chosen weapon, he can increase the weapon's damage multiplier by +1 as an immediate action. He can use this ability once per day at 13th level, plus one additional time per day for every three levels above 13th. This ability replaces weapon training 3.

**Critical Specialist (Ex):** At 17th level, the save DCs of any effects caused by a critical hit with a weapon master's chosen weapon increase by +4. This ability replaces weapon training 4.

**Unstoppable Strike (Ex):** At 19th level, a weapon master can take a standard action to make one attack with his chosen weapon as a touch attack that ignores damage reduction (or hardness, if attacking an object). This ability replaces armor mastery.



# Monk

## Monk Vows (Optional Feature)

A monk can discipline his body to hold more *ki* by upholding the strict tenets of a vow. By adhering to his vow's tenets, the monk's *ki* pool increases by the amount listed in the vow's description. Every vow comes with a penalty or limitation to offset this increase in *ki*. A monk can take a vow at any level, but it does not add to his *ki* pool until he gains a *ki* pool as a class feature. The ability to take these vows replaces the still mind class feature, even if the monk abandons all his vows.

If a monk knowingly and willingly breaks his vow, his *ki* pool is reduced to 0 (as if he had spent all of his *ki* points) and he cannot replenish his pool or use abilities that require *ki* or a *ki* pool until he has redeemed himself. Redemption requires a recommitment to his vow accompanied by an *atonement* spell. After the redemption, the monk's normal *ki* pool (without the bonus from the vow) returns. If he upholds the previously broken vow for a full month, his *ki* pool regains the additional points from taking the vow, and he can decide whether to continue with his vow or forgo his vow without penalty. Once a monk forgoes a vow in this fashion, she can never gain a *ki* point bonus from that vow.

A monk may have multiple vows. Their effects and increase to his *ki* pool stack. If a monk violates a vow, he suffers the loss of *ki* described above; redemption means the monk regains the extra *ki* from his unbroken vows, but the extra *ki* from the broken vow does not return until he finishes the month-long commitment (in effect, violating one vow does not have an effect on the other vows once the monk redeems himself).

**Vow of Celibacy:** The monk must abstain from all sexual and intimate physical activity. A monk with this vow takes it to an extreme, refusing to even share a room with another person, or sleeping on the opposite side of a camp from other people in a group. A celibate monk is not allowed to touch others or have others touch him (including touch spells from allies). Striking enemies in battle or being struck by enemies is not prohibited, but the monk shuns all peaceful or pleasurable contact. A monk with this vow increases his *ki* pool by 1 *ki* point for every 5 monk levels (minimum +1).

**Vow of Chains:** Either out of penitence or to bring attention to the suffering of the enslaved, the monk wears shackles on his wrists and legs. This gives the monk a –1 penalty on attack rolls and to AC, and reduces his movement by 10 feet. If temporarily unable to wear his chains, he may carry rocks or some other heavy burden (including medium or heavy armor) to simulate this suffering. A monk with this vow increases his *ki* pool by 1 *ki* point for every 3 monk levels (minimum +1).

**Vow of Cleanliness:** A monk undertaking this vow must wash daily. He must change into fresh clothes daily or shortly after his robes become dirty. His appearance must be kept immaculate, including either neatly braiding or shaving off his hair (and, for male monks, maintaining a clean-shaven face). His vow forbids him from willingly touching the filthy, diseased, dead, or undead (though he may attempt to cleanse or heal those suffering from disease), though using manufactured weapons to attack these creatures is allowed. A monk with this vow increases his *ki* pool by 1 *ki* point for every 5 monk levels (minimum +1).

**Vow of Fasting:** The monk eats nothing but rice (or a similar bland, staple food) and drinks nothing but water. On certain days (usually once per month or on a religious holiday), he may eat a small portion of other simple, bland food to maintain proper nutrition. The monk cannot use tobacco, drugs, potions, alchemical items requiring eating or drinking, or any other thing that could be considered a food or beverage. A monk with this vow increases his *ki* pool by 1 *ki* point for every 6 monk levels (minimum +1).

**Vow of Peace:** The monk must strive to attain peace and may only use violence as a last resort. He can never strike the first blow in combat. If attacked, he must use the fight defensively action or the total defense action for the first 2 rounds. He must always give his opponent the option to surrender, and cannot purposely slay another creature that could reasonably be influenced to flee or join a civilized society as a productive member (obviously this excludes many monsters). Many monks who have taken this vow learn how to grapple and pin opponents, tying them with specialized knots that allow them to work themselves free after sufficient effort. Many monks of peace are vegetarians. A monk with this vow increases his *ki* pool by 1 *ki* point for every 5 monk levels (minimum +1).

**Vow of Poverty:** The monk taking a vow of poverty must never own more than six possessions—a simple set of clothing, a pair of sandals or shoes, a bowl, a sack, a blanket, and any one other item. Five of these items must be of plain and simple make, though one can be of some value (often an heirloom of great personal significance to the monk). The monk can never keep more money or wealth on his person than he needs to feed, bathe, and shelter himself for 1 week in modest accommodations. He cannot borrow or carry wealth or items worth more than 50 gp that belong to others. He is allowed to accept and use curative potions (or similar magical items where the item is consumed and is valueless thereafter) from other creatures. A monk with this vow increases his *ki* pool by 1 *ki* point for every monk level he possesses.

**Vow of Silence:** The monk must speak no words and attempt to be quiet in his actions. Accidental noises and the sounds of battle (such as the sound of a fist or weapon striking an opponent) do not affect his vow, though most monks with this vow choose their weapons and opponents so as to minimize even these sounds. The monk is allowed to make a non-vocal noise to warn another of danger (such as by stomping or clapping). The monk is allowed to use gestures and motions to communicate with others (including sign language) and is allowed to write. A monk with this vow increases his *ki* pool by 1 *ki* point for every monk level he possesses.

**Vow of Truth:** The monk is not allowed to deliberately speak any lies, including bluffing, stating half-truths with the intent to deceive, exaggerating, telling white lies, and so on. This applies to all forms of communication. If presented with circumstances where telling the truth would bring harm to another, the monk remains silent. Many monks of this vow also take a vow of silence to show their commitment. A monk with this vow increases his *ki* pool by 1 *ki* point for every 5 monk levels (minimum +1).

### Underfoot Adept (Archetype; Halfling Only)

An underfoot adept turns his diminutive stature and unorthodox footwork into a powerful weapon. Effortlessly moving across the battlefield, he ducks under the legs of larger creatures and then topples them with surprising attacks. An underfoot adept has the following class features.

**Underfoot Grace (Ex):** At 1st level, an underfoot adept uses his size and grace to avoid the attacks of those he passes. When using the Acrobatics skill to avoid attacks of opportunity by moving through a threatened area or an enemy's space, he only takes a -5 penalty when doing so at full speed, instead of the normal -10 penalty. This ability replaces the bonus feat gained at 1st level.

**Underfoot Trip (Ex):** At 1st level, an underfoot adept learns a number of maneuvers and grabs that can cause even the largest opponents to stumble and fall. He gains Improved Trip as a bonus feat, even if he does not meet the requirements. At 4th level, and every four levels thereafter, he acts as if he is one size larger for the purposes of determining the maximum size of creatures he can trip and when determining his CMB and CMD for purposes of a trip combat maneuver. This ability replaces stunning fist.

**Improved Underfoot Grace (Ex):** At 5th level, an underfoot adept's ability to avoid attacks of opportunity against those he passes improves. When using the Acrobatics skill to avoid attacks of opportunity, while moving through a threatened area or through an enemy's space, he takes no penalty when doing so at full speed. This ability replaces still mind.



# Paladin

## Divine Defender (Archetype)

Some paladins see themselves as the last line of defense between the teeming hordes of evil and the innocent folk trying to make a living in a harsh, unforgiving world. These defenders spend their lives protecting others and taking on foes that the common man should not even know exist. To aid them in their holy mission, they have special powers to protect themselves and those around them. The divine defender has the following class features.

**Shared Defense (Su):** At 3rd level, a divine defender can spend one use of her lay on hands ability as a standard action to grant all adjacent allies (including paladins) a bonus. At 3rd level, adjacent allies receive a +1 sacred bonus to their AC and CMD and on their saving throws. These bonuses last for a number of rounds equal to the divine defender's Charisma modifier. At 9th level and 15th level, this bonus increases by +1. At 6th level, these bonuses are granted to all allies within 10 feet, and allies that are at fewer than 0 hit points within this area are automatically stabilized. At 12th level, these bonuses are granted to all allies within 15 feet, and allies within this area are immune to bleed damage. At 18th level, these bonuses are granted to all allies within 20 feet, and allies within this area gain a 25% chance to negate any sneak attack or critical hit scored against them. This ability does not stack with the chance provided from the light, medium, or heavy *fortification* armor special abilities. These bonuses are cumulative with each other. Allies only benefit from these bonuses while in the listed area. This ability replaces mercy.

**Divine Bond (Su):** At 5th level, instead of forming a divine bond with her weapon or a mount, a divine defender can form a bond with her armor. As a standard action, a divine defender can enhance her armor by calling upon the aid of a celestial spirit. This bond lasts for 1 minute per paladin level. When called, the spirit causes the armor to shed light like a torch. At 5th level, the spirit grants the armor a +1 enhancement bonus. For every three levels beyond 5th, the armor gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the armor, stacking with existing armor bonuses to a maximum of +3, or they can be used to add any of the following armor properties (asterisks note new armor properties found in Chapter 7): *champion\**, *ghost touch*, *heavy fortification*, *invulnerability*, *light fortification*, *moderate fortification*, *spell resistance* (13, 15, 17, or 19). Adding these properties consumes an amount of bonus equal to the property's cost (see Table 15–4 of the *Core Rulebook*). In addition, the bonuses can be consumed at the listed amount to add any of the following armor properties: *energy resistance* for +3 bonus, *improved energy resistance* for +5 bonus, or *righteous\** for +4 bonus. These bonuses are added to any properties the armor already has, but duplicate abilities do not stack. If the armor is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the armor is worn by anyone other than the divine defender, but it resumes giving bonuses if the divine defender dons the armor again. A divine defender can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

If a suit of armor with a celestial spirit is destroyed, the divine defender loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the divine defender takes a –1 penalty on attack and weapon damage rolls.

## Holy Guide (Archetype)

A holy guide believes that it is his sacred calling to clear the roads of bandits between towns as well as to escort travelers to safety. He must enforce the rule of law in the wilderness and help those that cannot defend themselves against the many dangers of the area.

**Class Skills:** A holy guide gains Nature and Survival as class skills.

**Favored Terrain (Ex):** At 3rd level, a holy guide chooses a favored terrain from the ranger favored terrains table. This otherwise functions like the ranger ability of the same name. This ability replaces the mercy gained at 3rd level. Every time a holy guide would be able to select another mercy, he can instead select another favored terrain and increase his bonuses for one existing favored terrain, just like a ranger.

**Teamwork Feat (Ex):** At 5th level, a holy guide gains a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, He can expend one use of smite evil to grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every 2 levels the holy guide possesses. Allies do not need to meet the prerequisites of this bonus feat. Evil creatures do not gain the benefit of this teamwork feat, even if the paladin considers them allies. This ability replaces the mercy gained at 5th level.

## Hospitaler (Archetype)

Paladins are known for their charity and for tending to the sick. The hospitaler takes to this calling above all others, spending much of her time healing the poor, and giving aid and succor to those in need. The hospitaler has the following class features.

**Smite Evil (Su):** This functions as the paladin ability, but the hospitaler can smite evil one additional time per day at 7th level, and every six levels thereafter (instead of 4th level and every three levels thereafter).

**Channel Positive Energy (Su):** When a hospitaler reaches 4th level, she gains the ability to channel positive energy as a cleric equal to her paladin level –3. She can use this ability a number of times per day equal to 3 + her Charisma modifier. Using this ability does not expend uses of lay on hands, as it does with other paladins. This replaces the standard paladin’s channel positive energy ability.

**Aura of Healing (Su):** At 11th level, a hospitaler can expend one use of her channel positive energy ability to emit a 30-foot aura of healing for a number of rounds equal to her paladin level. Allies in this aura (including the hospitaler) automatically stabilize if below 0 hit points and are immune to bleed damage. In addition, allies (including the paladin) that spend at least 1 full round inside the aura are healed an amount of damage equal to their total number of Hit Dice and may make a saving throw against any afflictions they are suffering from, such as a curse, disease, or poison. This saving throw only counts toward curing the affliction and does not impose any penalty on a failed save. Allies can only be healed once by a use of this ability and they can only attempt additional saving throws once per day, even if they are exposed to this aura multiple times. This ability replaces aura of justice.

## Oathbound Paladin (Archetype)

While all paladins have their own codes of conduct, either taught by an order, handed down from the gods, or inspired by personal conviction, an oathbound paladin devotes herself to a singular cause, which grants her additional powers but also gives further edicts she must follow. An oathbound paladin swears an oath to eradicate a certain kind of evil. This powerful oath gives her access to new spells and adds to or alters typical paladin abilities.

An oathbound paladin can take multiple oaths, but none of the other oaths can replace or alter the same class feature from the paladin class as another alternate class feature. For example, a paladin cannot take the Oath against Corruption and the Oath against the Wyrms because they both replace the aura of courage class feature.

Paladins who take up an oath may make a sacred promise to their god or temple to perform some specific and grand action associated with the oath. For example, an oathbound paladin who takes the Oath of Vengeance may be tasked with killing the orc warlord who razed her home city, while a paladin with the Oath against the Wyrms may be asked to secure a nonaggression pact with a family of dragons. When a paladin completes the sacred promise, the oath is fulfilled, and she may abandon the oath if she so chooses; she may then select another oath or become a standard paladin or a different paladin archetype.

If a paladin violates the code of her oath, she loses the class abilities associated with that oath until she atones. If she violates her paladin’s code, she loses her oath abilities as well as her other paladin abilities.

An oathbound paladin has the following class features.

**Deity:** Some oaths are especially compatible with the faiths of certain deities; these deities are listed here. Other deities may allow these oaths as well, though only rarely do deities allow oaths conflicting with their teachings.

**Code of Conduct:** The oathbound paladin must abide by the listed tenets of her oath in addition to the specifics of her god’s code of conduct. In some cases, a deity’s or paladin order’s code may conflict with the oath’s tenets; in most cases, these conflicts mean the oath is unsuitable for a paladin of that deity or order (such as the Oath against the Wyrms with respect to a good dragon deity or a dragon-riding order of paladins) and cannot be selected by the paladin.

**Oath Spells:** A paladin’s oath influences what magic she can perform. An oathbound paladin adds one spell to the paladin spell list at each paladin spell level she can cast (including spell levels for which she would only gain spells per day if her Charisma were high enough to grant bonus spells of that level). Her oath determines what spell is added to the spell list. If the paladin has multiple oaths, the spells from each oath are added to her spell list.

If an oathbound paladin has more than one oath, she may prepare any one of her oath’s spells in that slot (similar to a cleric choosing one of her two domain spells to prepare in a domain spell slot). Spells marked with an asterisk (\*) are detailed in Chapter 5 of this book. Spells marked with two asterisks (\*\*) are described in the *Advanced Player’s Guide*.

## OATHS

The following are a selection of oaths for the oathbound paladin archetype. Other oaths may exist, particularly in regard to specific campaign enemies or events (such as elimination of an assassin’s guild or the destruction of an evil temple).

### Oath against Corruption

More insidious than meddling devils and more destructive than rampaging hordes are the strange alien entities that bubble up from the deep earth and the strange places beyond the sky. When a paladin takes this oath, she becomes a hunter of aberrations, protecting the common people from these bizarre threats. Often the paladin works in secret, not wanting to spread panic about her mission. Within cities they sometimes have underground bases that give access through the sewers and passages to strange vaults where the aberrant creatures live.

**Deities:**

**Aura of Purity (Su):** At 3rd level, you gain a +4 sacred bonus on saves against spells and effects from creatures of the aberration type. Allies within 10 feet gain a +1 sacred bonus on these saves. This ability functions only while the paladin is conscious, not if she is unconscious or dead. This ability replaces aura of courage.

**Cleansing Flame (Sp):** At 11th level, you may expend two uses of your smite evil ability to ignite your weapon with a cleansing blue flame for 1 minute. This flame sheds light as a torch. Aberrations within 20 feet of the flame take a –4 penalty on attack rolls against you and your allies, and your allies within 20 feet of the flame gain a +2 sacred bonus on saving throws against spells and effects from aberrations. This ability replaces aura of justice.

**Cast into the Void (Su):** At 20th level, a paladin becomes a conduit for the power of her god. Her DR increases to 10/evil. Whenever she uses smite evil and successfully strikes an aberration, the creature must make a Will save (DC 10 + 1/2 the paladin's level + the paladin's Charisma modifier) or be banished to oblivion. This ability does not kill the creature, but it is sent to a remote place, such as deep underground or far into space (if it is a creature native to space) and cannot return under its own power for at least 100 years.

Whenever the paladin channels positive energy or uses lay on hands to heal a creature, she heals the maximum possible amount. This ability replaces holy champion.

**Code of Conduct:** Hunt aberrations and do not allow them to roam freely or harm others. Destroy them if you can or banish them if you cannot.

**Oath Spells:** 1st—*true strike*; 2nd—*acute senses\**; 3rd—*touch of idiocy*; 4th—*spell immunity*.

### Oath against Fiends

A paladin who takes an oath against demons, devils, daemons, and other evil outsiders is constantly on the lookout for malicious fiendish insurgence into the world and faces it with swift and unwavering defiance. Often, she works closely with inquisitors, searching for signs of outsider manipulation and possession.

#### Deities:

**Anchoring Aura (Su):** At 8th level, a paladin's aura hampers extradimensional travel by evil outsiders. The aura extends 20 feet from the paladin. Evil outsiders attempting to use abilities such as *dimension door*, *plane shift*, or *teleport* to leave or enter the aura must succeed at a Will save (DC 10 + 1/2 the paladin's level + the paladin's Charisma modifier); failure means the ability does not function, as if the outsider were affected by *dimensional anchor*. The aura functions only while the paladin is conscious, not if she is unconscious or dead.

Alternatively, as an immediate action, the paladin can expend one use of her smite evil ability to target an evil outsider within 30 feet with *dimensional anchor*. A targeted *dimensional anchor* persists even if the paladin is unconscious or dead.

This ability replaces aura of resolve.

