

Pathfinder Expanded Classes

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Introduction

This book was written out of spite.

Wait, that's a terrible way to introduce a book. Let me start over.

I love *Pathfinder* just as much as I loved *Dungeons & Dragons* before it, a game I've enjoyed for over thirty years at the time of this writing. When I was in middle school, my mother surprised me with a complete set of *1st Edition* guidebooks she'd found at a garage sale for fifty cents each. As a typical suburban nerd, I was quickly enthralled. Indeed, the early discovery of *Dungeons & Dragons* is what encouraged me to start writing short stories about my characters and the adventures they had, which in turn led me to pursue a degree in English Literature, which is how I ended up writing professionally.

When *2nd Edition* was released, I was reluctant at first, but eventually came to adore it. Then came *3rd Edition* and I wondered how I'd ever gotten by with any of the other systems. After several attempts at getting into *4th Edition D&D*, though, I just didn't feel the same magic. I was about to resign myself to, for the first time, reverting to an earlier edition of the game instead of fully adopting the latest one. Luckily, a friend of mine introduced me to *Pathfinder* and I found what I'd been yearning for all along: a fresh new take on the solid mechanics laid down by *3rd Edition D&D*, cleaning up some of the problematic areas and expanding on everything the system did right.

For years, I thoroughly enjoyed the *Pathfinder* experience, taking part in countless homebrewed adventures, Pathfinder Society Modules, and long-term campaigns. While I was working for CCP Games, we had a group that maintained a steady E6 campaign for years, which is an impressive feat for a bunch of busy adults with young children, video game industry "crunch time," and those notorious Atlanta commutes!

During that time, it seemed like every *Pathfinder* release was better than the last. The Golarion campaign setting was extremely well designed and most of the rules supplements introduced exciting new features, created interesting new playstyles, and generally added to the core game experience without feeling like needless "bloat," the inevitable fate of RPG publishing that's killed off so many beloved systems over the years.

So, when I heard about the *Advanced Class Guide*, I felt like that teenage kid again, about to open up another book full of exciting new options for my fantasy characters. When I read about it in the Paizo forums, though, my excitement began to fade. Hybrid classes with "cut and pasted" (a quote from one of the designers) abilities from two parent classes? Why do we need those in a game that already includes a robust multi-classing system? Another take on the holy warrior, the warpriest? Don't we already have clerics, paladins, and inquisitors? And the arcanist, a class that combines the sorcerer and wizard, the two that are already the most alike of them all? What's the overall theme of the slayer, "a guy who does lots and lots of damage?" After all this time and several half-hearted attempts at getting a real charisma-based, Errol Flynn style duelist into the game, the final, official stab at it is a fighter/gunslinger hybrid with expendable points per day? I was hoping the developers would actually put some real effort into bringing that iconic role to life. The same goes the skald and shaman; these were interesting concepts that deserved better than hybrid bastardization.

I voiced my opinions and even got some direct responses from the developers, but they were already well on their way to publishing the *Advanced Class Guide*. To me, it felt like an aging rock band putting out a greatest hits album. Sure, the diehard fans will shell out for it, but they'd much rather have seen something new, something more interesting and engaging.

This all went down at about the same time I had written and self-published my first novel, *Revenge Insurance*. Is that a shameless plug? Maybe, but who are you to judge? You're still reading something that started with the line "this guide was created out of spite," so let's not go pointing fingers, all right? The point is: I had 30 years of RPG experience, 10 years of designing games, and now I'd gone through the whole self-publishing process. What was stopping me from creating my own third party material for *Pathfinder*?

So I put my time where my mouth was and sat down to create a supplement with more exciting, relevant, and necessary classes than I found in the *Advanced Class Guide*. Some of these concepts have been around for a while, but never really given a proper, official treatment in *Pathfinder*. Others might seem familiar, but are designed to fill the gaps in the existing selection of core classes. One of them even started out as a joke, but after some serious research, turned out to be a fun and glorious playstyle option. When you get to that class, ask yourself this question: "Who am I to judge which real world culture's myths and legends are valid and which are inappropriate for a fantasy roleplaying game? How is this class any sillier than a pointy-eared elf who shoots arrows or a squirmy little gnome who casts magic spells?" Give it a chance and you'll see what I mean.

There are a few other things to keep in mind with these classes, too. Those of you who had an experience like mine with *4th Edition* aren't going to want to hear that I've applied some of my learnings from video game development into this guide, but trust me on this. Most of these classes have "rotations," cycles of abilities that make them both more effective and engaging. No more standing in one square for an entire battle, waiting for your turn in the initiative order to come up again so you can roll one d20 for a single attack. Rotations require thinking ahead, coordinating with teammates, and executing your most powerful abilities at just the right moment.

Some of you are going to quickly notice something else: I really hate "per day" abilities, so they've been minimized as much as I could possibly manage. Systems have been put in place to make each ability only available at certain times during battle, but some of you are going to extrapolate that into how often they can be used out of combat. Some of you are going to try to justify doing obnoxious things with these powers and some of you are going to have inexperienced, overly accommodating, or outright foolish game masters who allow that sort of thing. I keep saying "some of you," but what I really mean is "assholes." As the imitable Monte Cook famously said: "I don't want to design games for assholes" – and neither do I. Please don't be an asshole with what you find in this guide.

If anyone is still reading this, I think it's safe to assume you're not easily offended, so I hope you'll also forgive the abrupt conclusion. Without further ado, here it is: an unofficial *Pathfinder* supplement full of fun new classes, created out of spite by an overgrown nerd, and designed it for everyone but assholes. Enjoy!

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Chapter 1: Classes

Aberrant

Ordinary people who learn to harness a mysterious energy welling up within them and unleash it in a variety of forceful effects.

Brave

Fierce warriors who favor fast-moving tactics, guided by ancestral spirits that provide a wide variety of beneficial effects.

Champion

Courageous and charismatic warriors who lead the charge, valiantly supporting their allies in and out of combat.

Courtier

Graceful duelists and unparalleled diplomats who pride themselves on having wits as quick as their rapiers.

Explorer

Curious and slippery adventurers who delve into the deepest dungeons in search of the lost treasures of ancient legend.

Leader

Inspiring administrators and commanders able to guide their loyal companions and allies to victory with effective commands and timely assistance.

Luchador

Masked grapplers who use a marvelous array of dazzling moves to twist, squeeze, and smash their opponents into submission.

Priest

Divine spellcasters who eschew heavy weapons and armor in favor of earning more power from their deity in the form of added spells, enhanced channels, and even divine intervention.

Shapeshifter

Versatile combatants with the ability to change their shape at will, taking on various animal forms and perfecting their instinctual abilities as they gain experience with each.

Tinker

Clever engineers who use invent mechanical wonders, advanced armaments, and sturdy constructs to rival any magical effect.

Warlock

Lost souls tormented by evil outsiders who lay curses on their enemies even as they endure the constant annoyance of an inescapable underworld companion.

Aberrant

Some people are born with an innate power boiling up inside of them. Others discover it later in life, upon maturation, coming into contact with ancient powers, or in the wake of a traumatic experience. However it happens, the affected individuals are never the same. They begin to exhibit strange and powerful energies, which they can learn to focus into amazing and deadly effects.

Role: Each aberrant's choice of powers is going to determine their role in combat, while their source is will provide them with a selection of skills to use everywhere else. There are three main categories of powers: those that bolster the aberrant's focus when held, those that produce instantaneous effects when his focus is spent, and those that create lingering effects when his focus is spent and not immediately gathered.

Alignment: Any

Hit Die: d8

Starting Wealth: 2d6 x 10gp (average 70 gp), plus an outfit worth 10 gp or less.

Class Skills

The aberrant's skills are Craft (Int), Perception (Wis), and Profession (Wis). He also gains class skills based on his source (see below).

Skill Ranks Per Level: 4 + Int modifier.

Table: The Aberrant

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Focus, Power, Source
2nd	+1	+3	+3	+3	Power
3rd	+2	+3	+3	+3	
4th	+3	+4	+4	+4	Power
5th	+3	+4	+4	+4	
6th	+4	+5	+5	+5	Power
7th	+5	+5	+5	+5	
8th	+6 / +1	+6	+6	+6	Power
9th	+6 / +1	+6	+6	+6	
10th	+7 / +2	+7	+7	+7	Power
11th	+8 / +3	+7	+7	+7	
12th	+9 / +4	+8	+8	+8	Power
13th	+9 / +4	+8	+8	+8	
14th	+10 / +5	+9	+9	+9	Power
15th	+11 / +6 / +1	+9	+9	+9	
16th	+12 / +7 / +2	+10	+10	+10	Power
17th	+12 / +7 / +2	+10	+10	+10	
18th	+13 / +8 / +3	+11	+11	+11	Power
19th	+14 / +9 / +4	+11	+11	+11	
20th	+15 / +10 / +5	+12	+12	+12	Power

Weapon and Armor Proficiency: Aberrants are proficient with all simple weapons. They are not proficient with any armor or shields. Wearing any armor or using a shield interferes with an aberrant's abilities, preventing them from gathering or spending their focus.

Focus (Su): As a move action, the aberrant can gather his focus. While he has his focus, he receives a +2 bonus to his AC, a +1 bonus on all saving throws, a +5 bonus to his base speed, and his unarmed attacks deal 1d6 points of force damage. He is treated as being armed while he has his focus and emits light equal to a torch of a color of his choosing. At 5th level and every 5 levels thereafter, the AC bonus increases by +2, the saving throw bonus increases by +1, the speed bonus increases by 5 feet, and the unarmed attack damage increases by +1d6.

The aberrant can hold his focus for a number of rounds equal to his class level plus his Wisdom modifier. He cannot gather and spend his focus in the same round, nor can he gather it the same round it expires. He also cannot gather his focus when wearing armor or using a shield.

Power (Su): The aberrant can choose his powers from the following list. Whenever a power calls for a saving throw, the DC is 10, plus half the aberrant's level, plus his Wisdom modifier. Unless otherwise noted, spending the aberrant's focus is a standard action that does not provoke attacks of opportunity. Whenever the aberrant gains a new power, he can also trade one power he already knows for a new one.

Blast: By spending his focus, the aberrant can emit a 15 foot cone of energy, dealing 1d6 points of force damage per odd aberrant level. A Reflex saving throw reduces the damage by half.

Blink: By spending his focus, the aberrant can teleport 10 feet per odd aberrant level as a move action. He must be able to see his destination, and if it is occupied by a solid object, he instead teleports to the nearest open space.

Burst: By spending his focus, the aberrant can emit a 10 foot radius burst of energy, dealing 1d6 points of force damage per odd aberrant level. A Reflex saving throw reduces the damage by half.

Conjure: By spending his focus, the aberrant can manifest his power as a tiny ball of crackling energy. As a standard action, the aberrant can maintain the conjuration and move it up to 30 feet, but cannot gather his focus while doing so. The conjuration can fly and move through water, but solid objects block it and it is destroyed if the aberrant loses line of sight to for 1 round it or it moves over 100 feet away from him. Once per round, the conjuration can blast an adjacent enemy for 1d6 points of force damage per odd aberrant level. A Reflex saving throw reduces the damage by half. The conjuration lasts for a number of rounds equal to the aberrant's class level plus his Wisdom modifier, though he can end it earlier as a free action.

Deflect: While the aberrant has his focus, his bonus to AC increases by +2 per odd aberrant level.

Heal: As an immediate action, the aberrant can spend his focus to heal himself for 1d6 points of damage per odd aberrant level. This power can only be activated immediately after the aberrant takes damage, and can only heal an amount equal to the damage he just suffered from a single source.

Hover: As an immediate action, the aberrant can spend his focus and act as though under the effects of *feather fall*. At 5th level, he can spend his focus as a move action and act as though under the effects of *levitate*. At 9th level, he can spend his focus as a standard action and act as though under the effects of *fly*. The aberrant cannot gather his focus while using any of these effects. Aberrants who choose this power gain Fly as a class skill.

Lance: By spending his focus, the aberrant can emit a 30 foot long line of energy, dealing 1d6 points of force damage per odd aberrant level to every target the line crosses. A Reflex saving throw reduces the damage by half.

Repulse: As an immediate action, the aberrant can spend his focus to push nearby creatures away from him. The aberrant makes a bull rush attempt using his level in place of his base attack bonus and his Wisdom modifier in place of his Strength bonus against every adjacent creature's CMD. The combat maneuver emulated by this power does not provoke an attacks of opportunity.