**Holy Vessel (Su):** At 9th level, a paladin whose divine bond is with a weapon can also use her divine bond to augment her armor or shield with enhancement bonuses, or add any of the following armor or shield properties: *bashing*, *fortification*, and *spell resistance*. Adding these properties consumes an amount of bonus equal to the property's cost (see Tables 15–4 and 15–5 in the *Core Rulebook*). She can divide her bonuses from the divine bond ability among her weapon, armor, and shield as she sees fit. This ability has no effect for a paladin whose divine bond is with a mount. This ability replaces the mercy gained at 9th level.

**Code of Conduct:** Never suffer an evil outsider to live if it is in your power to destroy it. Banish fiends you cannot kill. Purge the evil from those possessed by fiends

**Oath Spells:** 1st—*resist energy*; 2nd—*detect thoughts*; 3rd—*invisibility purge*; 4th—*plane shift*.

### Oath against Savagery

Some paladins are champions of order, pledging to battle the hordes of goblinoids, orcs, hostile barbarians, and similar savages that nip at the heels of civilization, as well as those who gnaw on society from within, such as thieves' and assassins' guilds. More so than other paladins, those who take this oath expect to fight many creatures at once and develop special abilities to deal with these numbers.

#### Deities:

**Holy Reach (Su):** At 2nd level, an oathbound paladin can expend one use of her smite evil ability to extend her natural reach by 5 feet for 1 minute. This does not stack with the Lunge feat. This ability replaces divine grace.

**Hordebreaker (Su):** At 11th level, when the paladin hits an evil humanoid with an attack of opportunity, she deals an additional 1d6 points of damage. When using holy reach, the paladin may make a number of additional attacks of opportunity per round equal to her Charisma bonus. This increase stacks with similar increases from other sources such as Combat Reflexes. This ability replaces aura of justice.

**Code of Conduct:** Always heed the call of a community in danger from savages. Be the first in line to defend a settlement and the last to retreat.

**Oath Spells:** 1st—*deathwatch*; 2nd—*protection from arrows*; 3rd—*haste*; 4th—*divine power*.

### Oath against Undeath

A paladin with this oath vows to restore the natural state of death to any animate corpse she encounters and destroy the undead energy in the process. While a few paladins who take this oath recognize that not all undead are evil, others are quite willing to purge neutral and good undead along with all the evil ones.

**Deities:**

**Detect Undead (Su):** This ability works like the standard paladin ability to detect evil, except as *detect undead* instead of *detect evil*. This ability replaces *detect evil*.

**Ghost Touch Aura (Su):** At 3rd level, the paladin's armor is treated as if it had the *ghost touch* armor property. This does not affect the cost or effect of any other abilities of the armor. At 9th level, this ability also applies to the paladin's shield. This ability replaces the paladin's 3rd-level and 9th-level mercies.

**Aura of Life (Su):** At 8th level, the paladin gains a +4 morale bonus on saves against attacks that grant negative levels and saves to overcome negative levels. Each ally within 10 feet of her gains a +2 morale bonus on these saves.

This ability functions only while the paladin is conscious, not if she is unconscious or dead. This ability replaces aura of resolve.

**Superior Channeler (Su):** At 11th level, a paladin can channel positive energy to harm undead by expending a single usage of her lay on hands ability instead of two. This ability replaces aura of justice.

**Code of Conduct:** Destroy all undead. Put to rest the poor souls turned against their will. Prevent the taint of undeath from spreading to the newly dead, blessing or burning the corpses as necessary.

**Oath Spells:** 1st—*sanctify corpse*\*; 2nd—*darkvision*; 3rd—*searing light*; 4th—*halt undead*.

### Oath against the Wyrms

Few dragons see the smaller races of the world as their equals—to most, humanoids are either food or an annoyance. Some paladins swear to protect others against the predation of dragonkind. Some include dragon-blooded creatures (such as half-dragons or even sorcerers with the draconic bloodline) in their oath and team up with inquisitors to root out those whose ancestry carries the taint of dragon magic. Many paladins with this oath are thrill-seekers for the cause of good, channeling their divine power in ways that allow them to take on their powerful foes head on.

**Deities:**

**Breath Evasion (Su):** At 4th level, a paladin with this oath gains evasion, but only against the breath weapons of creatures with the dragon type. This ability replaces channel positive energy.

**Divine Bond (Sp):** This works like the paladin's normal divine bond ability, except as follows. If the paladin's bond is with a weapon, she cannot use that ability to add the *brilliant energy*, *disruption*, or *merciful weapon* properties, but she can add the *bane* weapon property (but only against dragons). If the paladin's bond is with her steed, the steed gains the paladin's aura-based immunities and her aura does not affect allies. This replaces the standard divine bond ability.

**Dragon-Slaying Strike (Su):** At 20th level, an oathbound paladin becomes a conduit of holy power. Her DR increases to 10/evil. Whenever she uses smite evil and successfully strikes a dragon, the dragon is also subject to a single-target *holy word*, using her paladin level + 10 as the caster level. After the banishment effect and the damage from the attack are resolved, the smite immediately ends. In addition, whenever she uses lay on hands to heal a creature, she heals the maximum possible amount. This ability replaces holy champion.

**Code of Conduct:** Slay evil dragons, as well as other dangerous dragons whether or not they are evil. Prevent the bloodlines of other creatures from being corrupted with draconic power. Protect the innocent against the predation of dragons.

**Oath Spells:** 1st—*enlarge person*; 2nd—*bear's endurance*; 3rd—*fly*; 4th—*stoneskin*.

### Oath of Charity

Charity is more than just giving money to a temple or a cause—it is about the necessity of sacrifice to help others. Those who take this oath dedicate their lives to protecting those who cannot protect themselves and giving to those who are in need. They are generous to a fault, the most steadfast of friends, and give without anyone needing to ask. Paladins who take the oath of charity often turn over a fifth or more of their acquired wealth gained through adventuring to their temples or community.

**Deities:**

**Charitable Hands (Su):** At 2nd level, a paladin with this oath heals 50% less when she uses lay on hands on herself, but 50% more than the normal amount when she uses it to heal others. Using lay on hands to harm undead deals the normal amount of damage. This ability otherwise works like and replaces lay on hands.

**Charitable Mercy (Su):** At 5th level, a paladin with this oath is more flexible with her mercies than other paladins. At the start of each day, a paladin with this oath can select her mercies anew from the list of available mercies. This ability replaces divine bond.

**Code of Conduct:** Always offer help to good creatures who need it. Always offer help to the poor and destitute. (In settlements, this help is often handled by donating to charitable religious organizations, rather than the paladin being required to dole out coppers to every beggar in the street.)

**Oath Spells:** 1st—*magic stone*; 2nd—*make whole*; 3rd—*magic vestment*; 4th—*imbue with spell ability*.

### Oath of Chastity



A chaste paladin proves her purity by way of her action and her abstinence from romantic activities. Many believe that this oath is only about sex, but it is really an oath about the romantic notion that a single person could be more important than all the evils facing the world—it is this perceived selfishness that the bearer of the Oath of Chastity strives to reject. In doing so, she gains purifying power.

**Deities:**

**Pure of Mind (Su):** At 2nd level, the paladin gains a +4 sacred bonus on saves against charm effects and figments and gains a bonus equal to her Charisma modifier on Will saving throws. This ability replaces divine grace.

**Pure of Body (Su):** Upon reaching 8th level, the paladin has a 50% chance to turn any critical hit or sneak attack against her into a normal hit, as if she were wearing *fortification* armor. This ability replaces aura of resolve.

**Code of Conduct:** Never engage in a romantic relationship or a sexual act.

**Oath Spells:** 1st—*remove fear*; 2nd—*confess\*\**; 3rd—*heroism*; 4th—*freedom of movement*.

## Oath of Loyalty

To most paladins, their word is everything. When they say something, it will be done. Those who take this oath put that ideal to the test every day. The oathbound paladin's word is a promise, a sacred bond, and also greater power in the cause of law and good. She is careful with her words, lest she agree to something she cannot fully support.

**Deities:**

**Loyal Oath (Su):** Starting at 1st level, once per day as a swift action, an oathbound paladin can choose a willing creature within line of sight as the target of her loyal oath. When the paladin is adjacent to the target of her loyal oath, she grants the target a sacred bonus on saving throws and to Armor Class equal to the paladin's Charisma bonus. The loyal oath lasts 1 minute, or until the paladin dismisses it (a free action) or discharges it (see below), whichever comes first.

If the target is struck by an enemy and the paladin is adjacent to that enemy, as an immediate action she may make a single melee attack against that enemy; making this attack ends the loyal oath. At 4th level and every three levels thereafter, the paladin may use her loyal oath one additional time per day. This ability replaces smite evil.

**Loyal Guardian (Su):** At 8th level, whenever the target of the paladin's loyal oath is hit with a melee or ranged attack, if the paladin is adjacent to the target, she can spend an immediate action to have the attack automatically hit her instead of the intended target. This ends the loyal oath.

**Code of Conduct:** Keep all promises. Never make an oath or promise lightly. Never go back on an oath.

**Oath Spells:** 1st—*wrath\*\**; 2nd—*aid*; 3rd—*helping hand*; 4th—*sending*.

## Oath of Vengeance

While all paladins uphold the principals of law and good, sometimes these ideas must have a ruthless and dangerous side. It often falls upon a paladin to bring justice in the form of vengeance upon heinous transgressors against law and good. These oathbound paladins are always on the hunt for those who have perpetrated evil and are the instrument of Heaven's most definitive and implacable judgment.

**Deities:**

**Channel Wrath (Su):** When an oathbound paladin reach 4th level, she can spend two uses of her lay on hands ability to gain an extra use of smite evil that day. This ability has no effect for a paladin who does not have the smite evil ability. This ability replaces channel positive energy.

**Powerful Justice (Su):** At 11th level, an oathbound paladin may spends one use of her smite evil ability to grant her allies within 10 feet the ability to smite evil, except they only gain the paladin's bonus to damage, not her smite's attack bonus or ability to bypass DR. This ability replaces aura of justice.

**Code of Conduct:** Never let lesser evils distract you from your pursuit of just vengeance.

**Oath Spells:** 1st—*wrath\*\**; 2nd—*confess\*\**; 3rd—*blessing of fervor\*\**; 4th—*order's wrath*.

## Redeemer (Archetype; Hal-Orc Only)

As most half-orcs are outcasts, a half-orc paladin recognizes that often those who are monstrous are not necessarily evil and that sometimes even those who are evil became that way because of circumstances and misfortune. Some half-orc paladins take up these misunderstood creatures as their cause, standing up for the monstrous creatures and, when possible, leading them to the light. These paladins are called redeemers. A redeemer has the following class features.

**Merciful Smite (Su):** At 1st level, when a redeemer chooses to smite a creature, she can have all of her attacks against the target deal nonlethal damage. She does not take the normal -4 attack roll penalty for using a lethal weapon to deal nonlethal damage. She cannot use this ability to deal nonlethal damage to outsiders with the evil subtype, evil-aligned dragons, or undead creatures (these creatures take lethal damage from her smite). This otherwise works like and replaces the standard paladin's smite evil.

**Monstrous Rapport (Ex):** At 1st level, redeemers gain a +2 bonus on Influence checks to be diplomatic with creatures who are commonly considered monstrous. This includes but is not limited to "monstrous" races such as goblins and orcs, monstrous humanoids, and other intelligent non-humanoid monsters. This ability replaces *detect evil*.

**Pact of Peace (Sp):** At 8th level, a redeemer can force a defeated creature to accept a binding pact of peace as a condition of its surrender, as if using *lesser geas*. Her caster level for this ability is equal to her paladin level. Rather than assigning a mission or task, the redeemer gives the creature a simple set of prohibitions to protect others. Example geas include “Leave this city and do not return” or “Do not attack caravans.” The prohibition must be against an area no larger than 300 square miles or one specific group of people (such as a tribe or citizens of a particular city). This ability lasts 1 month per paladin level. This replaces aura of resolve.

**Aura of Mercy (Su):** At 11th level, a redeemer can expend two uses of her merciful smite ability to grant the merciful smite ability to all allies within 10 feet, using her bonuses. Allies must use this merciful smite ability by the start of the paladin’s next turn and the bonuses last for 1 minute. Using this ability is a free action. Evil creatures gain no benefit from this ability. This replaces aura of justice.

**Associates:** A redeemer may ally with an evil creature as long as she feels the creature is capable of redemption. A redeemer may accept henchmen, followers, or cohorts who are not lawful good provided they demonstrate they are willing to follow her and seek betterment under her tutelage.

## Sacred Servant (Archetype)

Paladins as a general rule, venerate the gods of good and purity, but some take this a step further, dedicating themselves to a specific deity and furthering the cause of the faith. These sacred servants are rewarded for their devotion with additional spells and powerful allies. A sacred servant must select one deity to worship. This deity’s alignment must be lawful good, lawful neutral, or neutral good. A sacred servant has the following class features.

**Smite Evil (Su):** This functions as the paladin ability, but the sacred servant can smite evil one additional time per day at 7th level, and every six levels thereafter (instead of 4th level and every three levels thereafter). This replaces smite evil.

**Spells:** At 4th level, when a sacred servant gains the ability to cast spells, she also chooses one domain associated with her deity. Her effective cleric level for this domain is equal to her paladin level –3. In addition, she also gains one domain spell slot for each level of paladin spells she can cast. Every day she must prepare the domain spell from her chosen domain in that spell slot.

**Divine Bond (Su):** At 5th level, instead of forming a divine bond with her weapon or a mount, a sacred servant forms a bond with her holy symbol. As a standard action, a sacred servant can bind a celestial spirit to her holy symbol for 1 minute per paladin level. When called, the spirit causes the sacred servant’s holy symbol to shed light like a torch. At 5th level, the spirit grants one bonus. For every three levels beyond 5th, the spirit grants one additional bonus. These bonuses can be spent in a number of ways to grant the paladin enhanced abilities to channel positive energy and to cast spells. Each bonus can be used to grant one of the following enhancements: +1 caster level to any paladin spell cast, +1 to the DC to halve the damage of channel positive energy when used to harm undead, +1d6 to channel positive energy, +1 use/ day of lay on hands. These enhancements stack and can be selected multiple times. The enhancements granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. If the sacred servant increases her number of uses of lay on hands per day in this way, that choice is set for the rest of the day, and once used, these additional uses are not restored (even if the spirit is called again that day). The celestial spirit imparts no enhancements if the holy symbol is held by anyone other than the sacred servant, but resumes giving enhancements if returned to the sacred servant. A sacred servant can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

If a holy symbol with a celestial spirit is destroyed, the sacred servant loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the sacred servant takes a –1 penalty on attack and weapon damage rolls.

**Call Celestial Ally (Sp):** At 8th level, a sacred servant can call upon her deity for aid, in the form of a powerful servant. This allows the sacred servant to cast *lesser planar ally* once per week as a spell-like ability without having to pay the material component cost or the servant (for reasonable tasks). At 12th level, this improves to *planar ally* and at 16th level, this improves to *greater planar ally*. The sacred servant’s caster level for this effect is equal to her paladin level. This ability replaces aura of resolve.

## Shining Knight (Archetype)

While paladins often are seen mounted atop a loyal steed, the shining knight is the true symbol of mounted bravery. They are never far from their steeds and are always clad in brightly polished armor. The shining knight has the following class features.

**Skilled Rider (Ex and Su):** At 3rd level, a shining knight does not take any penalty to her Ride skill due to her armor check penalty. In addition, any mount she is riding gains the benefit of her divine grace class feature, adding her Charisma bonus (if any) to its saving throws. This ability replaces divine health.

**Divine Bond (Su):** Upon reaching 5th level, a shining knight must form a bond with a mount. This ability otherwise functions as the paladin ability.

**Knight’s Charge (Su):** At 11th level, whenever a mounted shining knight charges a foe, her movement does not provoke attacks of opportunity, for either her or her mount. In addition, if her target is also the target of her smite evil ability and the charge attack hits, the target must make a Will save or be panicked for a number of rounds equal to 1/2 the shining knight’s

level. The DC of this save is equal to  $10 + 1/2$  the shining knight's level + the shining knight's Charisma modifier. This ability replaces aura of justice.

### Stonelord (Archetype; Dwarf Only)

A stonelord is a devoted sentinel of dwarven enclaves, drawing the power of the earth and ancient stone to protect her people.

**Stonestrike (Su):** Once per day per paladin level, a stonelord can draw upon the power of the living rock. As a swift action, she treats her melee attacks until the beginning of her next turn (whether armed or unarmed) as magical and adamantine, including ignoring hardness up to twice her paladin level, with a +1 bonus on attack and damage rolls, as well as on combat maneuver checks. This bonus also applies to her CMD if she or her target is touching the ground or a stone structure. This bonus increases by +1 at 5th level and every 5 levels thereafter. This ability replaces smite evil.

**Heartstone (Ex):** At 2nd level, a stonelord's flesh becomes progressively rockier. She gains a +1 natural armor bonus to AC and DR/adamantine equal to  $1/2$  her paladin level. The natural armor bonus increases by +1 at 6th level, and every four levels thereafter, to a maximum of +5 at 18th level. These benefits are halved when not touching the ground or a stone structure. This ability replaces divine grace.

**Stoneblood (Ex):** At 3rd level, a stonelord's vitals begin to calcify and her blood transforms into liquid stone. She adds her paladin level on checks to stabilize at negative hit points and gains a 25% chance to ignore a critical hit or precision damage. This does not stack with *fortification* armor or similar effects. At 9th level, this chance increases to 50% and she becomes immune to petrification. At 15th level, this chance increases to 75% and she becomes immune to bleed and blood drain effects. This ability replaces divine health and her mercies gained at 3rd, 9th, and 15th level.

**Defensive Stance (Ex):** At 4th level, a stonelord gains the defensive stance ability, as a stalwart defender (*Advanced Player's Guide* 277) and may select one defensive power at 8th level and every four levels thereafter. Levels of stalwart defender stack with her paladin levels when determining the total number of rounds that she can maintain her defensive stance per day. A stonelord does not gain any spells or spellcasting abilities, does not have a caster level, and cannot use spell trigger or spell completion magic items.

**Earth Channel (Su):** At 4th level, a stonelord gains Elemental Channel (earth) as a bonus feat, which she may activate by spending two uses of her lay on hands ability, using her paladin level as her effective cleric level. This ability replaces channel positive energy.

**Stone Servant (Su):** At 5th level, a stonelord may call a Small earth elemental to her side, as a paladin calls her mount. This earth elemental is Lawful Good in alignment and possesses the celestial template, and it increases in size as the stonelord gains levels, becoming Medium at 8th level, Large at 11th level, Huge at 14th level, Greater at 17th level, and Elder at 20th level. This ability replaces divine bond.

**Stonebane (Su):** At 11th level, when using stonestrike, a stonelord's attack gains the *bane* weapon special ability against creatures with the earth subtype and constructs or objects made of earth or stone. This ability replaces aura of justice.

**Phase Strike (Su):** At 12th level, a stonelord's stonestrike may pass through stone and metal as if they were not there. By spending 2 uses of her stonestrike ability, she may ignore any cover less than total cover provided by stone or metal, and she ignores any AC bonus from stone or metal armor or shields as if wielding a *brilliant energy* weapon. A phase strike cannot damage constructs, objects, or creatures with the earth subtype, but unlike a *brilliant energy* weapon, it can harm undead. This ability replaces her 12th-level mercy.

**Mobile Defense (Ex):** At 18th level, a stonelord can make one 5-foot step per round while maintaining her defensive stance. This ability replaces her 18th-level mercy.

**Stone Body (Ex):** At 20th level, a stonelord's body transforms into living stone. She no longer needs to eat, drink, breathe, or sleep, and she becomes immune to paralysis, poison, and stunning. She is also no longer subject to critical hits or precision-based damage. This ability replaces holy champion.

### Undead Scourge (Archetype)

Undead are an abomination in the eyes of the just and righteous. It is no surprise then that there are some paladins that dedicate themselves to wiping these unholy terrors from the world. The following are the class features of the undead scourge.

**Smite Evil (Su):** This functions as the paladin ability of the same name, but the undead scourge does not deal 2 points of damage per level on the first successful attack against evil dragons and evil outsiders. She does deal 2 points of damage per level on all smite attacks made against evil undead creatures.

**Aura of Life (Su):** At 8th level, an undead scourge emits a 10-foot aura of life around her that weakens undead creatures. Undead in this aura take a -4 penalty on Will saves made to resist positive energy. In addition, undead in this aura do not regain hit points from channeled negative energy. This ability replaces aura of resolve.

**Undead Annihilation (Su):** At 11th level, an undead scourge can expend one use of her smite evil ability as a standard action and make a single melee attack against an undead creature. If this attack hits, the undead creature must make a Will save or be destroyed. The save DC is equal to  $10 + 1/2$  the undead scourge's level + the undead scourge's Charisma modifier. Undead with twice as many Hit Dice as the undead scourge are unaffected by this ability. If the attack misses, the smite evil is wasted without effect. This ability replaces aura of justice.



## Warrior of the Holy Light (Archetype)

Some paladins use their gifts to focus on the holy light that shines within their souls. With the gifts of purity and redemption, these paladins spend much of their lives helping others find the true path. Unleashing this power takes patience and comes at a steep price. Warriors of the holy light have the following class features.

**Power of Faith (Su):** At 4th level, a warrior of the holy light learns to use the power of her faith to bolster her defenses and aid her allies. This class feature replaces the paladin's spells class feature. A warrior of the holy light does not gain any spells or spellcasting abilities, does not have a caster level, and cannot use spell trigger or spell completion magic items.

At 4th level, the warrior of the holy light gains one additional use of her lay on hands ability per day. She gains one additional use of lay on hands per day for every four levels she attains beyond 4th. She can spend a use of her lay on hands ability to call upon the power of her faith as a standard action. This causes a nimbus of *light* to emanate from the warrior of the holy light in a 30-foot radius. All allies in this area (including the warrior of the holy light) receive a +1 morale bonus to AC and on attack rolls, damage rolls, and saving throws against fear as long as they remain in the area of light. This power lasts for 1 minute.

At 8th level, the nimbus of light heals the paladin and her allies, curing of them of 1d4 points of ability damage, as per the spell *lesser restoration*. A creature can only be healed in this way once per day.

At 12th level, the nimbus of light is treated as *daylight* for the purposes of affecting creatures with sensitivity to light. In addition, the nimbus grants the warrior of the holy light and her allies in the area resistance 10 to one type of energy, selected by the warrior of the holy light when this power is activated.

At 16th level, the nimbus of light grants the warrior of the holy light and her allies protection from critical hits. There is a 25% chance that critical hits made against the warrior of the holy light and her allies in the area are instead treated as normal hits. This does not stack with other abilities that grant similar protection (such as *light fortification*).

At 20th level, the nimbus of light increases in size out to a range of 60 feet. In addition, all of its bonuses increase. The morale bonus to AC and on attack rolls, damage rolls, and saving throws against fear increases to +2. The amount of ability damage healed increases to 2d4. The energy resistance increases to 20 against one energy type. Finally, protection against critical hits increases to 50%.

**Shining Light (Su):** At 14th level, a warrior of the holy light can unleash a 30-foot burst of pure, white light as a standard action. Evil creatures within this burst take 1d6 points of damage for every two paladin levels and are blinded for 1 round. Evil dragons, evil outsiders, and evil undead are blinded for 1d4 rounds on a failed save. A Reflex save halves this damage and negates the blindness. The DC of this save is equal to 10 + 1/2 the warrior of the holy light's level + the warrior of the holy light's Charisma modifier. Good creatures within this burst are healed 1d6 points of damage per two paladin levels and receive a +2 sacred bonus on ability checks, attack rolls, saving throws, and skill checks for 1 round. A warrior of the holy light can use this ability once per day at 14th level plus one additional time per day at 17th and 20th levels. This ability replaces aura of faith.

# Ranger

## New Combat Styles

At 2nd level, a ranger must select one of the two combat styles on page 65 of the *Core Rulebook* or one of the following new combat styles: crossbow, mounted combat, natural weapon, two-handed weapon, or weapon and shield style. The ranger can choose feats from his selected combat style even if he does not have the normal prerequisites.

**Crossbow:** If the ranger selects crossbow style, he can choose from the following list whenever he gains a combat style feat: Deadly Aim, Focused Shot, Precise Shot, and Rapid Reload. At 6th level, he adds Crossbow Mastery and Improved Precise Shot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list.

**Mounted Combat:** If the ranger selects mounted combat, he can choose from the following list whenever he gains a combat style feat: Mounted Combat, Mounted Archery, Ride- By Attack, and Trick Riding\*. At 6th level, he adds Mounted Shield\* and Spirited Charge to the list. At 10th level, he adds Mounted Skirmisher\* and Unseat to the list.

**Natural Weapon:** If the ranger selects natural weapon style, he can choose from the following list whenever he gains a combat style feat: Aspect of the Beast\*, Improved Natural Weapon\*\*, Rending Claws\*, and Weapon Focus. At 6th level, he adds Eldritch Fangs\* and Vital Strike to the list. At 10th level, he adds Multiattack\*\* and Improved Vital Strike to the list.

**Two-Handed Weapon:** If the ranger selects two-handed weapon style, he can choose from the following list whenever he gains a combat style feat: Cleave, Power Attack, Pushing Assault\*, and Shield of Swings\*. At 6th level, he adds Furious Focus\* and Great Cleave to the list. At 10th level, he adds Dreadful Carnage\* and Improved Sunder to the list.

**Weapon and Shield:** If the ranger selects weapon and shield style, he can choose from the following list whenever he gains a combat style feat: Improved Shield Bash, Shield Focus, Shield Slam, and Two-Weapon Fighting. At 6th level, he adds Saving Shield\* and Shield Master to the list. At 10th level, he adds Bashing Finish\* and Greater Shield Focus to the list.

\* These feats are found in the feat section of this book.

\*\* These feats are found in the *Pathfinder RPG Bestiary*.

## Guide (Archetype)

Many rangers are loners, but some choose to use their familiarity with the land to guide others safely through the wilderness. The guide forgoes a favored enemy to focus on the task or foe at hand and can pass his knowledge and luck on to his charges. A guide has the following class features.

**Ranger's Focus (Ex):** At 1st level, once per day, the guide can focus on a single enemy within line of sight as a swift action. That creature remains the ranger's focus until it is reduced to 0 or fewer hit points or surrenders, or until the ranger designates a new focus, whichever occurs first. The ranger gains a +2 bonus on attack and damage rolls against the target of his focus. At 5th level, and every five levels thereafter, this bonus increases by +2.

At 4th level, and every 3 levels thereafter, the ranger can use this ability one additional time per day. This ability replaces favored enemy.

**Terrain Bond (Ex):** At 4th level, the guide forms a bond with the land itself, enabling him to direct others in such terrain. When in his favored terrain, the ranger grants all allies within line of sight and that can hear him a +2 bonus on initiative checks and Perception, Stealth, and Survival skill checks. Also, as long as they travel with him, the ranger's allies leave no trail and cannot be tracked. The ranger can choose for the group to leave a trail, or even specific members of the group to leave a trail if he so desires. This ability replaces hunter's bond.

**Ranger's Luck (Ex):** Upon reaching 9th level, once per day the guide can either reroll one of his attack rolls or force an enemy who just hit him with an attack to reroll the attack roll. The ranger must take the result of the second roll even if it is worse. A ranger can use this ability once per day at 9th level, plus one additional time per day at 14th and 19th levels. This ability replaces evasion.

**Inspired Moment (Ex):** At 11th level, the guide can have an inspired moment once per day as a free action. The ranger gains the following benefits until the end of his next turn. His speed increases by 10 feet. He can take an extra move or swift action on his turn. He gains a +4 bonus to AC and on attack rolls, skill checks, or ability checks. Finally, he automatically confirms any critical threat he scores. He can use this ability one additional time per day at 19th level. This ability replaces quarry and improved quarry.

**Improved Ranger's Luck (Ex):** Upon reaching 16th level, the ranger's luck increases. He gains a +4 bonus on his rerolls made with the ranger's luck ability, or if he forces an enemy to reroll an attack, that enemy takes a -4 penalty on the roll. This bonus or penalty is also applied on any roll to confirm critical hits. This ability replaces improved evasion.

## Shapeshifter (Archetype)

Most rangers venture into the wilderness, but there are some who let the wilderness seep into them. Whether by curse, disease, ancient rite, a slight lycanthropic influence in the blood, or the corrupting influence of chaos, these rangers embrace the wild to transform themselves into something untamed and feral. Shapeshifters are often held in awe but are even more often feared. A shapeshifter has the following class features.

**Combat Style Feat (Ex):** At 2nd level, a shapeshifter ranger must choose the natural weapon combat style.

**Shifter's Blessing (Su):** At 3rd level, the shapeshifter can take on the aspects of a wild creature once per day as a swift action. He can remain in this form for a number of rounds equal to his ranger level + his Wisdom modifier. While in one of his shifter's blessing forms, the ranger gains the shapeshifter subtype.

The shapeshifter must choose one of the following forms. Once this choice is made, it cannot be changed.

*Form of the Bear:* The ranger's muscles enlarge and tighten, and his facial features become more ursine. While in this form, the ranger gains a +4 enhancement bonus to Strength, but his base speed becomes 20 feet.

*Form of the Cat:* The ranger's muscles become lean and defined, and his gait more deliberate and graceful. While in this form, the ranger increases his base speed by 10 feet, and he gains a +4 bonus on Acrobatics and Athletics checks.

*Form of the Dragon:* The ranger's skin becomes rough and scaly. While in this form, the ranger gains a +2 natural armor bonus to AC.

*Form of the Eagle:* The ranger's skin stretches, his nose becomes hooked, and his eyes enlarge. While in this form, the ranger gains a +10 bonus on Perception checks.

*Form of the Jackal:* The ranger becomes thin and hyperactive, his movements taking on a nervous spryness. While in this form, the ranger can spend a move action to move up to 1/2 his speed without provoking attacks of opportunity.

*Form of the Otter:* The ranger's hands and feet grow webs, and his body grows an oily fur that is water resistant. While in this form, the ranger gains a swim speed of 30 feet and a +8 bonus on Swim checks.

At 8th level and again every five levels thereafter, the ranger may select an additional form for his shifter's blessing and may use this ability one additional time per day. This is not a polymorph ability; a ranger with shifter's blessing in one of his shifted forms can be affected by a polymorph ability and retain his bonus and traits gained by the class feature. This ability replaces favored terrain.

**Dual Form Shifter (Ex):** At 12th level, when the shapeshifter takes on a shifter's blessing form, he can take on a hybrid of two of his forms. He gains the bonuses for both forms. This ability replaces camouflage.

**Master Shifter (Su):** At 20th level, the ranger's shifter's blessing forms improve, and he can take on true forms of beasts. The ranger can use dual form shifter with this ability, although he cannot use more than one polymorph effect at any one time. This ability replaces master hunter. The ranger's forms from shifter's blessing improve to the following:

*Form of the Bear:* The ranger's muscles enlarge and tighten, and his facial features become more ursine. While in this form, the ranger gains a +8 enhancement bonus to Strength and he does not suffer any reduction of speed. Alternatively, the ranger can polymorph into the form of a bear as if the caster of *beast shape IV*.

*Form of the Cat:* The ranger's muscles become lean and defined, and his gait more deliberate and graceful. While in this form, the ranger increases his base speed by 20 feet, and he gains a +10 bonus on Acrobatics and Climb checks. Alternatively, the ranger can polymorph into the form of a cat of any size as if the caster of *beast shape IV*.

*Form of the Dragon:* The ranger's skin becomes rough and scaly. While in this form, the ranger gains a +4 natural armor bonus to AC and a fly speed of 30 feet with average maneuverability. Alternately, the ranger can polymorph into the form of a dragon as if the caster of *form of the dragon I*.

*Form of the Eagle:* The ranger's skin stretches, his nose becomes hooked, and his eyes enlarge. While in this form, the ranger gains a +10 bonus on Perception checks and a fly speed of 40 feet with good maneuverability.

Alternatively, the ranger can polymorph into the form of an eagle or similar raptor as if the caster of *beast shape IV*.

*Form of the Jackal:* The ranger becomes thin and hyperactive, his movements taking on a nervous spryness. While in this form, the ranger does not provoke attacks of opportunity due to movement. Alternatively, the ranger can polymorph into the form of a jackal or other canine creature as if the caster of *beast shape IV*.

*Form of the Otter:* The ranger's hands and feet grow webs, and his body grows an oily fur that is water resistant. While in this form, the ranger gains a swim speed of 60 feet and a +5 bonus on Swim checks. Alternatively, the ranger can polymorph into the form of an otter or similar river mammal as if the caster of *beast shape IV*.

## Skirmisher (Archetype)

Many rangers rely on spells, but there are some who eschew aid from divine powers for their own reasons. Skirmishers rely on their wits, their wisdom, and sometimes even instinct to aid in their quests. A skirmisher has the following class features.

**Hunter's Tricks:** At 5th level, a skirmisher ranger learns the use of hunter's tricks, which typically grant a boon or bonus to the ranger or a nearby ally. At 5th level, the ranger learns one trick, selected from the list below. At 7th level, and every two levels thereafter, he learns another trick. A ranger can use these tricks a total number of times per day equal to 1/2 his ranger level + his Wisdom modifier. Tricks are usually swift actions, but sometimes move or free actions that modify a standard action, usually an attack action. Once a trick is chosen, it cannot be retrained. A ranger cannot select an individual trick more than once. This ability replaces the ranger's spells class feature. Skirmishers do not gain any spells or spellcasting ability, do not have a caster level, and cannot use spell trigger and spell completion magic items.

The following is a list of hunter tricks and their effects.

*Aiding Attack (Ex):* The ranger can use this trick as a free action when he hits a creature with an attack. The next ally who makes an attack against the target creature before the start of the ranger's next turn gains a +2 circumstance bonus on that attack roll.

*Bolster Companion (Ex)*: The ranger can use this trick as an immediate action when his animal companion is hit with an attack or a combat maneuver. The companion's AC and combat maneuver defense increase by +4 for the purposes of that attack. If the attack still hits, the animal companion only takes half damage (if any). The animal companion must be able to see and hear the ranger to benefit from this trick.

*Catfall (Ex)*: The ranger can use this trick as an immediate action when he falls 20 or more feet, ignoring the first 20 feet of the fall when calculating the falling damage. If the ranger takes no damage from the fall, he does not fall prone.

*Chameleon Step (Ex)*: The ranger can move up to twice his speed as a move action. The ranger does not take any penalty on Stealth checks for movement during this move. This move provokes attacks of opportunity as normal.

*Cunning Pantomime (Ex)*: As a standard action, the ranger can communicate with a single creature as if using the *tongues* spell for 10 minutes. Because the communication is slow and lacks subtlety, the ranger suffers a -4 penalty on all Bluff and Diplomacy checks relating to the creature he is communicating with when using this trick.

*Defensive Bow Stance (Ex)*: The ranger can use this trick as a swift action. Until the start of his next turn, his ranged attacks do not provoke attacks of opportunity.

*Deft Stand (Ex)*: The ranger can spend a move action to stand up without provoking attacks of opportunity.

*Distracting Attack (Ex)*: The ranger can use this trick as a free action before he makes an attack. If the attack hits, the target takes a -2 penalty on all attack rolls for 1 round.

*Hateful Attack (Ex)*: The ranger can use this trick as a free action when he makes an attack against one of his favored enemies. The ranger doubles the threat range of his weapon for this attack. This does not stack with other abilities that increase a weapon's threat range.

*Heel (Ex)*: The ranger can use this trick as an immediate action when his animal companion moves. When the companion moves, the square it starts out in is not considered threatened by any opponent it can see, and therefore visible enemies do not get attacks of opportunity against it when it moves from that square. The companion must end this movement in a square adjacent to the ranger. The animal companion must be able to see and hear the ranger to take this movement.

*Hobbling Attack (Ex)*: The ranger can use this trick as a free action when he hits with an attack. The target of the attack's land speed is reduced by 1/2 for 1d4 rounds.

*Quick Climb (Ex)*: The ranger can climb at his full speed as a move action without penalty.

*Quick Healing (Ex)*: As a swift action, the ranger can make a Heal check to administer first aid on an adjacent dying character. Alternatively, the ranger can administer a potion to an unconscious character as a move action.

*Quick Swim (Ex)*: The ranger can swim at his full speed as a move action without penalty.

*Ranger's Counsel (Ex)*: As a swift action, the ranger can grant all allies within 30 feet that are within line of sight and can hear him a +2 bonus on skill checks with a single skill of his choice. The ranger must have at least one rank in the chosen skill. This bonus lasts for 1 round.

*Rattling Strike (Ex)*: The ranger can use this trick as a free action before he makes a melee attack. If the attack hits, the target is shaken for 1d4 rounds.

*Second Chance Strike (Ex)*: When he misses with a melee attack, the ranger may reroll his attack at a -5 penalty. Using this ability is an immediate action.