Resist: While the aberrant has his focus, his bonus to all saving throws increases by +1 per odd aberrant level.

Slam: While the aberrant has his focus, his unarmed attacks gain a +1 bonus to attack and +1 damage per odd aberrant level.

Sphere: By spending his focus, the aberrant can generate a 10 foot radius sphere of energy centered on himself. Allies can pass freely in and out of the sphere, but enemies must succeed on a Will saving throw to do so. The sphere moves with the aberrant and he can maintain it as a standard action, but cannot gather his focus while doing so.

Sprint: While the aberrant has his focus, the bonus to his base speed increases by 5 feet per odd aberrant level.

Strike: By spending his focus, the aberrant can slam an adjacent target with a touch attack, dealing 1d6 points of force damage per odd aberrant level.

Throw: While the aberrant has his focus, he can make ranged attacks in place of any of his normal attacks by throwing sparkling pinpoints of energy. These missiles deal force damage equal to the aberrant's unarmed strike damage with a range increment of 50 feet.

Vanish: By spending his focus, the aberrant can become invisible for a number of rounds equal to his class level plus his Wisdom modifier. During this time, he cannot gather his focus, though he can prematurely end the effect as a free action.

Wall: By spending his focus, the aberrant can generate a wall of energy 30 feet to a side, plus 10 feet in either dimension per odd aberrant level. The wall has no depth; it is drawn in a straight line between spaces. Allies can pass freely through the wall, but objects cannot and enemies must succeed on a Will saving throw to do so. The wall does not move and the aberrant can maintain the wall as a standard action so long as he is in a space adjacent to it and does not move, but cannot gather his focus while doing so.

Source: The great mystery of aberration remains unsolved, though each individual aberrant has his own idea of where his power originates. To represent this curiosity, an aberrant can choose any one of the following as a bonus class skill: Knowledge (Arcana), Knowledge (Nature), Knowledge (Planes), Knowledge (Religion). An aberrant draws his energy from one of the three sources below.

Presence: The aberrant gains Bluff, Diplomacy, Handle Animal, Intimidate, and Sense Motive as class skills.

Reason: The aberrant gains Appraise, Heal, Linguistics, Spellcraft, and Use Magic Device as class skills.

Vigor: The aberrant gains Acrobatics, Climb, Escape Artist, Survival, and Swim as class skills.

Alternate Favored Class Bonuses

Dwarf: You can hold your focus for an additional +1/2 rounds.

Elf: Add 1 foot to base speed while focused. This has no effect unless the aberrant has selected this reward five times (or another increment of five).

Gnome: Add +1/4 to all saving throws while focused.

Half-Elf: Add +1/2 of a class skill from another source's list.

Halfling: Add +1/4 to AC while focused.

Half-Orc: Add +1/2 to unarmed damage while focused.

Human: Add +1/6 of a new power.

Archetypes

Bastion

For some aberrants, the purpose of their newfound power is obvious: to defend their allies. These mysterious individuals can channel some of their natural energy into a companion, shoring up his or her defenses and healing their wounds at the opportune moment.

Stern Focus (Su): This ability functions like the focus ability, except that it does not provide a bonus to the bastion's base speed.

This ability modifies focus.

Protect (Su): At 1st level, the bastion can spend his focus to provide an adjacent ally all of the benefits of his focus, which lasts for a number of rounds equal to how long the aberrant could normally hold his focus. As an immediate action, he can cancel this effect to heal the target for 1d6 damage per odd aberrant level, up to an amount equal to the damage the target just received from a single source. This effect also ends if the bastion gathers his focus before the duration has expired.

This ability replaces the power gained at 1st level.

Enshroud (Su): At 2nd level, the bastion can spend his focus to provide each ally within 10 feet concealment for up to 1 round per odd aberrant level, or until he regains his focus.

This ability replaces the power gained at 2nd level.

Mindbender

A few rare aberrants discover that their powers have a much stronger mental aspect than physical. Their ability to reach out and control the minds of others makes them terrifying opponents in and out of battle.

Subtle Focus (Su): This ability functions like the focus ability, except that it does not provide a bonus to the mindbender's speed, increase his unarmed attack damage, or emit any light.

This ability modifies focus.

Charm (Su): At 1st level, the mindbender can spend his focus to charm one target within 30 feet unless it succeeds at a Will saving throw. This power otherwise acts like the *charm person* spell, except that it only lasts for 1 round per odd aberrant level, or until he regains his focus. A target that makes its saving throw against this effect is immune to further uses of it for 24 hours.

This ability replaces the power gained at 1st level.

Scare (Su): At 4th level, the mindbender can spend his focus to frighten a target within 30 feet unless it succeeds at a Will saving throw. This power otherwise acts like the *scare* spell, except that it only lasts for 1 round per odd aberrant level, or until he regains his focus. A target that makes its saving throw against this effect is immune to further uses of it for 24 hours.

This ability replaces the power gained at 4th level.

Confuse (Su): At 8th level, the mindbender can spend his focus to confuse one target within 30 feet unless it succeeds at a Will saving throw. This power otherwise acts like the *confusion* spell, except that it only lasts for 1 round per odd aberrant level, or until he regains his focus. A target that makes its saving throw against this effect is immune to further uses of it for 24 hours.

This ability replaces the power gained at 8th level.

Dominate (Su): At 10th level, the mindbender can spend his focus to dominate target within 30 feet unless it succeeds at a Will saving throw. This power otherwise acts like the *dominate person* spell, except that it only lasts for 1 round per odd aberrant level, or until he regains his focus. A target that makes its saving throw against this effect is immune to further uses of it for 24 hours.

This ability replaces the power gained at 10th level.

Brave

As fearless as they are vicious, braves are challenging opponents in battle. Their skill with weapons and fleetness of foot allow them to breach enemy lines or skirmish on their flanks with equal effectiveness. Each brave is aided by a spirit guide, a lifelong companion that is bound to his soul after a vision quest. Living in isolated tribes beyond the reach of society, it's no surprise that most city folk are initially terrified when encountering a brave for the first time.

Role: Braves are most effective when used as harriers and flankers during combat, using their speed, maneuverability, and spirit guide powers to control enemy movement across the battlefield. His choice of spirit guide will have a major impact on how he fights, though they also offer several abilities that can be quite helpful beyond combat.

Alignment: Any

Hit Die: d10

Starting Wealth: 2d6 x 10gp (average 70 gp), plus an outfit worth 10 gp or less.

Class Skills

The brave's skills are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (Geography) (Int), Knowledge (Nature) (Int), Perception (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Table: The Brave

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Fleetness, Spirit Guide
2nd	+2	+3	+3	+0	Healing Chant, Track
3rd	+3	+3	+3	+1	Stoicism
4th	+4	+4	+4	+1	Combat Sense +1
5th	+5	+4	+4	+1	Traps
6th	+6 / +1	+5	+5	+2	Spirit Guide Power
7th	+7 / +2	+5	+5	+2	Improved Fleetness
8th	+8 / +3	+6	+6	+2	Combat Sense +2
9th	+9 / +4	+6	+6	+3	
10th	+10 / +5	+7	+7	+3	Spirit Guide Power
11th	+11 / +6 / +1	+7	+7	+3	
12th	+12 / +7 / +2	+8	+8	+4	Combat Sense +3
13th	+13 / +8 / +3	+8	+8	+4	Greater Fleetness
14th	+14 / +9 / +4	+9	+9	+4	Spirit Guide Power
15th	+15 / +10 / +5	+9	+9	+5	
16th	+16 / +11 / +6 / +1	+10	+10	+5	Combat Sense +4
17th	+17 / +12 / +7 / +2	+10	+10	+5	
18th	+18 / +13 / +8 / +3	+11	+11	+6	Spirit Guide Power
19th	+19 / +14 / +9 / +4	+11	+11	+6	
20th	+20 / +15 / +10 / +5	+12	+12	+6	Combat Sense +5

Weapon and Armor Proficiency: Braves are proficient with all simple and martial weapons, muskets, light armor, and shields (except tower shields).

Fleetness (Ex): The brave's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing light or no armor and not carrying a heavy load. Apply this bonus before modifying the brave's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the brave's land speed.

At 7th level, this bonus increases to +20 feet and the brave is counted as always having a running start when jumping.

At 13th level, the bonus increases to +30 feet and the brave ignores difficult terrain; his overland speed is never reduced by natural effects such as terrain or inclement weather.

Spirit Guide (Su): At 1st level, the brave chooses a spirit guide to aid him in his travels, serving a source of inspiration and protection in his darkest moments. Spirit guides are medium incorporeal outsiders with alignments that match the brave who summoned them. They are not affected by damage of any sort, and though they are located in a space, they do not occupy it, as they are purely a manifestation of the brave's will. Spirit guides speak one of the brave's languages and share all of his movement modes and speeds, though it instantly reappears adjacent to him if it ever moves more than 60 feet away from him or leaves his line of sight for more than 1 round. The brave can command his spirit guide to become invisible for as long as he needs it to be, though spirit guides are always visible during combat or when any of their powers are in use.

Though a spirit guide can take almost any form, it must conform to one of the following types:

Cunning

Braves who choose this spirit guide receive Combat Expertise as a bonus feat at 1st level. They also gain Bluff as a class skill and receive a +2 competence bonus on skill checks to feint. Cunning spirit guides can attempt the melee combat aid another action every round to improve an ally's attack roll; its attack roll for this purpose is equal to the brave's class level plus his Wisdom modifier.

At 6th level, the brave receives a +2 bonus on all attacks of opportunity and his CMB as long as he is adjacent to his spirit guide.

At 10th level, the brave is treated as having uncanny dodge and improved uncanny dodge as long as he is adjacent to his spirit guide.

At 14th level, the brave's spirit guide can attempt a combat maneuver once per round against an adjacent enemy. Its roll for these actions is equal to the brave's bonus on the same maneuver.

At 18th level, as a swift action, the brave can change the size of his spirit guide to anything from fine to colossal.

Ferocity

Braves who choose this spirit guide type receive Improved Unarmed Strike as a bonus feat at 1st level. They also gain Intimidate as a class skill and receive a +2 competence bonus on skill checks to demoralize enemies. Ferocious spirit guides provide flanking bonuses to the brave and his allies.

At 6th level, the brave gains a bonus on all ranged attacks equal to his Wisdom modifier against targets adjacent to his spirit guide, and deals an additional amount of damage equal to his Wisdom modifier on all melee attacks made against targets adjacent to his spirit guide.

At 10th level, whenever hits an enemy adjacent to his spirit guide, he can choose to do 1d6 points of damage, +1 per odd brave level, of any one type of energy damage to the target.

At 14th level, the brave's spirit guide can make one attack against an enemy adjacent to it during any round in which the brave does not take the full attack action. The roll for this attack is equal to the brave's base attack bonus plus his Wisdom modifier, dealing 3d6 damage.

At 18th level, all of the brave's attacks are treated as having the *brilliant energy* special ability when made against targets adjacent to his spirit guide.

Knowledge

Braves who choose this spirit guide receive Blind Fight as a bonus feat at 1st level. They also gain Spellcraft as a class skill and receive a +2 competence bonus on skill checks to identify magic items. Knowledgeable spirit guides can use the aid another action to assist the brave or one of his allies on any Intelligence, Wisdom, or Charisma-based skill check whenever they are adjacent to him.

At 6th level, the brave can take 10 on any Intelligence, Wisdom, or Charisma-based skill in which he is trained whenever he is adjacent to his spirit guide.

At 10th level, the brave gains spell resistance equal to half his class level plus 5 when he is adjacent to his spirit guide.

At 14th level, the brave can make one attack at his highest attack bonus as a standard action against a target adjacent to his spirit guide, causing a targeted *dispel magic* effect against that enemy with a caster level equal to the brave's class level.

At 18th level, the brave is under the effect of *true seeing*, *detect magic*, and *discern lies* as long as he is adjacent to his spirit guide.

Resilience

Braves who choose this spirit guide type receive Endurance as a bonus feat at 1st level. They also gain Escape Artist as a class skill and receive a +2 competence bonus on skill checks to escape grapples. Resilient spirit guides can attempt the melee combat aid another action every round to improve the brave or any of his allies' AC; its attack roll for this purpose is equal to the brave's class level plus his Wisdom modifier.

At 6th level, the spirit guide provides soft cover to the brave and his allies, but not to his enemies.

At 10th level, the brave can choose a type of energy, granting himself and his allies energy resistance equal to half his class level to that type as long as they are adjacent to his spirit guide.