*Sic 'Em (Ex)*: The ranger can use this trick as a swift action. His animal companion makes one melee attack against an adjacent creature. The animal companion must be able to see and hear the ranger to make this attack.

*Skill Sage (Ex)*: As a free action, the ranger can roll twice on any one skill check and take the better result. He must have at least 1 rank in that skill to use this ability.

*Stag's Leap (Ex)*: As a free action, the ranger can attempt a running jump without moving 10 feet before the jump.

*Surprise Shift (Ex)*: The ranger can move 5 feet as a swift action. This movement does not provoke attacks of opportunity and does not count as a 5-foot step.

*Tangling Attack (Ex)*: The ranger can use this attack as a free action when he makes an attack. If the attack hits, the target is entangled for 1 round.

*Trick Shot (Ex)*: As a standard action, the ranger can make a ranged attack that ignores concealment (but not total concealment), soft cover, and partial cover.

*Uncanny Senses (Ex)*: As an immediate action, the ranger gains a +10 insight bonus on Perception checks for 1 round.

*Upending Strike (Ex)*: The ranger can use this trick as a free action just before he makes a melee attack. If the attack hits, he may make a free trip combat maneuver against the target.

*Vengeance Strike (Ex)*: The ranger can use this trick as an immediate action when an enemy adjacent to him hits an ally with a melee or ranged attack. The ranger can make a single melee attack at his highest base attack bonus against the creature who attacked his ally.

## Urban Ranger (Archetype)

For the urban ranger, the streets and sewers of the city are just as dangerous as the barren wastelands or the deep forests. An urban ranger has the following class features.



**Urban Ranger:** At 1st level, an urban ranger adds Disable Device and Knowledge (local) to his list of class skills and removes Handle Animal and Knowledge (nature) from his list of class skills.

**Favored Community (Ex):** At 3rd level, the urban ranger forms a bond with a community. While inside the limits of this community, he gains a +2 bonus on initiative checks and Knowledge (local), Perception, Stealth, and Survival skill checks. An urban ranger traveling through his favored community leaves no trail and cannot be tracked (although he may leave a trail if he so desires).

At 8th level, and every five levels thereafter, an urban ranger may select an additional favored community. In addition, at each such interval, the skill bonus and initiative bonus in any one favored community (including the one just selected, if so desired) increases by +2.

For the purposes of this ability, a community is any settlement consisting of 100 or more individuals. The community may be larger than this minimum. Outlying farms, fields, and houses are not considered part of a community. This ability replaces favored terrain.

**Trapfinding (Ex):** At 3rd level, an urban ranger can find and disable traps, as the rogue class feature of the same name. This ability replaces endurance.

**Push Through (Ex):** At 7th level, an urban ranger is never slowed by difficult terrain in his favored communities. In addition, he can move through the space occupied by local citizens as if they were allies. This does not apply to creature's intent on harming the ranger. Areas that are enchanted or magically manipulated to impede motion, however, still affect him. This replaces woodland stride.

**Blend In (Ex):** An urban ranger of 12th level or higher can use his Stealth bonus in place of a Disguise skill check in any of his favored communities. This disguise does not take an action to don. He must make a check whenever someone attempts to pick him out from the local citizens. If his check is successful, he blends into the crowd. While not invisible, enemies do not notice his presence and take no actions against him unless they are taking actions against the local citizens in general. This replaces camouflage.

**Invisibility Trick (Sp):** At 17th level, the urban ranger can cast *greater invisibility* on himself as a wizard of his ranger level as a swift action. He can use this spell-like ability a number of times per day equal to his Wisdom modifier (minimum 1). This ability replaces hide in plain sight.

## Wild Shadow (Archetype; Half-Elf Only)

The isolation that some half-elves feel leads them to live a life of isolation amid the wild places of the world. Such rangers stalk the wild like shadows, creating close bonds with the wild itself instead of seeking the solace and aid of companions. While ill at ease within cities and other urban areas, they are adept at using the terrain to tactical advantage; they dart through brambles and rough terrain with uncommon grace and use the land itself to lock down enemies. A wild shadow has the following class features.

**Wild at Heart (Ex):** At 1st level, a wild shadow adds only 1/2 his class level when making wild empathy checks while in urban areas and adds only 1/4 his class level to follow or identify tracks in such areas. In non-urban settings, he is considered two levels higher when determining the bonuses for such checks. This ability alters the track and wild empathy class features.

**Favored Terrain (Ex):** At 3rd level, when a wild shadow chooses a favored terrain, he cannot choose urban as the terrain type. Furthermore, at 8th level and every five levels thereafter, when he chooses a new favorite terrain type, he cannot choose the urban terrain type. This ability alters the favored terrain class feature.

**Woodland Stride (Ex):** This ability functions as the 7th-level ranger class feature of the same name, but the wild shadow gains it at 4th level instead. This ability replaces the hunter's bond class feature.

**Unfettered Step (Ex):** At 7th level, a wild shadow's woodland stride class feature functions in any difficult terrain within any of his favored terrains, even in areas that are enchanted or magically manipulated to impede motion. This ability replaces the ranger's woodland stride class feature gained at 7th level.

**Harrying Attack (Ex):** At 11th level, a wild shadow can use his knowledge of terrain to make shrewd attacks in combat. Such attacks can make foes fumble or cause them to become entangled within areas of the wild shadow's favored terrain. As a standard action, the wild shadow denotes one target within line of sight and within one of his favored terrains as his harried prey. Once the foe is so designated, every time the wild shadow hits this harried prey with a melee or ranged weapon attack (either manufactured or natural), that creature is entangled for 1 round. A wild shadow can have no more than one harried prey at a time and that creature must correspond to one of his favored enemy types. He can dismiss this effect at any time as a free action, but he cannot select a new harried prey for 24 hours. If the wild shadow sees proof that his harried prey is dead, he can select a new harried prey after waiting 1 hour. This ability replaces the quarry class feature.

**Wild Stalker (Ex):** At 14th level, a wild shadow learns to better use natural surroundings to obscure his position in combat. Whenever a wild shadow is within one of his favored terrains and a feature of that terrain grants him cover, the bonuses to AC and Reflex saves for that cover improve by 1. Additionally, while he is within one of his favored terrains, if he gains concealment or total concealment, the miss chance of either type of concealment improves by 10%. Furthermore, at 16th level and 19th level, the bonuses granted by cover increase by 1 and the miss chance increases by another 10% (maximum +3 and +30% respectively at 20th level). This ability replaces the camouflage class feature.

**Master of Terrain (Ex):** At 19th level, a wild shadow can use his harrying attack against creatures other than his favored enemy or he can spend a standard action to designate up to two of his favored enemies as his harried prey instead. This ability replaces the improved quarry class feature.

# Rogue

## Acrobat (Archetype)

Agility and daring are both excellent rogue traits, and their confluence can create spectacular feats of acrobatics. Whether they are daring thieves, infiltrating assassins, or intrepid spies, proper training in acrobatics is a valuable boon for rogues.

**Expert Acrobat (Ex):** At 1st level, an acrobat does not suffer any armor check penalties on Acrobatics, Finesse, or Stealth skill checks while wearing light armor. When she is not wearing armor, she gains a +2 competency bonus on Acrobatics skill checks. This ability replaces trapfinding.

**Second Chance (Ex):** At 3rd level, an acrobat can reroll any Acrobatics check she has just made. This reroll is made at a -5 penalty. She must take the second result, even if it is worse. An acrobat can use this ability only once on any given skill check. She can use this ability once per day at 3rd level, plus one additional time per day for every 3 levels beyond 3rd. This ability replaces danger sense.

## Burglar (Archetype)

Adept at infiltration, trap removal, and lock picking, burglars prey on the homes of the wealthy and forgotten tombs alike. Such riches are guarded with vicious traps and hazards, but the devious mind of the burglar allows her to find such dangers and avoid them.

**Careful Disarm (Ex):** At 4th level, whenever a burglar attempts to disarm a trap using Finesse, she does not spring the trap unless she fails by 10 or more. If she does set off a trap she was attempting to disarm, she adds double her trap sense bonus to avoid the trap. This ability replaces uncanny dodge.

**Distraction (Ex):** At 8th level, whenever a burglar is detected while using Stealth, she can immediately attempt an Influence skill check to bluff opposed by the Perception skill of the creature that spotted her. If this check succeeds, the target assumes that the noise was something innocent and disregards the detection. This only functions if the creature cannot see the rogue. This ability can only be used once during a given Stealth attempt. If the same creature detects the rogue's presence again, the ability has no effect. This ability replaces improved uncanny dodge.

## Counterfeit Mage (Archetype)

Charlatans and stage magicians use sleight of hand to fake magic. A counterfeit mage goes a step further, parroting the motions and activation phrases used by arcane casters to activate wands or other magical accoutrements. While counterfeit mages rarely fool a real wizard, their command of the arcane is enough to convince most lay people.

**Magical Expertise (Ex):** At 1st level, a counterfeit mage adds 1/2 his level to Finesse checks to disarm magical traps, Perception checks to find magical traps, and Spellcraft checks to activate scrolls and wands. A counterfeit mage can use Finesse to disarm magic traps. This ability replaces trapfinding.

**Signature Wand (Ex):** At 4th level, a counterfeit mage can spend 1 hour practicing with a wand to designate it as his signature wand. He can draw that wand as a free action and can activate it without having to succeed at a Spellcraft check. He can change his signature wand once per day. This ability replaces the rogue talent gained at 4th level.

**Wand Adept (Ex):** At 6th level, a counterfeit mage can use his Dexterity modifier in place of his Charisma modifier when attempting Spellcraft checks to activate wands.

## Cutpurse (Archetype)

Everyone who lives in the city understands that a wealthy man stays wealthy by guarding his purse while wandering the streets and markets. Cutpurses are often trained by guilds to collect the guild's tax from local businesses on a daily basis, whether through intimidation or pickpocketing. Some find themselves taking up the mantle of adventurer, and their talents are generally appreciated in this role, but the cutpurse is still the first person her companions look to when an item goes missing.

**Measure the Mark (Ex):** When a cutpurse makes a Finesse check to take something from a creature, the target makes its Perception check before the rogue makes her Finesse check, and the rogue knows the Perception check result. She can decide whether or not to make the check based on the results of the target's Perception check. If the rogue elects not to make the check, she can make an Influence check to bluff, opposed by the target's Perception, to prevent the target from noticing the attempt. This ability replaces trapfinding.

**Stab and Grab (Ex):** At 3rd level, as a full-round action, a cutpurse can make an attack and also make a Finesse check to steal something from the target of the attack. If the attack deals sneak attack damage, the rogue can use Finesse to take an item from the creature during combat; otherwise this ability can only be used in a surprise round before the target has acted. If the attack is successful, the target takes a -5 penalty on the Perception check to notice the theft. This ability replaces trap sense.



## Investigator (Archetype)

Not all rogues work against the law. Investigators use their skills to serve the law, often in the employ of nobles or in the pursuit of noble causes. In some cities cabals of investigators work for rulers or bureaucracies, but often an investigator is a free agent who pursues whatever mysteries come across her path. Of course, not all investigators serve the law. Crime lords and guildmasters often have squads of investigators serving their own nefarious purposes.

**Follow Up (Ex):** An investigator can roll twice on any Diplomacy check made to gather information, and receives the information for both results. This takes the same amount of time as one check. If the lesser of the two checks reveals false information, the rogue is aware of it. False information is not revealed in this way if the people she questioned do not know it to be false. This ability replaces trapfinding.

## Rake (Archetype)

The rake is a rogue who is open about her skills and talents, often to the point of being boastful. Usually she has the protection of an important figure who finds her services useful, but sometimes her bravado is enough to keep enemies away. She is often used as a face for the group for diplomacy, gathering information, negotiations, or to gain the most lucrative contracts and quests from local authorities.

**Bravado's Blade (Ex):** When a rake hits an opponent and deals sneak attack damage, she can forgo 1d6 points of that damage and make a free Intimidate check to demoralize the foe. For every additional 1d6 points of sneak attack damage she forgoes, she receives a +5 circumstance bonus on this check. This ability replaces trapfinding.

**Rake's Smile (Ex):** At 3rd level, a rake gains a +1 morale bonus on Bluff and Diplomacy checks. This bonus increases by +1 for every 3 levels beyond 3rd. This ability replaces danger sense.

## Scout (Archetype)

Not all rogues live in the city. Scouts frequently roam the wilderness, often banding together as bandits, but sometimes serving as guides, as trailblazers, or as companions to a ranger or barbarian warrior. More comfortable with sneaking and hiding outdoors, the scout is still effective in the city and the dungeon.

**Scout's Charge (Ex):** At 4th level, whenever a scout makes a charge, her attack deals sneak attack damage as if the target were flat-footed. Foes with uncanny dodge are immune to this ability. This ability replaces uncanny dodge.

**Skirmisher (Ex):** At 8th level, whenever a scout moves more than 10 feet in a round and makes an attack action, the attack deals sneak attack damage as if the target was flat-footed. If the scout makes more than one attack this turn, this ability only applies to the first attack. Foes with uncanny dodge are immune to this ability. This ability replaces improved uncanny dodge.

## Sniper (Archetype)

Some say that the sniper is the worst kind of assassin: a killer who waits silently in the shadows and then strikes from a distance without remorse. Snipers, of course, understand that such protestations about "cowardice" and "honor" regarding their profession are in fact merely the bleating of sheep fearing the slaughter and pay them no heed. Most snipers take pride in their formidable abilities, which allow them to take life quickly, quietly, and efficiently, then disappear into their surroundings without a trace.

**Accuracy (Ex):** At 1st level, a sniper halves all range increment penalties when making ranged attacks with a bow or crossbow. This ability replaces trapfinding.

**Deadly Range (Ex):** At 3rd level, a sniper increases the range at which she can apply her sneak attack damage by 10 feet. This range increases by 10 feet for every 3 levels after 3rd. This ability replaces danger sense.

## Spy (Archetype)

The best spies are like chameleons, but not only can they change their appearances to fit the situation, they can also change their personalities, allegiances, and even loves if that is what it takes to achieve their clandestine goals. Spies are the ultimate manipulators, and even those who commission their services sometimes find that they have merely served the spies' own interests.

**Skilled Liar (Ex):** Whenever a spy uses Influence to attempt to deceive someone, she gains a bonus on the opposed roll equal to 1/2 her rogue level (minimum +1). This bonus does not apply to feint attempts or attempts to pass secret messages. This ability replaces trapfinding.

**Poison Use (Ex):** At 3rd level, a spy is trained in the use of poison and cannot accidentally poison herself when applying poison to a blade. This ability replaces danger sense.

## Swashbuckler (Archetype)

A paragon of mobile swordplay, the swashbuckler is a rogue who focuses almost exclusively on honing her skill at arms and perfecting daring acrobatic moves and elaborate flourishes that border on performance.

**Martial Training (Ex):** At 1st level, the swashbuckler may select one martial weapon to add to her list of weapon proficiencies. In addition, she may take the combat trick rogue talent up to two times. This ability replaces trapfinding.

**Daring (Ex):** At 3rd level, a swashbuckler gains a +1 morale bonus on Acrobatics checks and saving throws against fear. This bonus increases by +1 for every 3 levels beyond 3rd. This ability replaces danger sense.

### Thug (Archetype)

Some criminals steal with finesse, their victims only discovering the crime when the rogue is long gone and the coin already spent. A thug, on the other hand, cares nothing for finesse. Through both threat and violence, the thug gets what she wants by the promise of force, and has no problem making good on that promise as needed.

**Frightening (Ex):** Whenever a thug successfully uses Intimidate to demoralize a creature, the duration of the shaken condition is increased by 1 round. In addition, if the target is shaken for 4 or more rounds, the thug can instead decide to make the target frightened for 1 round. This ability replaces trapfinding.

**Brutal Beating (Ex):** At 3rd level, whenever a thug deals sneak attack damage, she can choose to forgo 1d6 points of sneak attack damage to make the target sickened for a number of rounds equal to 1/2 her rogue level. This ability does not stack with itself—only the most recent duration applies. This ability replaces danger sense.

### Trapsmith (Archetype)

Some rogues are not content with just disabling traps—they love to build them, finding a captivating beauty in the turning of gears and the slither of ropes over pulleys. The trapsmith may have started out putting together traps in order to better understand how to disable them, but for most, it is long since gone beyond that—they now relish the challenge of creating the perfect combat machine.

**Careful Disarm (Ex):** At 4th level, whenever a trapsmith attempts to disarm a trap using Disable Device, she does not spring the trap unless she fails by 10 or more. If she does set off a trap she was attempting to disarm, she adds double her trap sense bonus to avoid the trap. This ability replaces uncanny dodge.

**Trap Master (Ex):** At 8th level, whenever a trapsmith disarms a trap using Disable Device, she can bypass it even if her check did not exceed the DC by 10 or more. If it is a magic trap that allows specific creatures to pass it without danger, she can modify which creatures it allows to pass, adding her allies and restricting enemies if she desires. This ability replaces improved uncanny dodge.

### Filcher (Archetype; Halfling Only)

A filcher steals valuables without their owners even realizing it. Whether cutting purses in the midst of combat or replacing prized items with fakes under the noses of their owners, the filcher is the master of the quick and quiet steal. A filcher has the following class features.

**Quicker than the Eye (Ex):** At 2nd level, a filcher develops an amazingly swift and delicate touch. When she uses Finesse, creatures take a penalty on their Perception checks to notice the attempt equal to half the filcher's class level. The filcher also subtracts her class level from the normal -20 penalty when attempting to make a Sleight of Hand check as a move action instead of as a standard action. Lastly, the filcher can withdraw an object hidden on her person, including a weapon, as a move action instead of the usual standard action. This ability replaces evasion.

**Rummage (Ex):** At 3rd level, a filcher learns how to assess the value of items at the quickest glance. She can even make startlingly accurate guesses about particular items merely by observing the bulges they make in pouches, backpacks, or similar containers. She gains a +1 bonus on Appraise checks and an additional +1 bonus every three levels thereafter.

As a swift action, a filcher can make an Appraise check in order to determine the relative value of each object carried by her target (DC = 10 + 1 for every object the filcher is trying to ascertain the relative value of). Though she never learns the actual prices of items when using rummage, she does gain enough information to list these items in order, from the most valuable to the least valuable. She can, by taking a -20 penalty on the check, add to this assessment any items carried by her target that she cannot see. This ability replaces trap sense +1, +2, +3, +4, +5, and +6.