At 14th level, the brave and any of his allies adjacent to the spirit guide add the brave's Wisdom modifier to their AC and CMD when fighting defensively, taking the full defense option, or using the Combat Expertise feat.

At 18th level, the brave and his allies are treated as having the *moderate fortification* special armor ability as long as they're adjacent to the spirit guide.

Swiftness

Braves who choose this spirit guide receive Run as a bonus feat at 1st level. They also gain Acrobatics as a class skill and receive a +2 competence bonus on skill checks to move through threatened spaces. The spirit guide's space does not count against the brave's movement, while enemies treat it as difficult terrain.

At 6th level, the brave can move through his spirit guide's space even if there are solid objects in the space.

At 10th level, the brave can spend a swift action to swap places with his spirit guide.

At 14th level, the brave threatens all spaces adjacent to his spirit guide and can make any number of attacks of opportunity per round due to enemies moving through them, even if they are outside of his normal reach. Enemies treat all spaces adjacent to the spirit guide as difficult terrain and suffer 2d6 damage when passing through them.

At 18th level, whenever he is adjacent to his spirit guide, the brave can use a standard action to become ethereal for 1 round.

Healing Chant (Su): Once per day, the brave can enter a trance-like state lasting one minute. At the end of this time, he can heal himself or any creature touched 1d6 hit points for every odd brave level, plus his Wisdom modifier. The affected target can also make a new saving throw against any ongoing effects such as poison or disease.

Track (Ex): At 2nd level, the brave adds +1 per odd brave level to Survival checks made to follow tracks.

Stoicism (Ex): At 3rd level, the brave is immune to fear (magical or otherwise) and confusion. However, he gains no benefit from morale bonuses of any kind.

Combat Sense (Ex): At 4th level, the brave gains a +1 dodge bonus to his AC when wearing light or no armor and not carrying a heavy load. A condition that makes the brave lose his Dexterity bonus to AC also makes him lose this bonus. This bonus improves by +1 at 8th level and every 4 levels thereafter.

Traps: Starting at 5th level, the brave learns the snare trap and whenever he earns a new feat, he can instead learn a new ranger trap. His brave levels count as ranger levels for determining the number of traps per day the brave can use as well as the effects of each trap.

Alternate Favored Class Bonuses

Dwarf: Add +1/2 to all reposition and trip combat maneuvers.

Elf: Add +1/2 to all Survival skill checks made to follow tracks.

Gnome: Add +1/2 to all Handle Animal and Ride skill checks.

Half-Elf: Add +1/2 to all Acrobatics checks.

Halfling: Add +1/2 damage to all attacks made while mounted.

Half-Orc: Add +1/2 to all bull rush and sunder combat maneuvers.

Human: Add +1/2 damage on charge attacks.

Archetypes

Comanche

When travelers put their ear to the ground, the last thing they want to hear is the approach of a comanche war party, skilled archers carried into battle astride fearless horses.

Mount (Ex): At 1st level, the comanche gains the service of a healthy, fearless horse. This mount functions like a druid's animal companion, using the comanche's level as his effective druid level. A medium comanche must select a horse and a small comanche must select a pony.

The comanche does not take an armor check penalty on Ride skill checks while riding his mount. The mount is always considered combat trained. Though it does not gain the share spells special ability, it instead gains immunity to fear. The comanche's combat sense ability also applies to his horse while he is mounted.

If a comanche's mount is lost or slain, he can replace it with any other horse or pony, though the new mount does not gain any special animal companion advancement or abilities until it carries him through one battle.

This ability replaces fleetness, improved fleetness, and greater fleetness.

Mounted archery: At 1st level, the comanche gains Mounted Archery as a bonus feat.

This ability replaces the bonus feat granted by the comanche's spirit guide at 1st level.

Toqui

Aiding his tribe in times of unrest, the toqui calls upon his spirit guide to ensure the survival of his people.

Spirit of Authority (Su): At 1st level, the toqui gains the following spirit guide.

Authority: Braves who choose this spirit guide receive Cosmopolitan as a bonus feat at 1st level. They also gain Diplomacy as a class skill and receive a +2 bonus on skill checks to influence the attitudes of others. All allies adjacent to the spirit guide gain a +2 bonus to AC when fighting defensively, taking the full defense action, or using the Combat Expertise feat. Allies who charge enemies adjacent to the spirit guide deal +2 bonus damage.

At 6th level, the toqui can pour his spirit guide into an ally as a full-round action. As long as the ally remains within 100 feet of the toqui, he is immune to fear, charm, and compulsion effects, ignores difficult terrain, and gains DR 2/-. After a number of rounds equal to the toqui's Wisdom modifier, the spirit automatically returns to him.

At 10th level, the toqui can command his spirit guide to bless a piece of land in a special ritual that requires one hour of uninterrupted meditation, chanting, and/or dancing. This ability can effect up to one settlement or geographical area, such as a valley or river delta, and lasts for up to one day per odd brave level. During this time, the toqui is without his spirit guide. All native inhabitants of the affected land or those who strive to defend it against invaders gain a +1 sacred bonus on saving throws against

fear and a +1 sacred bonus on attacks against invaders. At 14th level and every 2 levels thereafter, this bonus increases by +1. This effect is immediately ended if the toqui leaves the targeted area.

At 14th level, whenever the toqui is reduced to fewer than 0 hit points, his spirit guide continues to fight on. Until the toqui is killed or regains consciousness, the spirit guide gains all of his statistics and abilities (except those associated with the spirit guide). This effect lasts for up to 1 round per odd brave level. If the Toque is reduced to a number of hit points that would result in him bleeding to death, the spirit guide vanishes and the Toque is automatically stabilized.

At 18th level, the toqui can spend a full-round action to summon a spirit war band to engage his enemies. A number of spirits appear equal to his Wisdom modifier and make one melee attack each against enemies within 60 feet of the toqui, providing and receiving flanking bonuses if applicable. Spirits use the toqui's melee attack bonus and deal an amount of damage equal to 2d6 plus the his Wisdom modifier.

This ability modifies the spirit guide power.

Inspire Spirituality (Ex): At 1st level, the toqui gains the ability to rouse the spirit welling up within each of his allies. After performing a chant or dance for one minute, all allies who can see or hear him receive their choice of the following benefits, which last for a number of minutes equal to the toqui's class level.

Clarity: The target gains a +2 sacred bonus on concentration checks and checks made to overcome spell resistance.

Determination: The target gains a +2 sacred bonus on attack rolls made to confirm critical hits and Constitution checks to stabilize while dying.

Quickness: The target gains a +2 sacred bonus on Acrobatics checks and Reflex saving throws.

At 7th and 13th levels, these bonuses increase by +2. Any target with the spirit guide class feature affected by this ability adds +1 to the bonus they receive.

This ability replaces fleetness, improved fleetness, and greater fleetness.

Champion

A champion is the heart and soul of a team, first into the fray, inspiring his companions to achieve their fullest potential. He boldly stands before the enemy, shielding his allies from harm. Outside of combat, he acts as the negotiator and interpreter, representing his group in social situations with equal vigor and skill. While he might not have the blessings of a paladin, the prowess of a fighter, or the station of a cavalier, a champion is no less dedicated than any of his front-line counterparts.

Role: With his ability to wear heavy armor and use shields, the champion is best suited for standing out front, on or off the battlefield. His abilities allow him to lead the charge, calling targets and inspiring his companions to follow.

Alignment: Any

Hit Die: d10

Starting Wealth: 5d6 x 10gp (average 175 gp), plus an outfit worth 10 gp or less.

Class Skills

The champion's skills are Climb (Str), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (Local) (Int), Knowledge (Nobility) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Table: The Champion

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Lead by example +1, Moral Support +1
2nd	+2	+3	+0	+3	Inspiring Presence +1, Last Stand
3rd	+3	+3	+1	+3	Moral Support +2
4th	+4	+4	+1	+4	Tactician, Bonus Teamwork Feat
5th	+5	+4	+1	+4	Lead by example +2
6th	+6 / +1	+5	+2	+5	Inspiring Presence +2, Moral Support +3
7th	+7 / +2	+5	+2	+5	
8th	+8 / +3	+6	+2	+6	Bonus Teamwork Feat
9th	+9 / +4	+6	+3	+6	Moral Support +4
10th	+10 / +5	+7	+3	+7	Inspiring Presence +3, Lead by example +3
11th	+11 / +6 / +1	+7	+3	+7	
12th	+12 / +7 / +2	+8	+4	+8	Bonus Teamwork Feat, Moral Support +5
13th	+13 / +8 / +3	+8	+4	+8	
14th	+14 / +9 / +4	+9	+4	+9	Inspiring Presence +4
15th	+15 / +10 / +5	+9	+5	+9	Lead by example +4. Moral Support +6
16th	+16 / +11 / +6 / +1	+10	+5	+10	Bonus Teamwork Feat
17th	+17 / +12 / +7 / +2	+10	+5	+10	
18th	+18 / +13 / +8 / +3	+11	+6	+11	Inspiring Presence +5, Moral Support +7, Swift Tactics
19th	+19 / +14 / +9 / +4	+11	+6	+11	
20th	+20 / +15 / +10 / +5	+12	+6	+12	Bonus Teamwork Feat, Lead by example +5

Weapon and Armor Proficiency: Champions are proficient with all simple and martial weapons. They are proficient with all armor and shields (except tower shields).

Lead by Example (Ex): Whenever the champion hits an enemy with an attack, all of his allies receive a +1 competence bonus to hit the same enemy with their attacks until the champion's next turn.

This bonus increases by +1 at 5th level and every 5 levels thereafter.

Moral Support (Ex): At 1st level, a champion receives a +1 bonus on all aid another actions. This bonus increases by +1 at 3rd level and every 3 levels thereafter. Starting at 10th level, the bonus granted by the champion from a successful aid another action increases by +2; at 20th level, it increases by +4.

Inspiring Presence (Ex): At 2nd level, as a standard action, the champion can rally his allies and increase their confidence. Each ally within 30 feet who can see or hear the champion receives a +1 morale bonus on all attacks, damage rolls, and saving throws. This effect lasts for a number of rounds equal to half the champion's class level, plus his Charisma modifier. These bonuses increase by +1 at 6th level and every 4 levels thereafter.

Last Stand (Ex): At 2nd level, the champion receives Die Hard as a bonus feat. Additionally, whenever the champion is reduced to fewer than 0 hit points, he can use his inspiring presence ability as an immediate action.

Tactician (Ex): At 4th level, a champion receives a bonus teamwork feat. He must meet the prerequisites for this feat. As a standard action, the champion can 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 two levels the champion possesses. Allies do not need to meet the prerequisites of these bonus feats. The champion can use this ability once per day at 4th level, plus one additional time per day at 8th level and for every 4 levels thereafter. He also gains an additional bonus teamwork feat at those intervals. At 18th level, he can use this ability as a swift action.

Alternate Favored Class Bonuses

Dwarf: Add +1/2 to Craft and Profession skill checks.

Elf: Add +1/4 to the attack bonus granted by inspiring presence.

Gnome: Add +1/2 to Knowledge (Nobility) and Linguistics skill checks.

Half-Elf: Add +1/2 to Diplomacy and Knowledge (Local) skill checks.

Halfling: Add +1/4 to the saving throw bonus granted by inspiring presence.

Half-Orc: Add +1/4 damage to the bonus granted by inspiring presence.

Human: Add +1/4 to the bonus granted to an ally when using the aid another action.

Archetypes

Guardian

While some champions lead their forces into battle, others dedicate themselves to the defense of individual allies, standing between them and any harm that may come their way.

Back to Back (Ex): At 1st level, the whenever he is adjacent to an ally, the guardian and that ally receive a +1 morale bonus on all attack and damage rolls. This bonus increases by +1 at 5th level and every 5 levels thereafter.

This ability replaces lead by example.

Harm's Way (Ex): At 1st level, the guardian can grant one adjacent ally a +1 circumstance bonus to his AC and CMD as an immediate action. This bonus increases by +1 at 3rd level and every 3 levels thereafter. If the guardian so chooses, he may double the bonus he provides to his ally, but in doing so he suffers a penalty to his AC of an equal amount.

This ability replaces moral support.

Faithful Defender (Ex): At 2nd level, the guardian receives Bodyguard as a bonus feat. He also receives a +2 bonus on Heal skill checks made to stabilize dying creatures. At 10th level, whenever he successfully stabilizes a dying creature, he immediately restores it to -1 hit point.

This ability replaces last stand.

Zealot

The Zealot's interpretation of what it means to be a champion is limited to destroying a common enemy. He leads the charge not to protect or inspire his allies, but to focus their efforts in slaying their opponents.

Vicious Zealotry (Ex): At 1st level, the zealot's ability to lead his allies against a common foe results in devastating displays of voracity. Whenever the zealot threatens or confirms a critical hit against an enemy, all of his allies receive a +2 bonus on rolls made to confirm critical hits against that enemy until the zealot's next turn.

This bonus increases by +2 at 5th level and every 5 levels thereafter.

This ability modifies lead by example.

Building Fury (Ex): At 1st level, the whenever the zealot reduces an enemy with hit dice equal or greater than his level to 0 or fewer hit points, he gains a number of temporary hit points equal to his class level. These temporary hit points last for a maximum of 1 minute and do not stack, though they can be replenished.

This ability replaces moral support.

First Strike (Ex): At 2nd level, the zealot receives Charge Through as a bonus feat. Whenever the zealot charges, his allies receive a +2 morale bonus on their damage rolls if they also make a charge attack before the zealot's next turn. At 6th level and every 4 levels thereafter, this bonus increases by +2.

This ability replaces last stand.

Courtier

The ancient tomb of the zombie king, the lonely mountaintop dragon's lair, the eternal flames of the netherworld – these are the last places one will find a self-respecting courtier. Trained in politics, socializing, and fencing, courtiers are much more at home in cities and royal courts than battlefields or dungeons. In less hospitable environments, they provide moral support and finesse melee to their group. In social situations, however, the courtier is truly in his element, with an array of skills and abilities that make him a formidable leader or negotiator.

Role: As a class that relies on wit and charm, it's no surprise that the courtier is best suited for handling delicate social interactions and information gathering. In combat, he shines when paired off against a single humanoid opponent, one he can fluster with his dazzling swordplay and endless barrage of hindering maneuvers.

Alignment: Any

Hit Die: d8

Starting Wealth: 10d6 x 10gp (average 350 gp), plus an outfit worth 30 gp or less.

Class Skills

The courtier's skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (History) (Int), Knowledge (Local) (Int), Knowledge (Nobility) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), and Sleight of Hand (Dex).

Skill Ranks Per Level: 6 + Int modifier.

Table: The Courtier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Fencing, Panache, Socialite
2nd	+1	+0	+3	+3	Footwork, Thrust +1d6
3rd	+2	+1	+3	+3	Assistant
4th	+3	+1	+4	+4	Thrust +2d6, Seasoned at Court +1
5th	+3	+1	+4	+4	Riposte
6th	+4	+2	+5	+5	Entourage, Thrust +3d6
7th	+5	+2	+5	+5	
8th	+6 / +1	+2	+6	+6	Thrust +4d6, Seasoned at Court +2
9th	+6 / +1	+3	+6	+6	
10th	+7 / +2	+3	+7	+7	Thrust +5d6, Riposte +2
11th	+8 / +3	+3	+7	+7	
12th	+9 / +4	+4	+8	+8	Thrust +6d6, Seasoned at Court +3
13th	+9 / +4	+4	+8	+8	Politics
14th	+10 / +5	+4	+9	+9	Thrust +7d6
15th	+11 / +6 / +1	+5	+9	+9	Riposte +4
16th	+12 / +7 / +2	+5	+10	+10	Thrust +8d6, Seasoned at Court +4
17th	+12 / +7 / +2	+5	+10	+10	
18th	+13 / +8 / +3	+6	+11	+11	Thrust +9d6

19th	+14 / +9 / +4	+6	+11	+11	
20th	+15 / +10 / +5	+6	+12	+12	Thrust +10d6, , Riposte +6, Seasoned at Court +5

Weapon and Armor Proficiency: Courtiers are proficient with daggers, crossbows (light and heavy), and rapiers. Courtiers are not proficient with any armor or shields.

Fencing (Ex): At 1st level, the courtier gains Weapon Finesse as a bonus feat. The courtier only provokes attacks of opportunity while performing dirty trick, disarm, and reposition combat maneuvers if the maneuver fails. At 5th level and every 5 levels thereafter, the courtier receives a +1 competence bonus when performing feint actions and dirty trick, disarm, and reposition combat maneuvers. All of these benefits only apply when the courtier wields a rapier, is not wearing armor, carries up to a light load, and does not wield a weapon in his off hand or use a shield.

Panache (Ex): The courtier adds his Charisma modifier to his AC, CMB, and CMD. This bonus to AC applies even against touch attacks or when the courtier is flat-footed. He loses this bonus when he is immobilized or helpless, when he wears any armor, when he uses a shield, or when he carries more than a light load. This bonus increases by +1 at 4th level and every 4 levels thereafter.

Socialite (Ex): The courtier gains a +1 competence bonus per odd class level on Appraise, Bluff, Diplomacy, Knowledge (Local), Knowledge (Nobility), Perform, and Sense Motive skill checks.

Footwork (Ex): At 2nd level, the courtier can take two 5-foot steps each round, before and/or after attacking, so long as he is not wearing any armor, using a shield, or carrying more than a light load.

Thrust (Ex): At 2nd level, when the courtier successfully uses a feint action or dirty trick, disarm, or reposition combat maneuver, he may make one melee attack with a rapier against that target as a swift action, adding +1d6 points of precision damage for every even courtier level to his base weapon damage.

Assistant (Ex): At 3rd level, the courtier earns, attracts, or is appointed an assistant, which only has access to NPC classes and uses "basic" ability scores (13, 12, 11, 10, 9, 8). The assistant is always 2 levels below the courtier. If slain or abandoned, the assistant can only be replaced in areas where a suitable replacement could be found (usually only in settlements), and requires an entire day plus 100 gp per level of the new assistant.

Seasoned at Court (Ex): At 4th level, the courtier gains a +1 bonus on Sense Motive skill checks to counter all uses of the Bluff skill against him, as well as a +1 bonus to the DC to change his attitude using Diplomacy or Intimidate or to demoralize him. These bonuses increases by +1 at 8th level and every 4 levels thereafter.

Riposte (Ex): At 5th level, the courtier may make one melee attack with a rapier as an immediate action against any opponent who misses him with a melee attack while he is fighting defensively, taking the full defense action, or using the Combat Expertise feat. At 10th level and every 5 levels thereafter, he receives a +2 bonus on this attack roll.

Entourage (Ex): At 6th level, the courtier gains Leadership as a bonus feat (or any other feat if the campaign does not allow Leadership). By spending 10 minutes orating, the courtier can inspire his allies, giving them a morale bonus equal to his Charisma modifier on one skill check, attack roll, or saving throw made within 24 hours. To be affected, the targets must be able to see and hear the courtier when this ability is used, but not when they choose to apply the benefit.

Politics (Ex): At 13th level, the courtier gains a +4 intuition bonus to all saves vs. poison and against any attempt to discern his alignment that allows a save, including a 50% immunity to any alignment detection that does not allow a save. In addition, he only suffers a -5 penalty on retries using Bluff to deceive, can use Diplomacy twice during a 24-hour period to change a target's attitude, suffers no penalty on retries when using Intimidate to influence an opponent's attitude, and automatically succeeds on all Sense Motive checks to sense enchantments.

Alternate Favored Class Bonuses

Dwarf: Add +1/2 to Appraise and Sense motive skill checks.

Elf: Add +1/4 to the AC bonus granted by the panache ability.

Gnome: Add +1/2 to reposition combat maneuvers.

Half-Elf: Add +1/2 to Diplomacy and Perform skill checks.

Halfling: Add +1/2 to feint actions.

Half-Orc: Add +1/2 to dirty trick combat maneuvers.

Human: Add +1/3 to CMB.

Archetypes

Diplomat

Diplomats are courtiers who solve more problems with their silver tongues than their steel blades. Their quick wits and inspirational calls can turn the tide of even the most treacherous confrontations, on the battlefield or in the throne room.

Dazzling Swordplay (Ex): While a diplomat isn't quite as skilled with a blade as other courtiers, he is still a daunting foe to face in a duel. He gains Dazzling Display as a bonus feat while wielding a rapier.

This ability replaces fencing.

Bolster Companions (Ex): At 2nd level, the diplomat can rouse his allies to improve their effectiveness in combat. As a standard action, he grants all allies within 30 feet who can see or hear him a +1 morale bonus to their AC for a number of rounds equal to his Charisma modifier. This bonus increases by +1 at 5th level and every 5 levels thereafter. For the duration of the effect, affected allies can spend a move action to take a second 5 foot step each round so long as they fight defensively or use the Combat Expertise feat.

This ability replaces thrust.

Diplomatic Immunity (Ex): All of the bonuses gained from Seasoned at Court are doubled when applied to the diplomat, but not his allies, though they receive the normal benefit.

This ability modifies seasoned at court.

Face (Ex): At 5th level, the diplomat gains an additional +1 bonus for each of his allies that successfully use the aid another action to help him with a Bluff, Diplomacy, or Intimidate skill check, up to a maximum bonus equal to his class level.

This ability replaces riposte.

Duelist

Some courtiers prefer to let their blades do the talking when negotiations fail. These daring swordsmen can drag out a duel as long as they like, making their frustrated opponents look like helpless fools, or end the battle in an instant with a well-placed thrust.

Aggressive Diplomacy (Ex): At 1st level, the duelist receives Weapon Focus (rapier) as a bonus feat. However, his socialite ability only applies to his Bluff and Intimidate skill checks.

This ability modifies socialite.

Improved Fencing (Ex): At 3rd level, the benefits of the duelist's fencing and thrust abilities apply to any combat maneuver. If the duelist's Strength is less than 13, it counts as 13 for the purpose of meeting the prerequisites for combat feats.

This ability replaces assistant.

Deadly Thrust (Ex): At 6th level, when the duelist rolls a 6 on any of his thrust bonus damage dice, he adds +1d6 to the damage dealt, up to one additional die per odd courtier level.

This ability replaces entourage.

Explorer

While some adventurers focus almost entirely on how to defeat the hostile creatures that await them in the dungeon, the explorer takes on the challenge of discovering the location, finding a way in, navigating through it, and getting back out alive. Their diverse array of skills and knacks grants them unparalleled versatility in almost every situation.

Role: Though the explorer has a definite role to play during fights, making devastating attacks against targets she's successfully identified or providing a bonus to all of her allies, her primary job is getting her companions through the dungeons, cities, and wilderness safely. The explorer's knacks can expand her combat abilities, allow her to focus even more on exploration, or even pick up some miscellaneous skills if needed.

Alignment: Any

Hit Die: d8

Starting Wealth: 4d6 x 10gp (average 140 gp), plus an outfit worth 10 gp or less.

Class Skills

The explorer's skills are Acrobatics (Dex), Appraise (Int), Climb (Str), Craft (Int), Disable Device (Dex), Escape Artist (Dex), Heal (Wis), Knowledge (All) (Int), Perception (Wis), Profession (Wis), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 6 + Int modifier.

Table: The Explorer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Adventurous, Trapfinding, Trivia
2nd	+1	+3	+3	+0	Evasion, Explorer Knack
3rd	+2	+3	+3	+1	Knowledge is Power +1d6 (+1), Trap Sense +1
4th	+3	+4	+4	+1	Explorer Knack, Uncanny Dodge
5th	+3	+4	+4	+1	1st Favored Terrain
6th	+4	+5	+5	+2	Explorer Knack, Knowledge is Power +2d6 (+2), Trap Sense +2
7th	+5	+5	+5	+2	
8th	+6 / +1	+6	+6	+2	Explorer Knack , Improved Uncanny Dodge
9th	+6 / +1	+6	+6	+3	Knowledge is Power +3d6 (+3), Trap Sense +3
10th	+7 / +2	+7	+7	+3	2nd Favored Terrain, Explorer Knack
11th	+8 / +3	+7	+7	+3	Improved Evasion
12th	+9 / +4	+8	+8	+4	Explorer Knack, Knowledge is Power +4d6 (+4), Trap Sense +4
13th	+9 / +4	+8	+8	+4	
14th	+10 / +5	+9	+9	+4	Explorer Knack
15th	+11 / +6 / +1	+9	+9	+5	3rd Favored Terrain, Knowledge is Power +5d6 (+5), Trap Sense +5
16th	+12 / +7 / +2	+10	+10	+5	Explorer Knack
17th	+12 / +7 / +2	+10	+10	+5	
18th	+13 / +8 / +3	+11	+11	+6	Explorer Knack, Knowledge is Power +6d6 (+6), Trap Sense +6
19th	+14 / +9 / +4	+11	+11	+6	
20th	+15 / +10 / +5	+12	+12	+6	Explorer Knack, Live to Tell the Tale

Weapon and Armor Proficiency: Explorers are proficient with all simple weapons. They are proficient with light armor and shields (except tower shields).