**Filch (Ex):** At 4th level, a filcher learns how pluck items off her opponents even in combat. She gains Improved Steal (*Advanced Player's Guide* 163) as a bonus feat and can use her Sleight of Hand bonus instead of her CMD when performing a steal combat maneuver (*Advanced Player's Guide* 322). If the filcher gains bonuses on combat maneuver checks from any feats, spells, magic items, or similar effects, they are added to the Sleight of Hand bonus when using the steal maneuver. This ability replaces uncanny dodge.

**Superior Filching (Ex):** At 8th level, a filcher becomes a master at separating owners from their property. She gains Greater Steal as a bonus feat, and opponents do not gain a +5 bonus to their CMD when she tries to remove items fastened to them. This ability replaces improved uncanny dodge.

**Rogue Talents:** The following rogue talents complement the filcher archetype: fast stealth, slow reactions (*Core Rulebook*); fast fingers, fast getaway (*Advanced Player's Guide*); black market connections, deft palm (*Ultimate Combat*).

**Advanced Talents:** The following advanced rogue talents complement the filcher archetype: skill mastery (*Core Rulebook*); fast tumble (*Advanced Player's Guide*); weapon snatcher (*Ultimate Combat*).

### Skulking Slayer (Archetype; Half-Orc Only)

Pushed into a life of crime by the society around them, half-orcs gravitate toward criminal activities that suit them best. Half-orc rogues leave subtle tactics and finesse to half lings and elves and rely on brute strength and thuggery when they go about making mischief. Skulking slayers have turned the use of raw strength and surprise into an art form. A skulking slayer has the following class features.

**Weapon and Armor Proficiency:** The skulking slayer gains proficiency with greatclubs and whips, but loses proficiency with rapiers and hand crossbows.

**Class Skills:** The skulking slayer does not gain Disable Device, Linguistics, and Sleight of Hand as class skills.

**Skill Ranks per Level:** 6 + Int modifier.

**Pass for Human (Ex):** At 1st level, when trying to conceal her half-orc heritage, a skulking slayer gains a bonus on Performance checks equal to half her level. When using disguise to appear as a specific individual, skulking stalkers ignore the normal -2 penalty to appear as another race.

**Underhanded Maneuvers (Ex):** At 1st level, when she could normally make a sneak attack, a slayer may instead make a dirty trick or steal combat maneuver with a bonus on her roll. This bonus is equal to her number of sneak attack dice for a dirty trick combat maneuver, or  $1-1/2 \times$  her number of sneak attack dice for a steal combat maneuver. This ability replaces trapfinding.

**Bonus Feats:** At 2nd level, a skulking slayer can select the Surprise Follow-Through feat (see below) in place of a rogue talent. At 10th level, she can select the Improved Surprise Follow-Through feat (if she already has Surprise Follow-Through) in place of an advanced rogue talent.

**Bold Strike (Ex):** At 3rd level, when a skulking slayer charges and makes a sneak attack with a two-handed weapon, she rolls d8s instead of d6s for her sneak attack damage. This ability replaces trap sense +1 and +4.

**Shifty (Ex):** At 6th level, a skulking slayer gains a bonus on Bluff checks to feint equal to half her level. This ability replaces trap sense +2.

**Unexpected Charge (Ex):** At 9th level, a skulking slayer can make an Influence check to feint as a swift action before a charge. This ability replaces trap sense +3.

**Rogue Talents:** The following rogue talents complement the skulking slayer archetype: combat trick, surprise attack (*Core Rulebook*); combat swipe, powerful sneak (*Advanced Player's Guide*); terrain mastery (*Ultimate Combat*).

**Advanced Talents:** The following advanced rogue talents complement the skulking slayer archetype: crippling strike (*Core Rulebook*); deadly sneak (*Advanced Player's Guide*); unwitting ally (*Ultimate Combat*).

# SORCERER

## Boreal (Bloodline)

Descended from inhabitants of the lands of ice and snow, you count among your ancestor's giant-kin, troll-born, and frost-rimed spirits. Their savage and raw energies flow down through generations to infuse you to the marrow with the chill of the polar wind, crackling auroras, and the long winter's night.

**Class Skill:** Survival.

**Bonus Spells:** *enlarge person* (3rd), *rage* (5th), *elemental aura\** (cold only) (7th), *wall of ice* (9th), *cone of cold* (11th), *transformation* (13th), *giant form I* (15th), *polar ray* (17th), *meteor swarm* (dealing cold damage) (19th).

**Bonus Feats:** Arcane Strike, Diehard, Empower Spell, Endurance, Exotic Weapon Proficiency, Power Attack, Skill Focus (Intimidate), Toughness.

**Bloodline Arcana:** Whenever you cast a spell with the cold descriptor, increase the spell's save DC by 1.

**Bloodline Powers:** Your connection to primeval winters grants you a mastery of cold magic that few can match, and a savagery that fewer still can withstand.

*Cold Steel (Sp):* At 1st level, you can touch a weapon or up to 50 pieces of ammunition as a standard action, giving it the *frost* property for a number of rounds equal to 1/2 your sorcerer level (minimum 1). At 9th level, you can confer the *icy burst* property instead, but the duration of the power is halved. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

*Icewalker (Ex):* At 3rd level, you gain resist cold 5 and can move across snow and icy surfaces without penalty and without leaving tracks. At 9th level, you gain resist cold 10 and can climb icy surfaces as if using *spider climb*.

*Snow Shroud (Su):* At 9th level, you ignore concealment and Perception penalties in natural or magical snow, ice, fog, and similar weather conditions. In addition, you can surround yourself with a cloak of swirling snow for a number of rounds per day equal to your sorcerer level. This power acts and deals damage as a *fire shield (chill shield)* that sheds no light. It provides a 20% miss chance on attacks made against you and grants a bonus on Stealth checks equal to 1/2 your sorcerer level in snowy or icy areas. You can use this ability once per day at 9th level, twice per day at 17th, and three times per day at 20th.

*Blizzard (Sp):* At 15th level, you can create a savage winter storm centered on you. This power acts as *control winds*, but in addition the entire area (not including the "eye" at the center of the storm) is affected as a *sleet storm* and all in the area are exposed to extreme cold (*Pathfinder RPG Core Rulebook* 442). You may use this ability once per day.

*Child of Ancient Winters (Su):* At 20th level, you gain the cold subtype and you become immune to fatigue and exhaustion. In addition, you gain immunity to sneak attacks and critical hits. This power causes you to gain vulnerability to fire.

## Deep Earth (Bloodline)

The echoing cave-songs and the rumble and creak of primal spirits deep below the ground thrum in your soul and in all your family line. You are likely slow, steady, and stable in your thinking, little prone to wandering and preferring to instead find depth in contemplation.

**Class Skill:** Nature.

**Bonus Spells:** *expeditious excavation\** (3rd), *darkvision* (5th), *shifting sand\** (7th), *stoneskin* (9th), *spike stones* (11th), *stone tell* (13th), *repel metal or stone* (15th), *earthquake* (17th), *clashing rocks\** (19th).

**Bonus Feats:** Acrobatic Steps, Alertness, Blind-Fight, Forge Ring, Nimble Moves, Skill Focus (Perception), Stealthy, Still Spell.

**Bloodline Arcana:** Whenever you and the target of your spell are both underground, increase the spell's save DC by +1.

**Bloodline Powers:** The powers of the living rock are within you, and your communion with the strength of stone is refined and enhanced as your power grows.

*Tremor (Sp):* At 1st level, as a standard action, you can cause the ground to shake beneath a single creature within 30 feet, functioning as a trip maneuver using your sorcerer level plus your Charisma modifier in place of your CMB. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

*Rockseer (Su):* At 3rd level, you gain the stonemaster trait as a dwarf; if already a dwarf, your bonus improves to +4. At 9th level, you gain tremorsense 30 feet. At 15th level, you can see through solid objects as if using a *ring of x-ray vision* for a number of rounds per day equal to your sorcerer level. These rounds do not need to be consecutive.

*Crystal Shard (Sp):* At 9th level, you can touch a metal or stone weapon (or up to 50 pieces of ammunition) as a standard action, giving it the *bane* property against any creature with the earth subtype, oozes, or constructs made of stone or metal, for 1 minute. You can use this ability once per day at 9th level, twice per day at 17th, and three times per day at 20th.

*Earth Glide (Ex):* At 15th level, you can glide through any sort of natural earth or stone as easily as a fish swims through water, with a burrow speed equal to half your normal speed. You do not leave a tunnel or trace of your passage. You can use this ability for 1 minute per sorcerer level each day. The duration need not be continuous, but it must be used in 1-minute increments.

*Strength of Stone (Su):* At 20th level, your flesh becomes as hard as stone, giving you DR 10/adamantine, and you become immune to petrification. You suffer no penalties while squeezing through tight spaces and are immune to bull rush, drag, grapple, reposition, and trip maneuvers, and to push and pull effects as long as you are standing on the ground.



## Imperious (Bloodline, Human Only)

A scion of forgotten kings, with a lineage rich with the dust of ancient empires spanning every golden age of humanity's history, an imperious embodies the apex of human potential, as well as human temerity and uninhibited hubris.

**Class Skill:** Perform (oratory).

**Bonus Spells:** *moment of greatness* (3rd; *Ultimate Combat* 237), *eagle's splendor* (5th), *heroism* (7th), *threefold aspect* (9th; *Advanced Player's Guide* 249), *greater command* (11th), *repulsion* (13th), *greater age resistance* (15th; *Ultimate Magic* 205), *prediction of failure* (17th; *Ultimate Magic* 232), *overwhelming presence* (19th; *Ultimate Magic* 230).

**Bonus Feats:** Diehard, Endurance, Heroic Defiance (*Advanced Player's Guide* 162), Heroic Recovery (*Advanced Player's Guide* 162), Improved Initiative, Lingering Spell (*Advanced Player's Guide* 164), Magical Aptitude, Persuasive.

**Bloodline Arcana:** Whenever you cast a harmful spell, you gain a bonus equal to the spell's level on Influence checks made to intimidate against any creature adversely effected by that spell until the end of your next turn. Adversely effected typically means damage, but it can also mean debilitating effects or conditions.

**Bloodline Powers:** You draw upon ancestors both legendary and forgotten.

*Student of Humanity (Ex):* At 1st level, you gain Influence and Society as class skills. In addition, when using these skills to learn, study, or gather information about humans, you add an insight bonus equal to your Charisma bonus on such checks.

*Heroic Echo (Su):* At 3rd level, when you receive a morale bonus from any spell, spell-like ability, or magic item, including those you cast on yourself, that bonus increases by +1. At 9th level, this ability also applies to competence bonuses. If you receive a morale effect (or a competence effect at 9th level) that affects an area or multiple targets, as an immediate action you can share your increased bonus with all other recipients. This increase to other participants lasts a number of rounds equal to your Charisma bonus. You can use this ability once per day, plus one time per three levels after 3rd.

*Take Your Best Shot (Su):* At 9th level, if you are targeted by a harmful spell, spell-like ability, or supernatural ability and suffer no harm from it, whether because of a successful saving throw, spell resistance, the attack missing, or some other protection, as an immediate action you can make an Intimidate check to demoralize the creature that produced the effect, but only if the creature that used the harmful effect is within 30 feet and can clearly see and hear you.

At 13th level, you can use this ability after succeeding at a saving throw to reduce the effects of an attack (if no save is allowed, you cannot use this ability).

*Heroic Legends (Su):* At 15th level, you may inspire greatness or inspire heroics as a bard of your sorcerer level by sacrificing a spell slot as a swift or move action. The effect lasts a number of rounds equal to the sacrificed spell's level; this duration is doubled for human recipients.

*Immortal Legend (Ex):* At 20th level, you cease aging; no longer need to eat, drink, or sleep; and gain immunity to death effects and energy drain.

## Serpentine (Bloodline)

Your bloodline carries the lingering stain of ancient serpent races that ruled when the world was young; your forebears were likely favored slaves anointed by their reptilian masters and gifted with their cold cunning and subtle manipulation. While deception and a mesmeric charm are your birthright, you may struggle for truth in spite of your heritage.

**Class Skill:** Influence.

**Bonus Spells:** *hypnotism* (3rd), *delay poison* (5th), *summon monster III* (reptiles only) (7th), *poison* (9th), *hold monster* (11th), *mass suggestion* (13th), *summon monster VII* (reptiles only) (15th), *irresistible dance* (17th), *dominate monster* (19th).

**Bonus Feats:** Combat Casting, Combat Reflexes, Deceitful, Deft Hands, Persuasive, Silent Spell, Skill Focus (Bluff), Stealthy.

**Bloodline Arcana:** Your powers of compulsion can affect even bestial creatures. Whenever you cast a mind-affecting or language-dependent spell, it affects animals, magical beasts, and monstrous humanoids as if they were humanoids who understood your language.

**Bloodline Powers:** The treacherous and yet hypnotic serpent's blood that flows through you taints your magic with a sinuous and seductive grace.

*Serpent's Fang (Ex):* At 1st level, you can grow fangs as a free action. These fangs are treated as a natural weapon inflicting 1d4 points of damage plus your Strength modifier (1d3 if you are Small) plus poison (Bite— injury; *save* Fort DC 10 + 1/2 your sorcerer level + your Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1 Con damage; *cure* 1 save). At 5th level, these fangs are considered magical for the purpose of overcoming DR and the poison damage increases to 1d2 Con. At 7th level, your poison requires 2 successful saves to cure. At 11th level, your poison damage increases to 1d4 Con. You can use your fangs for a number of rounds per day equal to 3 + your Charisma modifier.

*Serpentfriend (Ex):* At 3rd level, you can use *speak with animals* at will with reptilian animals (including various forms of dinosaurs, lizards, and other cold-blooded creatures), and you gain a viper familiar using your sorcerer level –2 as your effective wizard level.

*Snakeskin (Ex):* At 9th level, you gain a +1 bonus to natural armor, a +2 racial bonus on saves against poison, and a +2 bonus on Escape Artist checks. At 13th level and 17th level, these bonuses increase by +1.

*Den of Vipers (Sp):* At 15th level, you may summon a host of writhing serpents. This power acts as *creeping doom*, but the swarms' poison inflicts Con damage and any creature other than you sharing a space with a swarm is entangled. You may use this ability once per day.

*Scaled Soul (Su)*: At 20th level, you gain the shapechanger subtype, and you can assume the form of a reptilian humanoid (as *alter self*) or snake of Diminutive to Huge size (as *beast shape III*) at will. You retain the power of speech and the ability to use somatic spell components when transformed. You also become immune to poison and paralysis. You may use serpent's fang as often as desired, and you may choose to inflict damage to any ability score.

## Shadow (Bloodline)

Spirits from the shadow plane dally at times in the world of light, and such as these lay with your ancestors once upon a time, imparting the mystery of shadow-stuff into your lineage. You are often sullen and withdrawn, preferring to skulk at the fringes of social circles and keep to yourself, cultivating an air of mystery and majesty that is all your own.

**Class Skill:** Stealth.

**Bonus Spells:** *ray of enfeeblement* (3rd), *darkvision* (5th), *deeper darkness* (7th), *shadow conjuration* (9th), *shadow evocation* (11th), *shadow walk* (13th), *power word blind* (15th), *greater shadow evocation* (17th), *shades* (19th).

**Bonus Feats:** Acrobatic, Blind-Fight, Dodge, Quick Draw, Silent Spell, Skill Focus (Stealth), Stealthy, Weapon Finesse.

**Bloodline Arcana:** Whenever you cast a spell with the darkness descriptor or the shadow subschool, you gain a circumstance bonus on Stealth checks equal to the spell's level for 1d4 rounds.

**Bloodline Powers:** Your benighted heritage infuses your mastery of magic with the essence of shadowstuff.

*Shadowstrike (Sp)*: At 1st level, you can make a melee touch attack as a standard action that inflicts 1d4 points of nonlethal damage + 1 for every two sorcerer levels you possess. In addition, the target is dazzled for 1 minute. Creatures with low-light vision or darkvision are not dazzled by this ability. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

*Nighteye (Ex)*: At 3rd level, you gain darkvision 30 feet. At 9th level, you gain darkvision 60 feet. If you already possess darkvision, its range is increased by these amounts.

*Shadow Well (Sp)*: At 9th level, you can use the Stealth skill even while being observed and without cover or concealment, as long as you are within 10 feet of a shadow other than your own. In addition, when within an area of darkness or dim light, as a standard action you may choose to switch places with a willing ally within 60 feet, who must also be in darkness or dim light. At 13th level, you can instead switch the positions of two willing allies, each of whom must be within 60 feet of you. Unless otherwise noted, this travel is identical to *dimension door*. You may use the ability to switch places once per day at 9th level, plus one additional time per day at 17th level and 20th level.

*Enveloping Darkness (Sp)*: At 15th level, you may create an area of *deeper darkness* that you can see through without penalty. All creatures except you are entangled within this darkness unless using *freedom of movement* or a similar effect. You may use this ability once per day.

*Shadow Master (Su)*: At 20th level, you can see perfectly in natural or magical darkness. When you use *shadow conjuration* or *shadow evocation* spells, your creations are 20% more real, and any creatures you create gain the benefits of the Augment Summoning feat.

## Stormborn (Bloodline)

You trace your heritage to fierce and proud spirits of storm and sky and living lightning sings in your veins.

**Class Skill:** Nature.

**Bonus Spells:** *shocking grasp* (3rd), *gust of wind* (5th), *lightning bolt* (7th), *shout* (9th), *overland flight* (11th), *chain lightning* (13th), *control weather* (15th), *whirlwind* (17th), *storm of vengeance* (19th).

**Bonus Feats:** Deadly Aim, Dodge, Enlarge Spell, Far Shot, Great Fortitude, Point Blank Shot, Skill Focus (Fly), Wind Stance.

**Bloodline Arcana:** Whenever you cast a spell with the electricity or sonic descriptor, increase the save DC by 1.

**Bloodline Powers:** Your mastery of the storm is reflected in the unique panoply of powers you manifest.

*Thunderstaff (Sp)*: At 1st level, you can touch a weapon as a standard action, giving it the *shock* property for a number of rounds equal to 1/2 your sorcerer level (minimum 1). At 9th level, you can confer the *shocking burst* property instead, but the duration of the power is halved. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

*Stormchild (Ex)*: At 3rd level, you gain resist electricity 5 and resist sonic 5, and treat wind effects as being one step less severe. At 9th level, you treat wind effects as being two steps less severe and gain blindsense 60 feet against concealment from natural or magical fog, mist, or weather effects.

*Thunderbolt (Sp)*: At 9th level, you can command a stroke of lightning to strike from above in a 5-foot-radius cylinder 60 feet high. The thunderbolt inflicts 1d6 points of damage per sorcerer level; half of this damage is electricity and half is sonic. A Reflex save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) halves this damage. Creatures failing their saves are deafened for 1 round. At 9th level, you can use this ability once per day, at 17th twice per day, and at 20th three times per day. This power has a range of 120 feet.

*Ride the Lightning (Sp)*: At 15th level, as a full-round action you can become a living lightning bolt and move in a straight line up to 10 times your speed. You do not provoke attacks of opportunity while moving in this way. Creatures or objects in your path are affected as by your thunderbolt power. Creatures do not block your movement but solid barriers do unless they are reduced to 0 hit points. You can use this power once per day for a number of rounds equal to your sorcerer level.

*Storm Lord (Ex)*: At 20th level, you are one with the storm. You gain immunity to deafness, stunning, and wind effects and gain blindsight 120 feet against concealment from natural or magical fog, mist, or weather. Once per day, when attacked with an electricity or sonic effect, you may forgo your saving throw and absorb the energies of the attack, healing 1 point of damage for every 3 points of damage the attack would otherwise have dealt.



# Wizard

## Cruoromancer (Archetype; Dhampir Only)

To those who know how to manipulate it, the blood of a dhampir can be a powerful component to magic. A cruoromancer infuses his necromantic magic with the power of his unique mixture of living blood and undead ichor. As his power increases in this strange arcane art, a cruoromancer finds potent ways to infuse his unique blood with necromancy spells. A cruoromancer has the following class features.

**Blood Infusion (Su):** When a cruoromancer casts a spell of the necromancy school, he can opt to infuse that spell with his undead-tainted blood as a swift action. As he increases in level, the power and effects of such infusions become more potent. Each time a cruoromancer uses blood infusion, he drains a portion of his own blood either by cutting himself with a blade or by opening a scab from a previous wound. When he does this, he takes an amount of damage equal to 1d4 + the level of the spell being infused. A cruoromancer can only affect a spell with a single type of blood infusion. At 1st level, he can infuse his necromancy spells in either of the following ways.

*Focused Infusion:* When the cruoromancer uses this infusion, he adds +1 to the DC of the infused necromancy spell.

*Sickening Infusion:* When the cruoromancer uses this infusion, any creature damaged by the infused necromancy spell becomes sickened for 1 round.

This ability replaces arcane bond.

**Blood Command (Su):** At 5th level, a cruoromancer can control up to 5 Hit Dice worth of undead creatures per caster level instead of the normal 4 Hit Dice of undead when casting the *animate dead* spell. He also gains the following blood infusion ability.

*Commanding Infusion:* When using this infusion with *animate dead*, the cruoromancer can create a number of Hit Dice of undead equal to three times his caster level instead of twice his caster level.

This ability replaces the 5th-level wizard bonus feat.

**Blood Desecration (Su):** At 10th level, a cruoromancer gains the following blood infusion.

*Desecrating Infusion:* When the cruoromancer uses this infusion, he can choose to center a *desecrate* effect on himself or a single target of the spell modified by this infusion (he chooses upon casting). This effect is like the *desecrate* spell, but lasts for 1 minute per caster level of the cruoromancer, and does not interact with altars, shrines, or permanent fixtures that boost the *desecrate* effect. This ability replaces the 10th-level wizard bonus feat.

**Blood Ability (Su):** At 15th level, a cruoromancer can choose to scry through a single undead creature he created with a spell modified by a commanding infusion. The undead creature is treated as if imbued with an *arcane eye* spell (caster level equal to the cruoromancer's wizard level). This ability replaces the 15th-level wizard bonus feat.

**Perfect Infusion (Su):** At 20th level, a cruoromancer can use his blood infusions without taking damage. This ability replaces the 20th-level wizard bonus spell.

## ELEMENTAL WIZARD SCHOOLS

Instead of specializing in one of the standard eight schools of magic, a wizard can choose to specialize in one of the four elemental schools of magic. Like a normal arcane school, an elemental school grants a number of school powers and one bonus spell slot of each level the wizard can cast, from 1st on up. This bonus spell slot must be used to prepare a spell from the elemental school's spell list. Unlike a normal arcane school, each elemental school requires the wizard to select his opposed element as his opposition school (air opposes earth, fire opposes water). He does not need to select a second opposition school. He must expend two spell slots to prepare a spell from his opposed elemental school as normal.

### Air (Elemental School)

The air elementalist uses the forces of the wind, sky, clouds, and lightning to confuse and destroy his foes, all while flying through the air with ease.

*Air Supremacy (Su):* You gain a +2 enhancement bonus on Fly skill checks. This bonus increases by +1 for every five wizard levels you possess. In addition, you can cast *feather fall* on yourself at will. At 5th level, you can cast *levitate* on yourself at will. At 10th level, you can cast *fly* on yourself at will. At 20th level, whenever you make a Fly skill check, assume the roll resulted in a natural 20.

*Lightning Flash (Su):* As a standard action, you can unleash a flash of electricity. This flash deals 1d6 points of electricity damage + 1 point for every two wizard levels you possess to all creatures within 5 feet of you and dazzles them for 1d4 rounds. A successful Reflex save negates the dazzled effect and halves the damage. The DC of this save is equal to 10 + 1/2 your wizard level + your Intelligence modifier. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

*Cyclone (Su):* At 8th level, you can create a vortex of turbulent wind around yourself as a standard action. This vortex has a radius of up to 10 feet and a maximum height of 10 feet per wizard level you possess. Any ranged attack passing through this vortex automatically misses. Any flying creature moving through the vortex must make a Fly skill check or immediately fall from the sky, taking falling damage (the creature cannot make a Fly check to reduce or negate this damage). Creatures on the ground cannot pass through the vortex without first making a Strength check. The DC of this check is equal to 10 + your caster

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level. The vortex is faintly visible and can be spotted with a DC 15 Perception skill check. You can use this ability for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive.

### Earth (Elemental School)

The earth elemental draws power from the stone around him, shaping it, shattering it, and bending it to his will. He can use it to defend himself or cause it to rise up and crush his foes.

**Earth Supremacy (Su):** You gain a +2 enhancement bonus to your CMD to resist bull rush, drag, reposition, trip, and overrun attempts as long as you are touching the ground. This bonus increases by +1 for every five wizard levels you possess. In addition, you gain a +1 insight bonus on melee attack and damage rolls whenever both you and your foe are touching the ground. At 20th level, earth and stone do not block the line of effect of your spells, although they do still block your line of sight.

**Acid Cloud (Su):** As a standard action, you can create a 5-foot-radius cloud of acid vapor within 30 feet that lasts for 1 round. This cloud deals 1d6 points of acid damage + 1 point for every two wizard levels you possess to all creatures in the cloud and sickens them for 1 round. A successful Fortitude save negates the sickened effect and halves the damage. The DC of this save is equal to 10 + 1/2 your wizard level + your Intelligence modifier. Creatures that begin their turn inside the cloud can move out that turn without penalty, but those that enter the cloud are affected. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Earth Glide (Su):** At 8th level, you gain the ability to move through earth, dirt, and stone for a number of rounds per day equal to your wizard level. You cannot move through worked earth or stone; only natural substances can be traversed. If your total duration expires before you exit the earth, you are flung back to the point where you entered the stone, take 4d6 points of damage, and are stunned for 1 round. Your burrowing does not leave a hole, nor does it give any sign of your presence (although you can be detected by creatures with tremorsense). These rounds do not need to be consecutive.

### Fire (Elemental School)

The fire elemental sees a world around him that is made to burn, and he can bring that fire to consume his foes. He has also learned that fire can purify and protect, if properly controlled.

**Fire Supremacy (Su):** You gain resistance 5 to fire. At 10th level, this resistance increases to 10. At 20th level, you gain immunity to fire damage. In addition, whenever you are within 5 feet of a source of flame at least as large as a campfire, you can draw the fire around you for 1 round as a swift action. Anyone striking you with a melee weapon or unarmed strike takes an amount of fire damage equal to 1/2 your wizard level (minimum 1). Weapons with reach avoid this damage.

**Fire Jet (Su):** As a standard action, you can send forth a 20-foot line of fire. Anyone in this line takes 1d6 points of fire damage + 1 point for every two wizard levels you possess. A successful Reflex save halves this damage. The DC of this save is equal to 10 + 1/2 your wizard level + your Intelligence modifier. Creatures that fail their saving throw catch fire and take 1d6 points of fire damage on the following round. Creatures that catch fire can avoid this damage by taking a full-round action to extinguish the flames by making a DC 15 Reflex save. Rolling on the ground gives a +2 circumstance bonus on the save. Dousing the creature with water automatically extinguishes the flame. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Dancing Flame (Su):** At 8th level, as a standard action, you can sculpt fire to suit your desires. With one use of this ability you can move any nonmagical fire up to 30 feet. Alternatively, you can use this ability to alter any fire spell that you cast with a duration of instantaneous by removing any number of squares from its area of effect. If the fire spell has a duration, you can use this ability to reposition the spell, within its original range (treat this as if you had just cast the spell, even though the duration is unchanged). You cannot use this ability on a fire spell that you did not cast. If you move a nonmagical flame, it must have a new source of fuel. If it does not, it is extinguished in one round. You can use this ability a number of times per day equal to 1/2 your wizard level.

### Metal (Elemental School)

Metal represents firmness, rigidity, persistence, strength, determination, and electricity. It is commonly represented by gold and silver as its purest forms, though lower magic relating to iron and steel is part of the metal school.

**Metal Magic:** At 1st level, add the following spells to your wizard spell list at the listed spell level: 3rd—*chill metal*, *heat metal*, 5th—*rusting grasp*, 9th—*repel metal or stone*.

**Metal Rending (Su):** Whenever you cast a spell that deals hit point damage, you deal extra damage to creatures made of metal or wearing medium or heavy metal armor. Affected creatures take additional damage equal to 1/2 your wizard level. This bonus damage is not increased by Empower Spell or similar effects. This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. The damage is of the same type as the spell.

At 20th level, whenever you cast a spell on a creature made of metal or wearing medium or heavy armor, you can roll twice to penetrate the creature's spell resistance and take the better result.

**Iron Skin (Su):** You gain a +2 armor bonus to your Armor Class for 10 minutes; this bonus increases by +1 for every 5 caster levels (maximum +6 at 20th level). You can use this ability a number of times per day equal to 3 + your Intelligence bonus.

**Shrapnel Burst (Su):** At 8th level, as a swift action, you can cause jagged pieces of metal to explode outward from your body. These shards deal 1d6 points of piercing damage per two wizard levels (minimum 1d6) to all creatures within a 10-foot-radius burst. A Reflex save halves this damage. In addition, the twisted scraps of metal make the area difficult terrain until your next turn (at which time they disappear). You can use this ability once per day, plus one additional time per day at 13th level and 18th level. At 10th level, the shrapnel bypasses damage reduction as if it were a magic weapon.

## Water (Elemental School)

The water elemental draws magic from the ocean depths. His power is fluid as well, crushing foes in mighty waves or wearing them down through timeless erosion.

**Water Supremacy (Su):** You gain a +2 enhancement bonus on Swim skill checks. This bonus increases by +1 for every five wizard levels you possess. In addition, you can hold your breath for a number of rounds equal to four times your Constitution score before you must start making checks to avoid drowning. At 10th level, you gain a swim speed equal to your base speed. At 20th level, whenever you make a Swim skill check, assume the roll resulted in a natural 20.

**Cold Blast (Su):** As a standard action, you can unleash a blast of freezing cold. This blast deals 1d6 points of cold damage + 1 point for every two wizard levels you possess to all creatures within 5 feet of you and staggers them for 1 round. A successful Reflex save negates the staggered effect and halves the damage. The DC of this save is equal to 10 + 1/2 your wizard level + your Intelligence modifier. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Wave (Su):** At 8th level, you can create a wave of water that starts at your location and moves 30 feet per round away from you in a direction of your choosing. Creatures struck by the wave might be knocked down and pushed away. Make a caster level check against the CMD of each creature struck. If you succeed, the creature is knocked prone. If your check exceeds the CMD of the creature by 5 or more, it is carried with the wave during the wave's movement this round. You receive a +5 bonus on this check if the creature shares its space with the wave at the start of your turn (when the wave moves). Creatures carried in this way can move out of the wave on their turn if they succeed on a Strength check (DC = 10 + 1/2 your caster level + your Intelligence modifier), but they cannot breathe while sharing space with the wave. The wave is up to 20 feet high and up to 5 feet long for each wizard level you possess. Nonmagical fires hit by the wave are automatically extinguished. Magical fire effects are unaffected. You can use this ability for a number of rounds per day equal to 1/2 your wizard level.

## Wood (Elemental School)

Wood represents flexibility, warmth, wind, generosity, cooperation, and idealism. Practitioners of this elemental magic often resemble druids in character and in the use of their magic.

**Wood Magic:** At 1st level, add the following spells to your wizard spell list at the listed spell level: 2nd—*entangle*, 3rd—*tree shape*, 4th—*plant growth*, 5th—*command plants*, 6th—*tree stride*, 7th—*liveoak*, 8th—*transmute metal to wood*, 9th—*control plants*.

**Flexible Enhancement (Su):** A master of the wood element is able to bend like bamboo when stressed and snap back into place. You gain a +1 enhancement bonus to your Dexterity, Constitution, or Wisdom ability score. This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. You can change this bonus to a new ability score when you prepare spells. At 20th level, this bonus applies to two of these ability scores of your choice.

**Splintered Spear (Su):** As a standard action, you can create a wooden shortspear appropriate to your size, which hurls itself as a ranged attack against one target within 100 feet (range penalties apply), using your Intelligence modifier as an attack bonus instead of your Strength or Dexterity modifier. The spear deals normal damage according to its size, plus your Intelligence modifier, then breaks into countless splinters; the target takes 1 point of bleed damage each round on its turn. At 6th-level and every 6 levels thereafter, the spear gains a +1 enhancement bonus and the bleed damage increases by +1. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Cooperative Defense (Su):** At 8th level, whenever a spell or effect targets you and one or more allies within 30 feet, you can use this ability to allow your allies to use your saving throw against the effect in place of their own. Each ally must make this choice individually before the rolls are made. Using this ability is an immediate action. You can use this ability once per day at 8th level, and one additional time per day for every four wizard levels beyond 8th.