Adventurous (Ex): Getting into and out of a dungeon is sometimes more difficult than any of the monsters lurking inside. To overcome these challenges, explorers have honed their wits, reflexes, and coordination to see them through even the most treacherous obstacles. The explorer does not lose her Dex bonus to AC while using Acrobatics to cross narrow surfaces or uneven ground and reduces the DC of avoiding fall damage to 10. She does not lose her Dex bonus to AC while climbing either, and can move at half her speed without the -5 penalty. The DC for using Escape Artist to get through tight spaces is only 15. Finally, she does not lose her Dex bonus to AC while swimming, and taking standard actions does not reduce the amount of time she can hold her breath.

Trapfinding (Ex): The explorer adds half her class level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). The explorer can use Disable Device to disarm magic traps.

Trivia (Ex): Explorers tend to gather bits of information on a wide range of subjects during their travels. The explorer adds half her class level (minimum 1) to all Knowledge skill checks and can make all Knowledge skill checks untrained.

Evasion (Ex): At 2nd level, the explorer can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can only be used if the explorer is wearing light, medium, or no armor. A helpless explorer does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, the explorer gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saving throws made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses increase by +1 at 6th level and every three levels thereafter. Trap sense bonuses gained from multiple classes stack.

Knowledge is Power (Ex): At 3rd level, the explorer can spend a move action to study a creature, making a monster knowledge check. If she succeeds (usually DC 10, plus the monster's CR), all of her attacks against creatures of that type deal an extra 1d6 points of precision damage. This extra damage increases by +1d6 at 6th level and every 3 levels thereafter. She also grants all of her allies who can see or hear her (including herself) a +1 competence bonus to attack rolls against creatures of that type. This bonus increases by +1 at 6th level and every 3 levels thereafter. Both of these effects last for a number of rounds equal to half the explorer's class level (minimum 1), plus her Intelligence modifier (if positive).

Favored Terrain (Ex): At 5th level, the explorer can select a type of terrain. She gains a +2 bonus on initiative checks and Knowledge (Geography), Perception, Stealth, and Survival skill checks when she is in this terrain. An explorer traveling through her favored terrain normally leaves no trail and cannot be tracked (though she can leave a trail if she so chooses).

At 10th level and every five levels thereafter, the explorer selects another favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the explorer's bonuses do not stack; she simply uses whichever bonus is higher.

Knacks (Ex): At 2nd level and every 2 levels thereafter, the explorer learns a new knack, chosen from the list below. Unless specifically stated otherwise, an explorer cannot select an individual knack more than once.

Arcane Knowledge: Explorers with this knack gain Spellcraft and Use Magic Device as class skills and receive a +1 competence bonus on checks for each. At 5th level and every 5 levels thereafter, this bonus increases by +1.

Astute Observation: Explorers with this knack receive a +1 competence bonus on Perception and Sense Motive skill checks. At 5th level and every 5 levels thereafter, this bonus increases by +1.

Bad Feeling: The explorer gains a +1 bonus to her initiative. At 5th level and every 5 levels thereafter, this bonus increases by +1.

Beast Whisperer: Explorers with this knack gain Handle Animal and Ride as class skills and receive a +1 competence bonus on checks for each. At 5th level and every 5 levels thereafter, this bonus increases by +1.

Cunning Linguist: Explorers with this knack gain Linguistics as a class skill and learn two new languages per skill rank.

Direction Sense: The explorer receives a +1 competence bonus on Knowledge (Nature) and Survival skill checks. At 5th level and every 5 levels thereafter, this bonus increases by +1. The explorer never risks getting lost.

Double Time: The explorer receives one of the following feats: Fleet, Nimble Moves, or Run. This knack can be taken more than once. She must meet the prerequisites for each of these feats.

Hard Knocks: The explorer receives one of the following feats: Endurance, Toughness, or Self-Sufficient. This knack can be taken more than once. She must meet the prerequisites for each of these feats.

Martial Training: The explorer becomes proficient with a number of martial weapons equal to her Intelligence modifier. For every 5 levels the explorer has, she gains proficiency in 1 additional martial weapon.

Old Fashioned: The explorer receives proficiency in medium armor and reduces the armor check penalty of all armor by 1. For every 5 levels the explorer has, she reduces armor check penalties by an additional 1.

On Edge: The explorer receives one of the following feats: Improved Initiative, Quick Draw, or Step Up. This knack can be taken more than once. She must meet the prerequisites for each of these feats.

Ready for Anything: The explorer receives one of the following feats: Catch Off-Guard, Improved Unarmed Strike, or Throw Anything. This knack can be taken more than once. She must meet the prerequisites for each of these feats.

Saving Grace: The explorer receives one of the following feats: Great Fortitude, Iron Will, or Lightning Reflexes. This knack can be taken more than once. She must meet the prerequisites for each of these feats.

Saving Gracefully: The explorer receives one of the following feats: Improved Great Fortitude, Improved Iron Will, or Improved Lightning Reflexes. He must qualify for the feat and already have the saving grace knack. This knack can be taken more than once.

Skin of the Teeth: Explorers with this knack receive a +1 bonus on Acrobatics, Climb, Escape Artist, or Swim skill checks per odd explorer level. This knack can be taken more than once; each time it is taken, it applies to a different skill.

Soft Skills: Explorers with this knack gain Bluff and Diplomacy as class skills and receive a +1 competence bonus on checks for each. At 5th level and every 5 levels thereafter, this bonus increases by +1.

Subtle Passage: Explorers with this knack gain Disguise and Stealth as class skills and receive a +1 competence bonus on checks for each. At 5th level and every 5 levels thereafter, this bonus increases by +1.

Trap Spotter: When an explorer with this knack comes within 10 feet of a trap, she receives an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.

Whatever Works: The explorer receives one of the following feats: Agile Maneuvers, Combat Reflexes, or Defensive Combat Training. This knack can be taken more than once. She must meet the prerequisites for each of these feats.

Improved Evasion: At 11th level, the explorer's evasion improves. This ability works like evasion, except that while the explorer still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless explorer does not gain the benefit of improved evasion.

Live to Tell the Tale: Unless the explorer's body is completely, intentionally destroyed by an intelligent enemy, she can return to life anywhere between 1 round and one day later (the duration is chosen at the time of death). When she awakens, she has half her hit points and all existing conditions and effects upon her are ended, except that she is fatigued for one full day. The state of all her gear is subject to the conditions surrounding her death; items may have been looted, dropped, or destroyed at the GM's discretion. If the explorer was killed by some effect that continues to occupy the space in which she died (lava, water, etc) she wakes up in the nearest safe space.

Alternate Favored Class Bonuses

Dwarf: Reduce all armor check penalties on skill checks by 1/2.

Elf: Add +1/2 to Acrobatics and Escape Artist skill checks.

Gnome: Add +1/2 to Disable Device and Use Magic Device skill checks.

Half-Elf: Add +1/4 to the bonus granted by the trivia ability.

Halfling: Add +1/2 to the Perception bonus of the trapfinding ability and +1/2 to the AC bonus of the trap sense ability.

Half-Orc: Add +1/2 to attack rolls when using the knowledge is power ability.

Human: Add 1/4 of a new explorer knack.

Archetypes

Spelunker

When delving into labyrinthine underground caverns or treacherous dungeon complexes, there's no better expert to have among traveling companions than a spelunker. They are the masters of underground environments, able to guide their team through such areas and avoid many of their hazards.

Adaptive Eyes (Ex): At 1st level, the spelunker gains low-light vision. At 5th level, she gains darkvision. If she already has darkvision granted by her race, its range increases by 30 feet.

Favored Terrain (Ex): At 1st level, the spelunker gains the underground favored terrain. She gains a bonus on Climb and Knowledge (Dungeoneering) skill checks in addition to all the other skills enhanced by favored terrain. At 5th level and every 5 levels thereafter, the initiative and skill bonuses increase by +2, but the spelunker cannot select additional favored terrains.

This ability modifies favored terrain.

Heads Up (Ex): At 4th level, the spelunker can spend a standard action to grant all allies within 30 feet who can see or hear her the benefits of her trap finding (the bonus to Perception to notice traps only) and trap sense abilities for 1 round.

This ability replaces uncanny dodge and improved uncanny dodge.

Sherpa

Attempting to cross the uncharted wilderness would be reckless at best without a sherpa, to guide travelers along ancient paths through treacherous environments and inclement weather. Skilled sherpas only get better with time, expanding their knowledge to include more and more terrain types.

Favored Terrain (Ex): At 1st level, the sherpa gains her first favored terrain. She adds Climb and Swim to the skills that receive bonuses. At 5th level and every 5 levels thereafter, the initiative and skill bonuses increase by +2 and she gains additional favored terrains.

This ability modifies favored terrain and replaces uncanny dodge and improved uncanny dodge.

Seasoned Guidance (Ex): At 1st level, the sherpa can spend a standard action to grant her favored terrain bonuses to all allies within 30 feet who can see or hear her for 1 round.

This ability replaces trapfinding and trap sense.

Leader

Some people are just born leaders; there's no other way to describe it. Either through force of will, magnetic presence, or birthright, a leader attracts loyal followers and companions. The skills he relies on to lead others in and out of battle also benefit his equals, aiding party members in all sorts of situations.

Role: Depending on his selection of leadership style and commands, as well as how he chooses to design and outfit his companion, a leader could be anything from a front-line warlord to a scheming tyrant who sends his allies into danger in his stead.

Alignment: Any

Hit Die: d8

Starting Wealth: 4d6 x 10gp (average 140 gp), plus an outfit worth 10 gp or less.

Class Skills

The leader's skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (Local) (Int), Knowledge (Nobility) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

Skill Ranks Per Level: 4 + Int modifier.

Table: The Leader

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Companion, Leadership Style
2nd	+1	+0	+0	+3	Command
3rd	+2	+1	+1	+3	
4th	+3	+1	+1	+4	Call Target
5th	+3	+1	+1	+4	Leadership Style
6th	+4	+2	+2	+5	Command
7th	+5	+2	+2	+5	
8th	+6 / +1	+2	+2	+6	Improved Companion
9th	+6 / +1	+3	+3	+6	
10th	+7 / +2	+3	+3	+7	Command, Leadership Style
11th	+8 / +3	+3	+3	+7	
12th	+9 / +4	+4	+4	+8	Greater Companion
13th	+9 / +4	+4	+4	+8	
14th	+10 / +5	+4	+4	+9	Command
15th	+11 / +6 / +1	+5	+5	+9	Leadership Style
16th	+12 / +7 / +2	+5	+5	+10	Legendary Companion
17th	+12 / +7 / +2	+5	+5	+10	
18th	+13 / +8 / +3	+6	+6	+11	Command
19th	+14 / +9 / +4	+6	+6	+11	
20th	+15 / +10 / +5	+6	+6	+12	Leadership Style

Weapon and Armor Proficiency: Leaders are proficient with all simple weapons. They are proficient with light armor and shields (except tower shields).

Companion: Leaders begin play with a companion, a willing ally who must be of a core race and use one of the NPC classes. The companion's ability scores are assigned using the basic NPC array: 13, 12, 11, 10, 9, and 8. The leader must purchase any equipment the companion needs and must also provide for his or her lifestyle, including meals, travel expenses, sleeping arrangements, and other costs.

As the leader gains experience, his companion increases in levels, too, using standard progression for NPC classes, though he or she is always equal in level to the leader. A companion's alignment may not be opposed to his or her leader's alignment on either the law/chaos or good/evil axis.

If slain or abandoned, the companion can only be replaced in areas where a suitable replacement could be found (usually only in settlements), and requires an entire day plus 100 gp per level of the new companion.

Leadership Style (Ex): Leaders have access to different styles, beginning play with one but learning a new style at 5th level and every 5 levels thereafter.

Advocate: You count as flanking with an ally as long as you're both adjacent to the enemy. You provide an additional +2 bonus when using the aiding another action.

Coercer: You can use a move action to give a second command each round, though the second command only lasts for 1 round. You gain a +2 bonus on all Intimidate skill checks.

Comrade: While adjacent to an ally, you can use a move action to grant that ally gain a +2 bonus to AC and saving throws for one round. The DC required for you to stabilize a bleeding character using the Heal skill is only 10.

Overlord: Add +2 to the bonus granted to your companion by any of your commands. You benefit from soft cover when adjacent to your companion or any of your allies.

Vanguard: You gain proficiency with medium armor and all martial weapons. Whenever you succeed on a skill check, all of your allies within 30 feet gain a +2 morale bonus on the same skill check made within 1 round.

Command (Ex): As a standard action, a leader can give a command to his companion, granting a benefit that lasts for a number of rounds equal to his Charisma modifier. He may only have one command active at a time.

Charge: Your companion gains a +1 morale bonus on attacks and damage while charging and can charge through difficult terrain. This bonus improves by +1 at 5th level and every 5 levels thereafter.

Defend: Your companion gains a +1 morale bonus on aid another rolls and the bonus granted using aid another to improve AC. This bonus improves by +1 at 5th level and every 5 levels thereafter.

Hold: Your companion gains a +1 morale bonus to AC and against bull rush, overrun, and reposition maneuvers when moving 5' or less. This bonus improves by +1 at 5th level and every 5 levels thereafter.

Outflank: Your companion gains a +1 morale bonus on attack rolls while flanking and +5 movement speed. This bonus improves by +1 at 5th level and every 5 levels thereafter.

Regroup: Your companion gains a +1 morale bonus on saving throws and can end this effect to reroll a new saving throw as a free action. This bonus improves by +1 at 5th level and every 5 levels thereafter.

Call Target (Ex): At 4th level, the leader may designate one enemy within 60 feet as a move action. For a number of rounds equal to his Charisma modifier, all of his allies gain a +1 competence bonus on attack rolls, and increase the DC to save against their spells by 1. These bonuses improve by +1 at 8th level and every 4 levels thereafter. The leader may only have one target designated at a time.

Improved Companion: At 8th level, the leader's companion immediately adds +2 to an ability score.

Greater Companion: At 12th level, the leader's companion immediately adds +2 to two ability scores.

Legendary Companion: At 16th level, the leader's companion immediately adds +2 to three ability scores.

Alternate Favored Class Bonuses

Dwarf: +1/3 to the bonuses granted by the Comrade and Vanguard leadership styles.

Elf: +1/3 to the bonuses granted by the Comrade and Coercer leadership styles.

Gnome: +1/3 to the bonuses granted by the Advocate and Overlord leadership styles.

Half-Elf: +1/3 to the bonuses granted by the Overlord and Vanguard leadership styles.

Halfling: +1/3 to the bonuses granted by the Advocate and Comrade leadership styles.

Half-Orc: +1/3 to the bonuses granted by the Coercer and Overlord leadership styles.

Human: +1/4 to the morale bonus of one command.

Archetypes

Marshal

Even wounded and exhausted soldiers can be inspired to redouble their efforts by a capable field marshal, especially if they can see their banner waving through the chaos on the battlefield.

Leadership Style: At 1st level, a marshal must choose the comrade or vanguard leadership styles. The advocate leadership style does not grant a bonus to aid another actions, the bonus to Intimidate skill checks granted by the coercer leadership style is reduced by half, and allies do not grant soft cover, as is usually provided by the overlord leadership style.

Call Multiple Targets (Ex): At 10th level, a marshal may designate a number of additional targets equal to his Charisma modifier with the call target ability. At 20th level, a marshal may designate all enemies of one type as targets for the call target ability.

This ability modifies call target.

Overseer

Without skilled overseers, much of organized civilization would be impossible. The administration of cities, labor forces, and even adventuring parties requires more logistical acumen than most people realize.

Leadership Style: At 1st level, an overseer must choose the coercer or overlord leadership style.

Command: At 2nd level, an overseer must choose the supervise command. The bonuses granted by the charge and outflank commands are reduced by half.

Supervise (Ex): Whenever an overseer participates in any task that requires more than one hour or costs an amount of gold to complete, such as item crafting or building construction, he may choose to reduce either the time or cost required by 5%. This bonus improves by 5% at 4th level and every 2 levels thereafter. The overseer must spend the same amount of time as the other individuals involved; for example, if a crafter must spend two days to complete a suit of plate armor, the overseer must also dedicate two days to the task.

This ability modifies command.

Luchador

Only a fool would step into the ring against a masked luchador, legendary masters of the grapple. Many skilled warriors have slipped off into unconsciousness in the vice-like grip of their mighty embrace, only to awaken sometime later, lying flat on their backs, surrounded by the roar of the crowd as they praise their new hero: "Luch-a-dor! Luch-a-dor! Luch-a-dor!"

Role: There is perhaps no character more capable of picking one enemy out of the fray and completely locking it down. Luchadores don't have the armor to wade through battles, taking hits from numerous opponents, but against a single foe they can get their hands on, the odds are in their favor. The strength of their personality, combined with their crowd-pleasing social skills, can also make a luchador an effective, albeit unconventional party face as well.

Alignment: Any

Hit Die: d12

Starting Wealth: 3d6 x 10gp (average 110 gp), plus an outfit worth 10 gp or less.

Class Skills

The luchador's skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (Local) (Int), Perform (Act, Comedy, Oratory) (Cha), Profession (Wis), Sense Motive (Wis), and Sleight of Hand (Dex).

Skill Ranks Per Level: 4 + Int modifier.

Table: The Luchador

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Lucha Libre
2nd	+2	+3	+3	+0	Move, Callouses +1
3rd	+3	+3	+3	+1	Three Count
4th	+4	+4	+4	+1	Move
5th	+5	+4	+4	+1	Greater Grapple
6th	+6 / +1	+5	+5	+2	Move, Callouses +2
7th	+7 / +2	+5	+5	+2	
8th	+8 / +3	+6	+6	+2	Move
9th	+9 / +4	+6	+6	+3	
10th	+10 / +5	+7	+7	+3	Callouses +3, Improved Lucha Libre, Move
11th	+11 / +6 / +1	+7	+7	+3	
12th	+12 / +7 / +2	+8	+8	+4	Move
13th	+13 / +8 / +3	+8	+8	+4	
14th	+14 / +9 / +4	+9	+9	+4	Callouses +4, Move
15th	+15 / +10 / +5	+9	+9	+5	
16th	+16 / +11 / +6 / +1	+10	+10	+5	Move
17th	+17 / +12 / +7 / +2	+10	+10	+5	
18th	+18 / +13 / +8 / +3	+11	+11	+6	Callouses +5, Move
19th	+19 / +14 / +9 / +4	+11	+11	+6	
20th	+20 / +15 / +10 / +5	+12	+12	+6	Battle Royale, Greater Lucha Libre, Move

Weapon and Armor Proficiency: Luchadores are proficient with all simple weapons. They are not proficient with any armor or shields. Armor interferes with a luchador's ability to wrestle, preventing him from using any moves or applying his Charisma bonus to his AC, CMB, or CMD.

Lucha Libre (Ex): The luchador receives Improved Grapple as a bonus feat at 1st level. His base unarmed damage is 1d6, increasing by 1d6 at 5th level and every 5 levels thereafter. At 5th level, the luchador's unarmed strikes and grapples bypass magic damage reduction. At 8th level, they count as cold iron and silver. At 16th level, they count as adamantine. The luchador does not lose his Dexterity bonus while he has the grappled condition. While wearing a mask but not armor or a shield, the luchador adds his Charisma modifier (if positive) to his AC, CMB, and CMD. The luchador begins play with a basic mask at no cost.

Moves: At 2nd level and every even level thereafter, the luchador can select one of the following moves. The luchador adds his Strength modifier as bonus damage to all moves that cause damage.

Arm Bar: With a successful grapple check against a held opponent, the Luchador can cause his opponent to be staggered for 1 round per odd luchador level.

Backbreaker: After successfully grappling a target of one size category larger than the luchador or smaller, the luchador can smash his opponent over his knee with a subsequent grapple check. The target is left prone in a space adjacent to the luchador and is fatigued for 1 round per odd luchador level, but is no longer grappled.

Bear Hug: When dealing damage during a grapple with both hands, the luchador's base unarmed damage is 1d6 per odd level, plus 1 1/2 times his Strength modifier. He can choose to do lethal or nonlethal damage when grappling.

Body Slam: After successfully grappling a target of one size category larger than the luchador or smaller, the luchador can smash his opponent into the ground with a subsequent grapple check. This attack deals 1d6 damage per odd level, plus his Strength modifier, which he can choose to be lethal or nonlethal. The target is left prone in a space adjacent to the luchador and is no longer grappled.

Clothesline: As a full-round action, the luchador can move in a straight line up to his speed and attempt a single trip combat maneuver against one enemy along his path. He gains a +2 bonus to the roll as though he had made a charge attack. Tripped targets take damage equal to the luchador's base unarmed damage. This attack does not provoke an attack of opportunity from the target.

Cross Chop: When the luchador successfully performs a bull rush while unarmed, he deals damage equal to his base unarmed damage to the target, +2 per odd luchador level. This move and the bull rush combat maneuver may be used as part of a charge attack.

Dropkick: As a standard action, the luchador leaps into the air and bashes his enemy with both feet, dealing 1d6 lethal or nonlethal damage per odd luchador level. The luchador ends up prone whether the attack hits or misses its target. The luchador can use this attack as part of a charge; if he does so, he deals twice his Strength modifier instead of his regular bonus Strength damage.

Elbow Drop: The luchador can perform an unarmed coup de grace as a standard action against a prone opponent, who does not need to be helpless. This attack only works against humanoid enemies with discernable anatomies. After attempting an elbow drop, the luchador is prone in a square adjacent to

the target. He deals +1 bonus damage with this move per odd luchador level. Instead of being killed, targets who fail their Fortitude saving throw are rendered unconscious for one minute.

Full Nelson: Whenever the luchador maintains a hold on an enemy, that enemy is considered flat-footed. Allies who successfully hit a target held in a full nelson by the luchador deal +1 damage per odd luchador level.

Headlock: The luchador receives a +1 bonus per odd luchador level on grapple checks made to maintain grapples.

Lockup: The luchador receives a +1 bonus per odd luchador level on grapple checks made to establish grapples.

Pile Driver: With a successful grapple check against a held opponent, the luchador viciously bashes the target's head into the ground, sickening it for 1 round per odd luchador level. The target is left prone in a space adjacent to the luchador and is no longer grappled.

Sleeper Hold: The luchador can attempt to render an opponent unconscious. If he succeeds on a grapple check against a pinned target of equal HD or lower, the target must make a Fortitude (DC 10, plus half the luchador's level, plus his Strength modifier) or be knocked unconscious for 1 minute per odd luchador level. Until the target escapes or reverses the grapple, the luchador can attempt the sleeper hold in subsequent rounds.

Tag Team: The luchador receives a +2 bonus on aid another checks to help his allies with grappling and provides an additional +1 bonus per odd luchador level on their roll when successful. When allies successfully aid him on a grapple check, he adds +2 to the normal bonus they provide.

Top Ropes: If a luchador starts his turn on higher ground than his opponent, he can jump a distance up to half his normal speed as a move action, so long as he ends his turn adjacent to an enemy. If successful, he receives an additional +2 circumstance bonus per odd luchador level on his attack roll or grapple check against that enemy.

Callouses (Ex): A lifetime of hand-to-hand combat leaves its mark on the luchador. At 2nd level, his skin is so calloused that it provides him with a +2 natural armor bonus to his AC. At 6th level and every 4 levels thereafter, this bonus increases by +2.

Three Count (Ex): At 3rd level, after pinning an opponent with hit dice at least equal to his, the luchador has achieved a symbolic victory. For 3 rounds, he receives a +1 morale bonus to his CMB and CMD. This bonus increases by +1 at 6th level and every 3 levels thereafter.

Greater Grapple: At 5th level, the luchador receives Greater Grapple as a bonus feat.

Improved Lucha Libre (Ex): At 10th level, the luchador receives DR 5/- versus nonlethal damage. Once per round, as an immediate action, the luchador can attempt a grapple check against an adjacent opponent who misses a melee attack roll against him. Additionally, the luchador instantly knows when he is the subject of any scrying magical effect and can choose whether or not to reveal his location to the caster.

Greater Lucha Libre (Ex): At 20th level, the luchador receives DR 10/- versus nonlethal damage. Once per round, as an immediate action, the luchador can attempt a grapple check against an opponent who makes a melee attack against him, even if that attack is with a reach weapon or a natural attack with reach. Opponents using weapons can release the weapon into the luchador's grasp, but creatures using natural attacks cannot. If

the grapple is successful, the luchador can choose to either move adjacent to the opponent or pull the opponent adjacent to him. Additionally, the luchador not only knows when he is the target of a scrying effect, but automatically knows the identity and location of who is scrying him, and can communicate freely with the caster until the scrying effect ends.