## ELEMENTALIST WIZARD SPELLS

### 0-Level Elemental Wizard Spells

#### Air

**Message:** Whisper conversation at distance.

#### Earth

**Acid Splash:** Orb deals 1d3 acid damage.

#### Fire

**Spark:** Ignites flammable objects.

#### Metal

**Mending:** Makes minor repairs on an object.

## Water

**Ray of Frost:** Ray deals 1d3 cold damage.

## Wood

**Light:** Object shines like a torch.

## 1st-Level Elementalist Wizard Spells

### Air

**Alter Winds:** Increases/decreases natural wind strength.

**Feather Fall:** Objects or creatures fall slowly.

**Shocking Grasp:** Touch delivers 1d6/level electricity damage (max 5d6).

### Earth

**Expeditious Excavation:** Moves 5-ft. cubes of earth.

**Grease:** Makes 10-ft. square or one object slippery.

**Stone Fist:** Your unarmed strikes are lethal.

### Fire

**Burning Hands:** 1d4/level fire damage (max 5d4).

**Dancing Lantern:** Animates a lantern that follows you.

### Metal

**Gravity Bow:** Arrows do damage as though one size category bigger.

**Magic Weapon:** Weapon gains +1 bonus.

**Shocking Grasp:** Touch delivers 1d6/level electricity damage (max 5d6).

### Water

**Hydraulic Push:** Sudden and powerful wave of water bull rushes an enemy.

**Obscuring Mist:** Fog surrounds you.

**Touch of the Sea:** Swim speed becomes 30 ft.

### Wood

**Alter Winds:** Increase/decrease strength of natural winds.

**Animate Rope:** Makes a rope move at your command.

**Charm Person:** Makes one person your friend.

## 2nd-Level Elementalist Wizard Spells

### All

**Elemental Speech:** Enables you to speak to elementals and some creatures.

**Elemental Touch:** Gain energy damage touch attack.

**Resist Energy:** Ignores first 10 (or more) points of damage per attack from specified energy type.

**Summon Monster II:** Summons elemental creature.

### Air

**Glide:** No fall damage, move 60 ft./round while falling.

**Gust of Wind:** Blast of wind blows away or knocks down creatures.

**Levitate:** Subject moves up and down at your direction.

**Whispering Wind:** Sends a short message 1 mile/level.

### Earth

**Acid Arrow:** Ranged touch attack; 2d4 damage for 1 round + 1 round/3 levels.

**Create Pit:** Creates an extradimensional pit.

**Glitterdust:** Blinds targets, outlines invisible things.

**Shatter:** Sonic energy damages objects or creatures composed of crystal.

**Stone Call:** 2d6 damage to all creatures in area.

### Fire

**Burning Gaze:** 1d6 fire damage to target by looking at it.

**Fire Breath:** Exhale a cone of flame at will.

**Flaming Sphere:** Ball of fire deals 3d6 fire damage.

**Pyrotechnics:** Turns fire into light or thick smoke.

**Scorching Ray:** Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).

### Metal

**Defensive Shock:** Electricity damages your attackers.

**Glitterdust:** Blinds creatures, outlines invisible creatures.

**Make Whole:** Repairs an object.

**Shatter:** Sonic energy damages objects or crystalline creatures.

**Silk to Steel:** Use a scarf as a shield or whip.

### Water

**Accelerate Poison:** Hastens targeted poison's onset.

**Fog Cloud:** Fog obscures vision.

**Slipstream:** Wave boosts creature's speed.

### Wood

**Cat's Grace:** Subject gains +4 to Dex for 1min./level.

**Entangle:** Plants entangle everyone in 40-ft. radius.

**Protection from Arrows:** Subject gains DR 10/magic against ranged attacks.

**Web:** Fills 20-ft.-radius spread with sticky spiderwebs that can grapple foes and impair movement.

### 3rd-Level Elementalist Wizard Spells

#### All

**Draconic Reservoir:** Subject can absorb energy damage and enhance melee attacks with it.

**Elemental Aura:** Creates an aura of energy around you.

**Protection from Energy:** Absorbs 12 points/level of damage from one kind of energy.

#### Air

**Cloak of Winds:** A screen of strong wind around you.

**Fly:** Subject flies at a speed of 60 ft.

**Gaseous Form:** Become insubstantial and fly slowly.

**Lightning Bolt:** Electricity deals 1d6/level damage.

**Wind Wall:** Deflects arrows, smaller creatures, gasses.

#### Earth

**Shifting Sand:** Creates difficult terrain, erases tracks.

**Spiked Pit:** As *create pit* but filled with spikes.

**Stinking Cloud:** Nauseating vapors, 1 round/level.

#### Fire

**Campfire Wall:** Creates a shelter around a campfire.

**Fireball:** 1d6 fire damage per level, 20-ft. radius.

**Flame Arrow:** Arrows deal +1d6 fire damage.

#### Metal

**Chill Metal:** Cold metal damages those who touch it.

**Heat Metal:** Makes metal so hot it damages those who touch it.

**Lightning Bolt:** Electricity deals 1d6/level damage.

**Keen Edge:** Doubles normal weapon's threat range.

**Magic Weapon (Greater):** Weapon gains +1 bonus/four levels (max +5).

**Versatile Weapon:** Weapon bypasses some DR.

#### Water

**Aqueous Orb:** Creates rolling sphere of water.

**Hydraulic Torrent:** Creates torrent of water that bull rushes any creature in its path.

**Sleet Storm:** Hampers vision and movement.

**Water Breathing:** Subjects can breathe underwater.

#### Wood

**Tongues:** Speak and understand any language.

**Tree Shape:** You look exactly like a tree for 1 hour/level.

### 4th-Level Elementalist Wizard Spells

#### All

**Detonate:** 1d8/level energy damage to nearby creatures.

**Dragon's Breath:** Gives you a dragon's breath weapon.

**Elemental Body I:** Turns you into a Small elemental.

**Summon Monster IV:** Summons elemental creature to fight for you.

#### Air

**Ball Lightning:** Flying balls of lightning deal 3d6 electricity damage each.

**River of Wind:** A stream of wind causes nonlethal damage and can knock down or push creatures.

**Shout:** Deafens all within cone, 5d6 sonic damage.

#### Earth

**Acid Pit:** Creates a pit with acid at the bottom.

**Calcific Touch:** Touch slows target, 1d4 Dex damage.

**Stone Shape:** Sculpts stone into any shape.

**Stoneskin:** Grants DR 10/adamantine.

#### Fire

**Fire Shield:** Creatures attacking you take fire damage; you are protected from heat or cold.

**Fire Trap:** Opened object deals 1d4 damage +1/level.

**Firefall:** Fire bursts upward, dealing 2d6 fire damage.

**Wall of Fire:** 2d4 fire damage to 10 ft. and 1d4 to 20 ft. Passing through wall deals 2d6 damage +1/level.

#### Metal

**Malfunction:** Construct behaves oddly for 1 round/level.

**Stoneskin:** Grants DR 10/adamantine.

#### Water

**Ice Storm:** Hail deals 5d6 damage in area 40 ft. across.

**Solid Fog:** Blocks vision and slows movement.

**Wall of Ice:** Ice plane creates wall or hemisphere creates dome.

#### Wood

**Charm Monster:** Makes monster believe it is your ally.

**Hallucinatory Terrain:** Makes one type of terrain appear like another (field as forest, or the like).

**Minor Creation:** Creates one cloth or wood object.



**Plant Growth:** Grows vegetation, improves crops.

**Secure Shelter:** Creates sturdy cottage.

## 5th-Level Elementalist Wizard Spells

### All

**Elemental Body II:** You become a Medium elemental.

**Planar Adaptation:** Resist harmful effects of a plane.

**Planar Binding, Lesser:** Traps elemental creature of 6 HD or less until it performs a task.

**Summon Monster V:** Summons elemental creature to fight for you.

### Air

**Overland Flight:** You fly at a speed of 40 ft. and can hustle over long distances.

**Suffocation:** Target quickly suffocates to death.

### Earth

**Hungry Pit:** As *create pit* but dealing 4d6 damage to those in it as it closes.

**Passwall:** Creates passage through wood or stone wall.

**Transmute Mud to Rock:** Two 10-ft. cubes per level.

**Transmute Rock to Mud:** Two 10-ft. cubes per level.

**Wall of Stone:** Creates a stone wall that can be shaped.

### Fire

**Fire Snake:** Creates a serpentine path of fire 5 ft. long/ level that deals 1d6 fire damage/level.

**Geyser:** Creates a geyser of boiling water.

### Metal

**Lightning Arc:** Targets in a line take 1d6 electricity/level.

**Major Creation:** As *minor creation*, plus stone and metal.

**Rapid Repair:** Construct gains fast healing 5.

**Rusting Grasp:** Your touch corrodes iron and alloys.

**Soothe Construct:** Reduce the berserk chance of a construct.

**Unbreakable Construct:** Increase construct hardness or DR.

### Water

**Cloudkill:** Kills 3 HD or less; 4–6 HD save or die; 6+ HD take Con damage.

**Cone of Cold:** 1d6/level cold damage.

**Geyser:** Creates a geyser of boiling water.

### Wood

**Command Plants:** Sways the actions of plant creatures.

**Fabricate:** Transforms raw materials into finished items.

**Mirage Arcana:** As *hallucinatory terrain*, plus structures.

**Sending:** Delivers short messages anywhere, instantly.

**Telepathic Bond:** Link lets allies communicate.

## 6th-Level Elementalist Wizard Spells

### All

**Elemental Body III:** Turns you into a Large elemental.

**Planar Binding:** As *lesser planar binding*, but up to 12 HD.

**Summon Monster VI:** Summons elemental creature to fight for you.

### Air

**Chain Lightning:** 1d6/level damage, 1 more bolt/level.

**Sirocco:** Hot wind does 4d6 damage, fatigues those damaged, and knocks creatures prone.

### Earth

**Acid Fog:** Fog deals acid damage.

**Flesh to Stone:** Turns subject creature into statue.

**Move Earth:** Digs trenches and builds hills.

**Stone to Flesh:** Restores petrified creature.

**Wall of Iron:** 30 hp/four levels; can topple onto foes.

### Fire

**Contagious Flame:** Rays do 4d6 fire damage, then move on to new targets.

**Sirocco:** Hot wind does 4d6 damage, fatigues those damaged, and knocks creatures prone.

### Metal

**Chain Lightning:** 1d6/level damage and 1 secondary bolt/level.

**Disintegrate:** Reduces one creature or object to dust.

**Wall of Iron:** 30 hp/four levels; can topple onto foes.

### Water

**Fluid Form:** Gain DR 10/slashing, increases reach 10 ft., and breathe water.

**Freezing Sphere:** Freezes water or deals cold damage.

### Wood

**Battlemind Link:** You and an ally gain attack and AC bonuses.

**Cat's Grace (mass):** As *cat's grace*, affects 1 subject per level.

**Tree Stride:** Step from one tree to another far away.



## 7th-Level Elementalist Wizard Spells

### All

- Elemental Body IV:** Turns you into a Huge elemental.
- Planar Adaptation, Mass:** As *planar adaptation*, but affects multiple creatures.
- Summon Monster VII:** Summons elemental creature to fight for you.

### Air

- Control Weather:** Changes weather in local area.
- Fly, Mass:** One creature/level gains ability to fly.
- Scouring Winds\*:** Winds block vision and deal 3d6 damage per round.

### Earth

- Rampart:** Creates 5-ft. thick earthen barrier.
- Reverse Gravity:** Objects and creatures fall upward.
- Statue:** Subject can become a statue at will.

### Fire

- Delayed Blast Fireball:** 1d6/level fire damage; you can postpone blast for up to 5 rounds.
- Firebrand:** Allies gain *flaming* weapons, immunity to your fire spells, and a one-use ray of fire attack.

### Metal

- Control Construct:** Take control of a construct.
- Statue:** Subject can become a statue at will.

### Water

- Control Weather:** Changes weather in local area.
- Vortex:** Creates a whirlpool in water.

### Wood

- Control Weather:** Changes weather in local area.
- Liveoak:** Oak becomes treant guardian.

## 8th-Level Elementalist Wizard Spells

### All

- Planar Binding, Greater:** As *lesser planar binding*, but up to 18 HD.
- Summon Monster VIII:** Summons elemental creature to fight for you.

### Air

- Shout, Greater:** Devastating yell deals 10d6 sonic damage; stuns creatures.
- Stormbolts:** 1d8 damage/level (max 20d8) to targets.

### Earth

- Iron Body:** Your body becomes living iron.
- Wall of Lava:** Wall damages foes that try to enter, periodically launches lava at nearby targets.

### Fire

- Incendiary Cloud:** Deals 6d6 fire damage/round.
- Wall of Lava:** Wall damages foes that try to enter, periodically launches lava at nearby targets.

### Metal

- Call Construct:** Summon your construct to you.
- Iron Body:** Your body becomes living iron.

### Water

- Horrid Wilting:** Deals 1d6/level damage within 30 ft.
- Polar Ray:** Ranged touch attack deals 1d6/level cold damage and 1d4 points of Dexterity drain.
- Seamantle:** Sheathes you in protective water.

### Wood

- Charm Monster (mass):** As *charm monster*, but all within 30 ft.
- Euphoric Tranquility\*\*:** Makes a creature friendly.
- Transmute Metal to Wood:** Metal within 40 ft. becomes wood.

## 9th-Level Elementalist Wizard Spells

### All

- Gate:** Connects two planes for travel or summoning.

### Air

- Suffocation, Mass:** One creature/level suffocates.
- Winds of Vengeance:** Gives you the ability to fly and attack with wind.
- Ride the Lightning:** Transform into electricity.

### Earth

- Clashing Rocks:** 20d6 damage to target creature.
- Repel Metal or Stone:** Pushes away metal or stone.
- World Wave:** Earth moves you across distances.

### Fire

- Fiery Body:** You gain various fire-related powers.
- Meteor Swarm:** Four meteors each deal 6d6 fire damage.

### Metal

- Meteor Swarm:** Summon your construct to you.
- Repel Metal or Stone:** Pushes away metal or stone.

## Water

**Tsunami:** Wave damages and sweeps up all in its path.

**World Wave:** Earth moves you across distances.

## Wood

**Control Plants:** Controls actions of one or more plant creatures.

**Refuge:** Alters item to transport its possessor to your abode.

## FOCUSED ARCANE SCHOOLS

Wizards that specialize in one of the schools of magic can instead chose to focus their studies still further. Wizards who choose a focused arcane school retain the bonus spells from their school and must select two prohibited schools as normal, but the focused school changes one or more of the powers granted by their arcane school. A wizard must take all of the replacement powers associated with his focused arcane school. Once a focused arcane school is chosen, it cannot be changed.

### Counterspell (Focused School)

**Associated School:** Abjuration.

**Replacement Powers:** The following school powers replace the protective ward power and the energy absorption power of the abjuration school.

**Disruption (Su):** At 1st level, you gain the ability to disrupt spellcasting with a touch. As a melee touch attack, you can place a disruptive field around the target. While the field is in place, the target must make a concentration check to cast any spell or to use a spell-like ability in addition to any other required concentration checks. The DC of this check is equal to 15 + twice the spell's level. If the check is failed, the target's spell is wasted. This field lasts for a number of rounds equal to 1/2 your wizard level (minimum 1). You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Counterspell Mastery (Su):** At 6th level, you gain Improved Counterspell as a bonus feat. You may attempt to counterspell an opponent's spell once per day as an immediate action (instead of a readied action). You must use a spell at least one level higher than the spell being countered to use this ability. You can use this ability once per day at 6th level, plus one additional time per day for every 4 levels beyond 6th.

### Enhancement (Focused School)

**Associated School:** Transmutation.

**Replacement Powers:** The following school powers replace the telekinetic fist and change shape powers of the transmutation school.

**Augment (Sp):** As a standard action, you can touch a creature and grant it either a +2 enhancement bonus to a single ability score of your choice or a +1 bonus to natural armor that stacks with any natural armor the creature might possess. At 10th level, the enhancement bonus to one ability score increases to +4. The natural armor bonus increases by +1 for every five wizard levels you possess, to a maximum of +5 at 20th level. This augmentation lasts a number of rounds equal to 1/2 your wizard level (minimum 1 round). You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Perfection of Self (Su):** At 8th level, as a swift action you can grant yourself an enhancement bonus to a single ability score equal to 1/2 your wizard level (maximum +10) for one round. You may use this ability for a number of times per day equal to your wizard level.

### Life (Focused School)

**Associated School:** Necromancy.

**Replacement Powers:** The following school powers replace the power over undead and grave touch powers of the necromancy school.

**Healing Grace (Su):** Whenever you cast a spell that has targets, affects creatures in an area, or requires an attack roll, you may heal creatures affected by the spell a total of 1 point of damage per level of the spell. This healing may be spread out between the targets of the spell in any way you choose. If you assign any of the healing to an undead creature, it instead takes 1 point of damage for each point assigned. At 11th level, the amount of damage cured increases to 2 points of damage per level of the spell. This healing occurs when the spell is cast and has no effect on creatures that enter its area after the spell is in place. At 20th level, the amount of damage cured increases to 3 points of damage per level of the spell.

**Share Essence (Sp):** As a standard action, you can share your vital energy with a living creature that you touch. You take 1d6 points of nonlethal damage + 1 for every two wizard levels you possess. You cannot take an amount of nonlethal damage equal to or greater than your current hit point total; any excess is prevented. The recipient gains a number of temporary hit points equal to the amount of damage you received (prevented damage is not counted). These temporary hit points disappear 1 hour later. You may not use this ability to grant yourself temporary hit points. You can use this ability a number of times per day equal to 3 + your Intelligence modifier. This ability has no effect if you are immune to nonlethal damage.

### Phantasm (Focused School)

**Associated School:** Illusion.

**Replacement Powers:** The following school powers replace the blinding ray and invisibility field powers of the illusion school.

**Terror (Su):** As a standard action, you can make a melee touch attack that causes a creature to be assailed by nightmares only it can see. The creature provokes an attack of opportunity from you or an ally of your choice. Creatures with more Hit Dice than your wizard level are unaffected. This is a mind-affecting fear effect. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Bedeviling Aura (Su):** At 8th level, you can emit a 30-foot aura that bedevils your enemies with phantasmal assailants. Enemies within this aura move at half speed, are unable to take attacks of opportunity, and are considered to be flanked. This is a mind-affecting effect. You can use this ability for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive.

### Shadow (Focused School)

**Associated School:** Illusion.

**Replacement Powers:** The following school powers replace the blinding ray and invisibility field powers of the illusion school.

**Binding Darkness (Sp):** As a standard action, you cast a weave of shadows at any foe within 30 feet as a ranged touch attack. The shadows entangle your foe for 1 round plus 1 additional round for every five wizard levels you possess. In conditions of bright light, this duration is halved (minimum 1 round). A creature entangled by your shadows has concealment from those without darkvision or the ability to see in darkness, and other creatures likewise have concealment relative to it. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Shadow Step (Sp):** At 8th level, you can use this ability to walk through the Shadow Plane and reappear as a standard action. You can travel up to 30 feet per wizard level per day in this fashion, either in a single round or broken up across multiple shadow steps. This movement must be used in 5-foot increments and does not provoke an attack of opportunity. Travel through the Shadow Plane is imprecise; when you arrive, you re-enter 1 square off target, as per the rules for thrown splash weapons (see page 202 of the *Pathfinder RPG Core Rulebook*). If this would place you in an occupied square, you instead arrive in the nearest safe location. When you arrive, you are cloaked in shadow and gain concealment as the *blur* spell for 1 round. You may bring other willing creatures with you, but you must expend an equal amount of distance for each additional creature brought with you. They likewise re-enter off target (roll location for each creature) and are cloaked in shadow for 1 round.

### Shapechange (Focused School)

**Associated School:** Transmutation.

**Replacement Power:** The following school power replaces the telekinetic fist power of the transmutation school.

**Battleshaping (Su):** As a swift action, you grow a single natural weapon. The natural weapon lasts for 1 round and has a +1 enhancement bonus on attack and damage rolls for every four wizard levels you possess. You can grow a claw, a bite, or a gore attack. These attacks deal the normal damage for a creature of your size (see page 302 of the *Pathfinder RPG Bestiary*). At 11th level, you can shape two natural weapons. You may not grow additional limbs or a tail with this ability. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

### Teleportation (Focused School)

**Associated School:** Conjunction.

**Replacement Power:** The following school power replaces the acid dart power of the conjunction school.

**Shift (Su):** At 1st level, you can teleport to a nearby space as a swift action as if using *dimension door*. This movement does not provoke an attack of opportunity. You must be able to see the space that you are moving into. You cannot take other creatures with you when you use this ability (except for familiars). You can move 5 feet for every two wizard levels you possess (minimum 5 feet). You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

### Spellbinder (Archetype; Elf Only)

A spellbinder is an elven wizard who forges an arcane bond between himself and one or more wizard spells. These spells become so well understood by the spellbinder that he can prepare them in spell slots that already have other spells prepared in them.

**Spell Bond (Su):** At 1st level, a spellbinder selects any one spell in his spellbook as a bonded spell. As a full-round action, the spellbinder may replace a spell of the same or higher level as his bonded spell with his bonded spell. For example, a spellbinder who selects *magic missile* as his bonded spell could spend a full-round action to exchange any 1st-level or higher spell that he has prepared with *magic missile*. At 3rd level, and every two levels thereafter, a spellbinder may select another spell in his spellbook and add it to his list of bonded spells, to a maximum of nine bonded spells at 17th level.

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Upon reaching 4th level, and every two levels thereafter, a spellbinder can choose to select a new spell as a bonded spell in place of one with which he is already bonded. In effect, the spellbinder loses the bond with the old spell (though it remains in his spellbook) in exchange for forging a spell bond with a new spell. The new spell's level must be the same as that of the spell being exchanged. A spellbinder can swap only one spell bond at any given level and must choose whether or not to swap the spell bond at the same time that he gains two new spells in his spellbook for the level.

This ability replaces arcane bond.

**Discoveries:** The following discoveries complement the spellbinder archetype: Fast Study, Split Slot (*Ultimate Magic*).

# Magus

## Cruoromancer (Archetype; Dhampir Only)

To those who know how to manipulate it, the blood of a dhampir can be a powerful component to magic. A cruoromancer infuses his necromantic magic with the power of his unique mixture of living blood and undead ichor. As his power increases in this strange arcane art, a cruoromancer finds potent ways to infuse his unique blood with necromancy spells. A cruoromancer has the following class features.