Battle Royale (Ex): At 20th level, when rolling initiative, the luchador can spend a full-round action to declare a battle royale. So long as any individual involved in the fight deals only nonlethal damage, that individual treats all damage taken from other combatants as nonlethal.

Alternate Favored Class Bonuses

Dwarf: Add +1/2 to grapple checks made against creatures larger than the luchador.

Elf: Add +1/2 to Acrobatics checks made to move through threatened spaces.

Gnome: Add +1/2 to Intimidate checks made to demoralize enemies.

Half-Elf: Add +1/2 damage when using moves that cause nonlethal damage.

Halfling: Add +1/4 dodge bonus to AC and CMD.

Half-Orc: Add +1/2 damage when using moves that cause lethal damage.

Human: Add 1/4 of a new move.

Archetypes

Rudo

Just as every hero needs a villain, every tecnico needs a rudo. These sinister wrestlers use unsanctioned moves to gain the upper hand, unwilling to let honor or mercy stop them from achieving total victory.

Alignment: A rudo must be of non-good alignment.

Barred Holds: A rudo may select the following special moves whenever he gains a new move.

Eye Gouge: With a successful grapple check against a held opponent, the rudo can cause his opponent to be blinded for 1 round per odd Luchador level.

Fish Hook: With a successful grapple check against a held opponent, the rudo can cause his opponent 1d6 bleed damage for 1 round per odd Luchador level.

Foreign Objects: The luchador receives Catch-Off Guard as a bonus feat and gains a +1 bonus on attacks with improvised weapons per odd luchador level.

This ability replaces the move gained at 2nd level.

Low Blow (Ex): Whenever the rudo succeeds on a dirty trick combat maneuver, he may attempt a grapple check to establish a hold on his target as a free action.

This ability replaces three count.

Tecnico

Often local celebrities or even folk heroes, the tecnico strives to uphold honor in and out of the ring. He prefers fair fights and will often offer mercy to his opponents if they are worthy.

Alignment: A tecnico must be of non-evil alignment.

Pump Up (Ex): At 1st level, for each of his allies within 30 feet that spends a move action to cheer for him during the first non-surprise round of combat, the tecnico gains 1d6 temporary hit points (up to 1d6 per odd luchador level) that last for one minute.

This ability replaces the move gained at 2nd level.

Second Wind (Ex): At 3rd level, the luchador can call on his allies for the strength to go on fighting. For each of his allies within 30 feet that spends a move action to cheer for him while he is below 0 hit points, the tecnico regains 1d6 hit points (up to 1d6 per odd Luchador level) on his next turn.

This ability replaces three count.

Priest

A priest is a divine spellcaster who foregoes heavy weapons and armor in favor of a greater connection to his or her deity, striving to uphold the ideals of the divine and enjoying the benefits of faithful service. Though weaker in direct combat, the priest's extensive selection and access to spells, combined with the powerful new applications of positive and negative energy channeling, make them a boon to any group and a force to be reckoned with even when encountered alone. While most professional adventurers and mercenary groups tend to think of priests as a liability, just a cleric who can't wield weapons or wear armor, these dedicated souls have much to offer.

Role: Priests occupy the same position as wizards on the battlefield, but not the same role. As divine spells are more focused on enhancements, healing, and other utilities, the priest can't quite compare to the damage output of arcane casters. However, their increased spell capacity makes them unparalleled support casters. Their selection of enhanced channels can vastly increase their threat to enemies or their value to allies.

Alignment: Any

Hit Die: d6

Starting Wealth: 2d6 x 10gp (average 70 gp), plus an outfit worth 10 gp or less.

Class Skill

The priest's skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (All) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks Per Level: 4 + Int modifier.

Table: The Priest

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day										
						0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
1st	+0	+0	+0	+2	Aura, Channel Energy 1d6, Domains, Orisons, Spontaneous Casting	3	1									
2nd	+1	+0	+0	+3	Enhanced Channel	4	2									
3rd	+1	+1	+1	+3	Channel Energy 2d6	4	2	1								
4th	+2	+1	+1	+4	Intervention	4	3	2								
5th	+2	+1	+1	+4	Channel Energy 3d6	4	3	2	1							
6th	+3	+2	+2	+5	Domain	4	3	3	2							
7th	+3	+2	+2	+5	Channel Energy 4d6	4	4	3	2	1						
8th	+4	+2	+2	+6	Enhanced Channel	4	4	3	3	2						
9th	+4	+3	+3	+6	Channel Energy 5d6	4	4	4	3	2	1					
10th	+5	+3	+3	+7	Improved Intervention	4	4	4	3	3	2					
11th	+5	+3	+3	+7	Channel Energy 6d6	4	4	4	4	3	2	1				
12th	+6 / +1	+4	+4	+8	Domain	4	4	4	4	3	3	2				
13th	+6 / +1	+4	+4	+8	Channel Energy 7d6	4	4	4	4	4	3	2	1			
14th	+7 / +2	+4	+4	+9	Enhanced Channel	4	4	4	4	4	3	3	2			
15th	+7 / +2	+5	+5	+9	Channel Energy 8d6	4	4	4	4	4	4	3	2	1		
16th	+8 / +3	+5	+5	+10	Greater Intervention	4	4	4	4	4	4	3	3	2		
17th	+8 / +3	+5	+5	+10	Channel Energy 9d6	4	4	4	4	4	4	4	3	2	1	

18th	+9 / +4	+6	+6	+11	Domain	4	4	4	4	4	4	4	3	3	2
19th	+9 / +4	+6	+6	+11	Channel Energy 10d6	4	4	4	4	4	4	4	4	3	3
20th	+10 / +5	+6	+6	+12	Enhanced Channel	4	4	4	4	4	4	4	4	4	4

Weapon and Armor Proficiency: Priests are proficient with all simple weapons, plus the favored weapon of their deity. They are not proficient with any armor or shields. Though priests do not risk losing their spells as arcane casters do while wearing armor, it still impedes their ability to use their powers. Priests wearing armor of any sort or using a shield increase the minimum casting time for all spells to full-round actions and cannot use any enhanced channel powers or intervention.

Aura (Ex): A priest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment.

Spells: A priest casts divine spells which are drawn from the cleric spell list. Her alignment, however, may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful spells. A priest must choose and prepare her spells in advance.

To prepare or cast a spell, a priest must have a Wisdom score equal to at least 10, plus the spell level. The Difficulty Class for a saving throw against a priest's spell is 10, plus the spell level, plus the priest's Wisdom modifier.

Like other spellcasters, a priest can cast only a certain number of spells of each spell level per day. She receives bonus spells per day if she has a high Wisdom score. Additionally, she can memorize all of the spells granted by her domains in her bonus domain spell slots. For example, a 1st level priest with a 16 Wisdom has two domains, so she can memorize 2 1st level spells from the cleric/oracle spell list, plus a 1st level spell from each of her domains, for a total of 4 1st level spells.

Priests meditate or pray for their spells. Each priest must choose a time at which she must spend 1 hour each day in quiet contemplation or supplication to regain her daily allotment of spells. Time spent resting has no effect on whether a priest can prepare spells. A priest can prepare and cast any spell on the cleric spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Channel Energy (Su): Regardless of alignment, any priest can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good priest (or a neutral priest who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil priest (or a neutral priest who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral priest of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the priest can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the priest. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two priest levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that

take damage from channeled energy receive a Will saving throw to halve the damage. The DC of this save is equal to 10, plus half the Priest's level, plus the priest's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total – all excess healing is lost. A priest can channel energy a number of times per day equal to 3, plus her Charisma modifier, plus half her class level (rounded down). This is a standard action that does not provoke an attack of opportunity. A priest can choose whether or not to include herself in this effect.

A priest must be able to present her holy symbol to use this ability.

Domains: A priest's deity influences her alignment, what magic she can perform, her values, and how others see her. A priest chooses two domains from among those belonging to her deity. A priest can select an alignment domain (Chaos, Evil, Good, or Law) only if her alignment matches that domain. If a priest is not devoted to a particular deity, she still selects two domains to represent her spiritual inclinations and abilities (subject to GM approval). The restriction on alignment domains still applies.

Each domain grants a number of domain powers, dependent upon the level of the priest, as well as a number of bonus spells. A priest may memorize one spell of each level for each of her domains. If a domain spell is not on the priest spell list, a priest can prepare it only in her domain spell slot.

In addition, a priest gains the listed powers from all of her domains, if she is of a high enough level. Unless otherwise noted, activating a domain power is a standard action.

At 6th, 12th, and 18th level, the priest gains an additional domain from those belonging to her deity.

Orisons: Priests can prepare a number of orisons, or 0-level spells, each day, as noted on Table: Priest under "Spells per day." These spells are treated like any other spell, but they are not expended when cast and can be used again.

Spontaneous Casting: A good priest (or a neutral priest of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The priest can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

An evil priest (or a neutral Priest of an evil deity) can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name).

A priest who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the priest channels positive or negative energy (see channel energy).

Additionally, a priest can convert a memorized spell that is not a domain spell into a domain spell of the same spell level or lower.

Chaotic, Evil, Good, and Lawful Spells: A priest can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.

Bonus Languages: A priest's bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of her race.

Enhanced Channel (Su): At 2nd, 8th, 14th, and 20th levels, the priest learns one of several methods of using her ability to channel energy for different purposes. At each level, she chooses from the methods listed below:

Channel Counter: As an immediate action, the priest can channel energy to counter the opposite type of energy being channeled by a target within 30 feet. Each 1d6 the priest would normally channel cancels out 1d6 of the target's channel. If the target has any remaining channel dice, they take effect normally. If the priest has any remaining channel energy dice, the target is staggered for a number of rounds equal to the priest's remaining channel dice.

Channel Death: Instead of lashing out with negative energy in all directions, the priest selects a single target within 60 feet, dealing 1d10 negative energy damage per odd priest level. If the target fails his saving throw against this effect, it is fatigued for a number of rounds equal to the priest's Charisma modifier. A priest must channel negative energy to choose this enhanced channel.

Channel Defense: Each ally affected by this power gains a +1 faith bonus per odd priest level to their AC and saving throws. These bonuses last for a number of rounds equal to the priest's Charisma modifier, she channels energy again, or one day has passed. As long as the effect lasts, anyone affected can cancel the effect applied to them to re-roll a saving throw or turn a critical hit against them into a regular hit.

Channel Despair: When the priest channels despair, she splits 1 point per odd priest level any way she wishes into two pools. Each point in the first pool is converted into a cumulative -1 penalty on attacks, saving throws, and skill checks suffered by all good aligned or typed creatures in the area of effect. Each point in the second pool is converted into a cumulative +1 faith bonus on attacks, saving throws, and skill checks for all evil aligned or typed creatures in the area of effect. The priest can sustain this effect as a swift action until she channels energy again or until one minute has passed. A priest must channel negative energy to choose this enhanced channel.

Channel Drain: Using her ability to channel negative energy, a priest can draw the life essence of nearby creatures out to heal herself. The priest channels energy to harm living creatures, healing 1 hit point per 1d6 damage done per enemy affected. For example, if the priest affects three creatures with 3d6 damage of negative energy, she heals 9 hit points. Targets who make their saving throws take only half damage and provide no healing for the priest. A priest must channel negative energy to choose this enhanced channel.

Channel Force: The priest makes a bull rush attempt against each enemy within range, using her priest level plus her Charisma modifier in place of her CMB. She adds a +2 faith bonus on each roll per odd priest level. Feats and other abilities that augment a standard bull rush maneuver do not affect this use of channel energy. If the priest beats an enemy's CMD by 5 or more, that enemy is knocked prone.

Channel Might: Each ally affected by this power gains the total number of sacrificed channel dice as a pool of bonus dice for any damage they inflict. They can use these dice 1d6 at a time, once per attack or spell, until the pool runs out, the priest channels energy again, or until one day has passed.

Channel Radiance: The priest generates an emanation holy light, which acts as a *daylight* spell. All *invisibility* effects in the area are dispelled, anyone using the Stealth or Disguise skills must make a new skill check with a -2 penalty per channel die sacrificed, and anyone attempting to attack the priest must succeed at a saving throw (DC 10, plus half the priest's class level, plus her Wisdom modifier) or be

blinded until the effect ends. This ability can be sustained as a move action for 1 round per odd priest level, or until she channels energy again, whichever comes first. A priest must channel positive energy to choose this enhanced channel.