- Spellblade
- Staff Magus

## Bladebound (Archetype)

A select group of magi are called to carry a *black blade*—a sentient weapon of often unknown and possibly unknowable purpose. These weapons become valuable tools and allies, as both the magus and weapon typically crave arcane power, but as a *black blade* becomes more aware, its true motivations manifest, and as does its ability to influence its wielder with its ever-increasing ego.

**Black Blade (Ex):** At 3rd level, the bladebound magus gains a powerful sentient weapon called a *black blade*, whose weapon type is chosen by the magus (see sidebar). A magus with this class feature cannot take the familiar magus arcana, and cannot have a familiar of any kind, even from another class.

Instead of the normal arcane pool amount, the bladebound magus's arcane pool has a number of points equal to 1/3 his level (minimum 1) plus his Intelligence bonus. This ability changes the Arcane Pool class feature and replaces the magus arcana gained at 3rd level.

**Magus Arcana:** The following magus arcana complement the bladebound magus archetype: arcane accuracy, broad study, dispelling strike, and reflection.

**Black Blade Basics:** A black blade is bonded to a particular magus, much like a familiar, but in more of a partnership than a master-servant relationship.

**Intelligence:** This is the intelligence score of the *black blade*. It starts at 10 and increases by 1 for every two levels of the bladebound magus (at 3rd level, 5th level, and so on).

**Wisdom and Charisma:** As the bladebound magus increases in level, so do the Wisdom and Charisma of the *black blade*. These abilities start at 6 and increase by 1 for every two levels of magus.

**Ego:** A *black blade* starts with an ego of 5, and that ego increases as the blade becomes more powerful, as per Table 1–3 below. In cases where a wielder and the *black blade* come into conflict, like any intelligent item, a *black blade* can attempt to exert its dominance using the rules on page 535 of the *Core Rulebook*. Due to its flexible and powerful nature, a *black blade* has a nonstandard ego progression.

**Languages and Skills:** A *black blade* starts with Common as a language. As the *black blade* increases in Intelligence, it manifests knowledge of languages and arcane lore. Upon reaching an Intelligence of 12, it gains a bonus language of the GM's choice, and gains 1 rank in Knowledge (arcana). Each time the sword gains a bonus to Intelligence, it gains another language and another rank in Knowledge (arcana).

**Senses:** A *black blade* is aware of everything around it like a creature that can see and hear. It can be blinded and deafened as if it were a creature. It uses the saving throws of its magus, even if the magus is not currently wielding the *black blade*.

**Black Blade Arcane Pool:** A *black blade* has an arcane pool with a number of points equal to 1 + its Intelligence bonus.

**Black Blade Ability Descriptions:** A *black blade* has special abilities (or imparts abilities to its wielder) depending on the wielder's magus level. The abilities are cumulative. A *black blade* normally refuses to use any of its abilities when wielded by anyone other than its magus, and acts as a masterwork weapon of its type.

**Alertness (Ex):** While a magus is wielding his *black blade*, he gains the Alertness feat.

**Black Blade Strike (Sp):** As a free action, the magus can spend a point from the *black blade's* arcane pool to grant the *black blade* a +1 bonus on damage rolls for 1 minute. For every four levels beyond 1st, this ability gives the *black blade* another +1 on damage rolls.

**Telepathy (Su):** While a magus is wielding or carrying his *black blade*, he can communicate telepathically with the blade in a language that the magus and the *black blade* share.

**Unbreakable (Ex):** As long as it has at least 1 point in its arcane pool, a *black blade* is immune to the broken condition. If broken, the *black blade* is unconscious and powerless until repaired. If destroyed, the *black blade* can be reforged 1 week later through a special ritual that costs 200 gp per magus level. The ritual takes 24 hours to complete.

**Energy Attunement (Su):** At 5th level, as a free action, a magus can spend a point of his *black blade's* arcane pool to have it deal one of the following types of damage instead of weapon damage: cold, electricity, or fire. He can spend 2 points from the *black*



*blade's* arcane pool to deal sonic or force damage instead of weapon damage. This effect lasts until the start of the magus's next turn.

**Teleport Blade (Sp):** As a standard action, a magus of 9th level or higher can expend an arcane point from his or his *black blade's* arcane pool, and can call his *black blade* from as far as 1 mile away, causing it to instantaneously teleport to his hand.

**Transfer Arcana (Su):** At 13th level, once per day, a magus can attempt to siphon points from his *black blade's* arcane pool into his own arcane pool. Doing so takes a full-round action and the magus must succeed at a Will saving throw with a DC equal to the *black blade's* ego. If the magus succeeds, he regains 1 point to his arcane pool for every 2 points he saps from his *black blade*. If he fails the saving throw, the magus becomes fatigued (but can try again). If he is fatigued, he becomes exhausted instead. He cannot use this ability if he is exhausted.

**Spell Defense (Sp):** A magus of 17th level or higher can expend an arcane point from his weapon's arcane pool as a free action; he then gains SR equal to his *black blade's* ego until the start of his next turn.

**Life Drinker (Su):** At 19th level, each time the magus kills a living creature with the *black blade*, he can pick one of the following effects: the *black blade* restores 2 points to its arcane pool; the *black blade* restores 1 point to its arcane pool and the magus restores 1 point to his arcane pool; the magus gains a number of temporary hit points equal to the *black blade's* ego (these temporary hit points last until spent or 1 minute, whichever is shorter). The creature killed must have a number of Hit Dice equal to half the magus's character level for this to occur.

**TABLE 1-3: BLACK BLADE PROGRESSION**

Magus Class Level	Enhancement					Special
	Bonus	Int	Wis/Cha	Ego		
3rd–4th	+1	11	7	5	Alertness, <i>black blade</i> strike, telepathy, unbreakable	
5th–6th	+2	12	8	8	Energy attunement	
7th–8th	+2	13	9	10	—	
9th–10th	+3	14	10	12	Teleport blade	
11th–12th	+3	15	11	14	—	
13th–14th	+4	16	12	16	Transfer arcana	
15th–16th	+4	17	13	18	—	
17th–18th	+5	18	14	22	Spell defense	
19th–20th	+5	19	15	24	Life drinker	

## Black Blades

A *black blade* is a particular form of intelligent weapon gained by a magus with the bladebound archetype. There are several ways a magus might gain this weapon. Sometimes it just appears among the magus's possessions, and its origin is a mystery. Other times the magus finds a *black blade* during an adventure or event of some kind. Sometimes a *black blade* is passed down generation to generation in an ongoing search for a magus who can unlock its true potential.

A *black blade* is always a one-handed slashing weapon, a rapier, or a sword cane (see the *Advanced Player's Guide*). The magus chooses the blade's type upon gaining the blade, and once chosen, it cannot be changed. As a bladebound magus increases in level, his *black blade* gains power.

A *black blade* is independently conscious but features some personality traits reflecting its wielder. A *black blade* always has the same alignment as its wielder and even changes its alignment if its wielder does. The blade typically works toward its wielder's goals, but not always without argument or backlash. Each *black blade* has a mission, and while sometimes two or more *black blades* will work in concert, each mission is singular in purpose (the *black blade's* mission is usually up to the GM and the needs of the campaign or the adventure, or a GM can roll randomly for the weapon's purpose using Table 15–25 on page 534 of the *Core Rulebook*). Some *black blades* are very open about their missions, but most are secretive. Certain sages have speculated that an invisible hand or arcane purpose moves these weapons.

### Bladesinger [Spell Dancer] (Archetype; Elf only)

The strong emphasis on wizards within elven culture influences how even non-wizard elves see themselves. Many elven magi do not consider themselves masters of a blend of martial and magical talents, but rather a sub-category of wizards who study the effect of physical movement and techniques upon spellcasting ability. They believe their ability to cast spells while fighting is an outgrowth of the concept of the "spell dance," which itself is just another kind of wizardry. A spell dancer has the following class features.

**Class Skills:** A spell dancer adds Acrobatics and Perform (dance) to his list of class skills and removes Intimidate and Ride from his list of class skills.



**Spell Dance (Su):** At 1st level, a spell dancer gains the ability to expend 1 point from his arcane pool as a swift action to gain a +10 enhancement bonus to his movement rate and a +2 dodge bonus to Armor Class against attacks of opportunity provoked by moving through threatened spaces for 1 minute. For every four levels beyond 1st, the spell dancer gains another +10 enhancement bonus to movement and +2 to AC against attacks of opportunity provoked from movement.

At 5th level, once per spell dance as a swift action, the spell dancer may use one of the following on himself as a swift action: *blur*, *fly*, or *haste*. These abilities last for 1 round. At 9th level, the spell dancer may instead take a swift action to use *dimension door* as a spell-like ability once during a spell dance. At 13th level, the spell dancer may instead choose to take a swift action to gain *freedom of movement* for 1d4 rounds.

This ability replaces the magus's ability to expend points from his arcane pool as a swift action to grant any weapon he is holding magic bonuses for 1 minute.

**Arcane Movement (Su):** At 5th level, whenever a spell dancer casts a magus spell, he gains a competence bonus on Acrobatics, Climb, Escape Artist, and Stealth checks equal to the spell's level until the beginning of his next turn. This ability replaces the bonus feat a magus receives at 5th level.

**Dance of Avoidance (Su):** At 7th level, while wearing light armor or no armor, a spell dancer gains a +2 insight bonus to Armor Class. This ability replaces the medium armor class feature.

**Greater Dance of Avoidance (Su):** At 13th level, while wearing light armor or no armor, a spell dancer's insight bonus to Armor Class increases to +4. This ability replaces the heavy armor class feature.

**Magus Arcana:** The following magus arcana complement the spell dancer archetype: arcane cloak, prescient defense (*Ultimate Combat*); close range, concentrate, hasted assault, spell shield (*Ultimate Magic*).

## Eldritch Scion (Archetype)

Unlike typical magi, eldritch scions do not study tomes of magic or spend time learning to combine martial and magical skills. Rather, eldritch scions find that their spells and abilities come to them instinctively.

**Spells:** An eldritch scion casts arcane spells drawn from the magus spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, an eldritch scion must have a Charisma score equal to at least 10 + the spell's level. The DC for a saving throw against an eldritch scion's spell is 10 + the spell's level + the eldritch scion's Charisma modifier. An eldritch scion can cast only a certain number of spells of each spell level per day. His base daily spell allotment is the same as a bard of the same level. In addition, he receives bonus spells per day if he has a high Charisma score. An eldritch scion's selection of spells is limited. He has the same number of spells known as a bard of the same level and can choose new spells to replace old ones at 5th level and every 3 class levels after that, just as a bard does. See the bard (*Core Rulebook* 35) for more information on swapping spells known. This replaces the magus's spells class feature.

**Bloodline:** An eldritch scion gains a bloodrager bloodline. The bloodline is selected at 1st level, and this choice cannot be changed. An eldritch scion's effective bloodrager level for his bloodline abilities is equal to his eldritch scion level. He does not gain any bonus feats, and he gains bonus spells from his bloodline at different levels (see the bonus spell class feature below). To use any ability that normally functions when in a bloodrage, an eldritch scion must spend a point from his eldritch pool (see below).

If an eldritch scion takes levels in another class that grant a bloodline, the bloodlines must be the same type, even if that means that the bloodline of one of the classes must change. Subject to GM discretion, an eldritch scion can change his former bloodline to make them conform.

This ability replaces spell recall.

**Eldritch Pool (Su):** An eldritch scion gains an eldritch pool of personal magical energy, equal to 1/2 his magus level (minimum 1) + his Charisma modifier. As a swift action, he can spend a point of eldritch energy to enter a state of mystical focus for 2 rounds. This allows him to use abilities from his bloodrager bloodline as though he were in a bloodrage, though he gains none of the other benefits or drawbacks of bloodraging. At 4th level, an eldritch scion can also use his eldritch pool as an arcane pool, gaining all the benefits listed with the magus's arcane pool class feature.

Additionally, any magus's class feature or spell from the magus spell list that normally uses a calculation based on Intelligence is instead based on Charisma for an eldritch scion. For example, an eldritch scion with the arcane accuracy magus arcana grants himself an insight bonus on attacks equal to his Charisma bonus, not his Intelligence bonus. This has no effect on the eldritch scion's skills or skill points. This ability replaces arcane pool, and abilities that modify arcane pool also modify eldritch pool.

**Spell Combat (Ex):** An eldritch scion can only use spell combat while in a state of mystic focus (see eldritch pool, above). At 8th level, an eldritch scion can use spell combat at any time. This ability alters spell combat.

**Bonus Spells:** At 7th level, an eldritch scion gains the bonus spell from his bloodrager bloodline that is normally gained at 10th level. He gains the next three bonus spells from his bloodline at 9th, 11th, and 13th levels, respectively.

This ability replaces knowledge pool.

**Improved Spell Combat (Ex):** At 14th level, an eldritch scion gains the improved spell combat class feature. This ability alters improved spell combat.

**Greater Spell Combat (Ex):** At 18th level, an eldritch scion gains the greater spell combat class feature. This ability alters greater spell combat.

## Spellblade (Archetype)

A spellblade magus can manifest a ghostly blade of force that can be used as an off-hand weapon.

**Force Athame (Sp):** At 2nd level, a spellblade magus can sacrifice a prepared magus spell of 1st level or higher as a swift action to create a dagger of force in his off hand. The athame lasts for 1 minute or until dismissed, has an enhancement bonus on attack and damage rolls equal to the level of the spell sacrificed (maximum +5), and is considered a weapon the spellblade is holding for purposes of his arcane pool feature (using the pool to add abilities to a held weapon applies to the magus's physical weapon and to the athame for no additional cost). The athame acts as a dagger, but the hand holding it is still considered free for the purpose of casting spells and delivering touch attacks. The magus can use the athame as if he were fighting with two weapons or can use that hand to cast spells as part of the spell combat class ability (but not both in the same round). Attacks with the athame are force attacks and deal force damage. This ability replaces the spellstrike class feature.

**Spellblade Arcana:** A spellblade gains access to the following magus arcana. He cannot select any arcana more than once.

*Pool-Sourced Athame (Su):* Instead of sacrificing a prepared spell to create the force athame, the magus can spend points from his arcane pool to do so. An athame created this way has an enhancement bonus equal to the number of arcane pool points spent.

*Spellblade Parry (Su):* When an enemy makes a melee attack roll against the magus, as an immediate action the magus can end the athame's duration to gain a deflection bonus to his Armor Class until the end of his next turn. This bonus is equal to the level of the spell sacrificed to create the athame (maximum +5).

*Throw Athame (Su):* As a standard action, a spellblade magus can throw his athame up to 60 feet as a ranged attack (no range penalty). If the athame misses, it returns automatically to the magus' hand just before his next turn. If the athame hits, it deals damage and its duration ends; the magus can choose to spend up to 2 points from his arcane pool to increase the thrown athame's damage by +1d6 for each point spent.

**Magus Arcana:** The following magus arcana complement the spellblade archetype: critical strike, hasted assault, pool strike, and spell shield.

## Staff Magus (Archetype)

While most magi use a one-handed weapon as their melee implement of choice, one group of magi uses the quarterstaff instead. These lightly armored magi use staves for both defense and inflicting their spells upon enemies. Skilled in manipulating these weapons with one hand or two, they eventually learn how to use arcane staves as well and are just as formidable in combat as their sword-swinging brethren.

**Weapon and Armor Proficiency:** A staff magus is proficient with simple weapons only. He can cast magus spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a magus wearing medium armor or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass magus still incurs the normal arcane spell failure chance for arcane spells received from other classes. This replaces the normal magus weapon and armor proficiency feature.

**Quarterstaff Master (Ex):** At 1st level, the staff magus gains the Quarterstaff Master feat (see Chapter 3) as a bonus feat, even if he does not meet the normal prerequisites. He only gains the benefit of this feat when wearing no armor or light armor.

**Quarterstaff Defense (Ex):** At 7th level, while wielding a quarterstaff, the staff magus gains a shield bonus to his Armor Class equal to the enhancement bonus of the quarterstaff, including any enhancement bonus on that staff from his arcane pool class feature. At 13th level, this bonus increases by +3. This ability replaces the medium armor and heavy armor class abilities.

**Staff Weapon (Su):** At 10th level, a staff magus treats any magical staff he is wielding as a magical quarterstaff with an enhancement bonus to attack and damage equal to the staff's caster level divided by 4 (minimum +1). The staff must have at least 1 charge for the magus to use this ability. A staff magus can restore 1 charge to a staff by expending a number of points from his arcane pool equal to the level of the highest-level spell cast in the staff, as long as at least one spell in the staff is on the magus spell list. The magus cannot restore charges to more than one staff per day. This ability replaces fighter training.

**Magus Arcana:** The following magus arcana complement the staff magus archetype: critical strike, dispelling strike, maneuver master, and spell shield.

## POTENTIAL FUTURE INCLUSIONS:

### Races:

- **Aasimar:** Yes, uncommon
- **Catfolk:** Yes, very rare
- **Fetchling:** Yes, very rare (shades)
- **Goblins:** No
- **Hobgoblins:** No
- **Ifrit:** Yes, very rare (fire genasi)
- **Kobolds:** No
- **Orcs:** No
- **Oread:** Yes, very rare (earth genasi)
- **Ratfolk:** Yes, very rare
- **Sylph:** Yes, very rare (air genasi)
- **Tengu:** Yes, very rare
- **Tieflings:** Yes, very rare
- **Undine:** Yes, very rare (water genasi)

### Classes:

- **Alchemist:** No, unless rare exception
- **Cavalier:** Potentially
- **Gunslinger:** No, unless rare exception
- **Inquisitor:** Possibly
- **Oracle:** Possibly
- **Summoner:** No, unless rare exception
- **Witch:** No, unless rare exception

# Changelog

From v1.0 to v1.1:

- Added Rare race Dhampir
- Added Cruoromancer Wizard Archetype (Dhampir Only)
- Added Dhampir Racial Feats:
  - Blood Drinker
  - Blood Feaster
  - Blood Salvage
  - Diverse Palate
  - Natural Charmer
- Added Rare race Drow
- Added Cavern Sniper Fighter Archetype (Drow only)
- Added Drow Racial Feats:
  - Drow Nobility
  - Greater Drow Nobility
  - Improved Drow Nobility
  - Improved Umbral Scion
  - Noble Spell Resistance
  - Shadow Caster
  - Spider Climber
  - Spider Summoner
  - Umbral Scion
- Added Rare class Magus
- Added additional Magus archetypes
  - Bladebound
  - Spellblade
  - Staff Magus
  - Eldritch Scion (ACG)
  - Bladesinger [Spell Dancer] – Elf Only