Channel Rejuvenation: If the priest has the opportunity to spend one minute of uninterrupted meditation before expending a use of her channel energy to heal living creatures, it behaves as though maximized. Targets of this ability can immediately make new saving throws against any ongoing effects such as poison or diseases, with a bonus on their rolls equal to the priest's Charisma modifier. A priest must channel positive energy to choose this enhanced channel.

Channel Soul: When this ability is activated, the priest can choose a living being within 30 feet that has died within the last minute. The priest suffers damage equal to his usual normal energy channel, healing the target for the same amount; if that brings the target to an amount of hit points at least equal to her negative Constitution score, it is returned to life and stabilized. If the healing provided brings the target above 0 hit points, it immediately becomes conscious and gains a +2 bonus to his AC and saving throws for a number of rounds equal to the priest's Charisma modifier. A priest must channel positive energy to choose this enhanced channel.

Channel Vigor: The priest focuses her positive energy into a single ally within 60 feet, filling her with vigor and resilience. The target gains 1d6 temporary hit points and a +1 on all attack and damage rolls per odd priest level. This effect lasts until the temporary hit points are expended, the priest channels energy again, or until one day has passed.

Intervention: At 4th level, the priest gains the ability to call upon her deity to smite her enemies. As a standard action, the priest can bring down a beam of radiance from above (positive energy) or a spike of darkness from below (negative energy) with a range of 100 feet, dealing an amount of positive or negative energy damage (depending which the priest channels) equal to 1d8 plus her Wisdom modifier. At 8th level and every four levels thereafter, the damage increases by +1d8. A successful Will saving throw (DC 10, plus half the priest's class level, plus his Wisdom modifier) reduces the damage by half.

Improved Intervention: At 10th level, the priest's intervention power also blinds targets who fail their saving throw for 1 round.

Greater Intervention: At 16th level, the priest's intervention power also staggers targets who fail their saving throw for 1 round.

Ex-Priests: A priest who grossly violates the code of conduct required by her god loses all spells and class features, except for proficiency with simple weapons. She cannot thereafter gain levels as a priest of that god until she atones for her deeds (see the atonement spell description).

Alternate Favored Class Bonuses

Dwarf: Add +1/6 of a new enhanced channel.

Elf: Add +1/2 to Appraise and Spellcraft skill checks.

Gnome: Add +1/2 to any two Knowledge skill checks.

Half-Elf: Add +1/4 to the damage dealt or damage healed when the priest uses channel energy.

Halfling: Add +1/2 to the damage healed when the priest uses channel energy.

Half-Orc: Add +1/2 to all damage dealt when the priest uses channel energy.

Human: Add +1/2 of a new orison per day.

Archetypes

Cultist

Dedicated to spreading the influence of a dark god, cultists seek to sacrifice the living to power their rituals. Their fanatic devotion makes them terrifyingly single-minded, willing to die for their faith.

Channel: A cultist must channel negative energy.

Fanaticism (Su): The cultist starts with only one domain, however, she uses her domain powers as though she were 1 level higher and casts spells from that domain at +1 caster level. At each priest level when the cultist would gain a new domain, she instead increases both of these bonuses by +1.

The cultist also receives a +2 profane bonus on saving throws against enchantment spells and effects.

Sacrificial Offering (Su): At 4th level, whenever the cultist kills a living creature with HD equal to or greater than her level, and she can perform full-round ritual on the corpse within 1 hour, she gains 1d6 temporary hit points per odd priest level that last for 24 hours.

This ability modifies intervention, improved intervention, and greater intervention.

Pacifist

Unwilling to cause harm even to the vilest monsters, a pacifist instead chooses to keep her allies healthy under any circumstances. One would be foolish to exploit a pacifist's vow of nonviolence and threaten her in any way, for she is usually surrounded by powerful friends who owe her their lives several times over.

Channel: A pacifist must channel positive energy.

Healing Reach: A pacifist begins with only one domain, which must be the Healing domain. She does not provoke attacks of opportunity when casting *cure* spells, and the range of all such spells changes from "touch" to "close" (25 feet, plus 5 feet per 2 levels).

Vow of Nonviolence (Ex): At 1st level, the pacifist gains Merciful Spell as a bonus feat. Whenever she deals nonlethal damage, she is staggered for 1 round. Whenever she deals lethal damage, she is stunned for 1 round. If she ever strikes the killing blow on a living creature, she is fatigued and cannot channel energy for 24 hours.

Extra Life (Ex): At 4th level, whenever the pacifist heals a target with a *cure* spell for an amount of hit points greater than its maximum, the extra hit points are converted into temporary hit points that last for one minute.

This ability replaces intervention.

Pacifist's Reward (Sp): At 10th level, when the priest channels positive energy to heal living creatures, the effect lingers so long as they refrain from harming other creatures. If a target healed by the original channel deals no damage before the priest's next turn, the target heals for an amount equal to half of the previous round's channel energy dice (rounded down).

This ability replaces improved intervention.

Final Sacrifice (Su): At 16th level, if the pacifist is reduced to 0 or fewer hit points, she can spend all of her remaining channel energy uses as an immediate action. This effect acts as a standard channel energy used to heal living creatures, but for every additional channel energy use expended, the priest can choose to increase the healing by 1d6 or increase the radius by 10 feet. The pacifist cannot affect herself with this power.

This ability replaces greater intervention.

Shapeshifter

Perplexing scholars for ages, there are some rare individuals in the world with the natural ability to change shape at will without the need of arcane magic or divine blessings. As they learn to control their talents, these versatile enigmas can become even more powerful than the creatures they emulate, which is usually accompanied by the increasing fear and distrust of the community they once called home.

Role: The ability to change form at will gives shapeshifters the unique ability to modify their tactics whenever they please, clawing enemies with multiple attacks one round and flying into the sky on the next, only to return as a poisonous snake a round later. Outside of combat, their shapeshifting abilities make them natural infiltrators, able to pass unnoticed wherever they please.

Alignment: Any.

Hit Die: d8

Starting Wealth: 2d6 x 10gp (average 70 gp), plus an outfit worth 10 gp or less.

Class Skills

The shapeshifter's skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (Nature), Perception (Wis), Profession (Wis), Stealth (Dex), Survival (Wis), Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Table: The Shapeshifter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Shapeshift
2nd	+1	+3	+3	+0	Adaptation, Faceshift
3rd	+2	+3	+3	+1	Beast Speech
4th	+3	+4	+4	+1	Adaptation
5th	+3	+4	+4	+1	
6th	+4	+5	+5	+2	Adaptation
7th	+5	+5	+5	+2	Moving Shapeshift
8th	+6 / +1	+6	+6	+2	Adaptation
9th	+6 / +1	+6	+6	+3	
10th	+7 / +2	+7	+7	+3	Adaptation
11th	+8 / +3	+7	+7	+3	
12th	+9 / +4	+8	+8	+4	Adaptation
13th	+9 / +4	+8	+8	+4	Swift Shapeshift
14th	+10 / +5	+9	+9	+4	Adaptation
15th	+11 / +6 / +1	+9	+9	+5	
16th	+12 / +7 / +2	+10	+10	+5	Adaptation
17th	+12 / +7 / +2	+10	+10	+5	
18th	+13 / +8 / +3	+11	+11	+6	Adaptation
19th	+14 / +9 / +4	+11	+11	+6	
20th	+15 / +10 / +5	+12	+12	+6	Adaptation, Immediate Shapeshift

Weapon and Armor Proficiency: Shapeshifters are proficient with all simple weapons, light armor, and shields (except tower shields). They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with shapeshift (see below).

Shapeshift (Su): At 1st level, the shapeshifter learns how to change her form at will, per the *beast shape I* spell, except that she cannot become an animal with a fly speed. This is a standard action that does not provoke attacks of opportunity. The shapeshifter loses the ability to speak and cast spells while in animal form because she is limited to the sounds and gestures a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form.

While in any animal form, the shapeshifter's base attack bonus is equal to her level.

At 4th level, this ability functions like the *beast shape II* spell and she may become an animal with a fly speed.

At 7th level, this ability functions like the *beast shape III* spell and all of the shapeshifter's natural attacks count as magical for the purpose of overcoming damage reduction.

At 12th level, this ability functions like the *beast shape IV* spell and all of the shapeshifter's natural attacks count as adamantine for the purpose of overcoming damage reduction.

At 20th level, the shapeshifter can assume the form of a fine or gargantuan creature. This ability otherwise functions like *Beast Shape IV*.

Adaptation (Ex): At 2nd level and every even level thereafter, the shapeshifter gains an adaptation from the list below.

Broad Wings: While in animal form, the shapeshifter gains a +10 foot enhancement bonus to her fly speed and her maneuverability improves by one step. This adaptation only functions for animal forms that have a base fly speed. This bonus increases by +10 feet at 5th level and every 5 levels thereafter. She also gains Acrobatic as a bonus feat.

Enduring Resolve: The shapeshifter gains 5 temporary hit points whenever she changes into a medium-sized or larger animal form. These temporary hit points do not stack, though additional shapeshifts can replenish the total amount. At 5th level and every 5 levels thereafter, this amount increases by +5. She also gains Endurance as a bonus feat.

Instinctual Maneuver: While in animal form, the shapeshifter gains a +2 bonus on any combat maneuver emulated by an ability of her animal form (such as trip while in wolf form). This bonus increases by +2 at 5th level and every 5 levels thereafter. She also gains Combat Expertise as a bonus feat.

Instinctual Skill: While in animal form, the shapeshifter gains a +2 bonus on one of the following skills: Acrobatics, Climb, Escape Artist, Fly, Intimidate, Stealth, Survival, or Swim. This skill is set when this adaptation is chosen and cannot change. This bonus increases by +2 at 5th level and every 5 levels thereafter. This adaptation can be selected multiple times, but must be applied to a different skill each time. While in her base form, she gains a +2 competence bonus on all aid another actions and increases the bonus granted when successful by +1 when aiding another with any of these skills.

Intimidating Presence: At 5th level and every 5 levels thereafter, she gains a +2 bonus on Intimidate skill checks made to demoralize foes while in animal form. She also gains Dazzling Display as a bonus feat.

Keen Senses: While in animal form, the shapeshifter gains a +1 bonus on Perception and Survival skill checks. These bonuses increase by +1 at 5th level and every 5 levels thereafter. While in her base form, the shapeshifter gains the scent special ability.

Maiming Attacks: While in animal form, the shapeshifter causes 1d4 points of bleed damage whenever she causes damage with a primary natural attack. This bonus increases by +1d4 at 5th level and every 5 levels thereafter. While in her base form, she can extend or retract claws as a free action, allowing her unarmed attacks to count as natural weapons and deal lethal damage.

Night Eyes: While in animal form, the shapeshifter always gains low-light vision and darkvision up to 60 feet. The range of her darkvision increases by 15 feet at 5th level and every 5 levels thereafter. While in her base form, she gains low-light vision.

Nimble Feet: While in animal form, the shapeshifter gains a +5 foot enhancement bonus to her base speed. This bonus increases by +5 feet at 5th level and every 5 levels thereafter. She also gains Run as a bonus feat.

Rapid Climber: While in animal form, the shapeshifter gains a +10 foot enhancement bonus to her climb speed. This adaptation only functions for animal forms that have a base climb speed. This bonus increases by +10 feet at 5th level and every 5 levels thereafter. While in her base form, she gains a +2 competence bonus on Climb skill checks and can accelerate her climb speed at no penalty.

Savage Attacks: While in animal form, the shapeshifter gains a +1 bonus on all secondary natural attack rolls. This bonus increases by +1 at 5th level and every 5 levels thereafter. She also gains Improved Unarmed Strike as a bonus feat.

Thick Hide: While in animal form, the shapeshifter gains a +1 bonus to her natural armor. This bonus increases by +1 at 5th level and every 5 levels thereafter. While in her base form, she suffers no harm from being in cold environments.

Untamable Spirit: While in animal form, the difficulty to use Bluff or Intimidate against the shapeshifter increases by +2. This bonus increases by +2 at 5th level and every 5 levels thereafter. She also gains Iron Will as a bonus feat.

Wide Fins: While in animal form, the shapeshifter gains a +10 foot enhancement bonus to her swim speed. This adaptation only functions for animal forms that have a base swim speed. This bonus increases by +10 feet at 5th level and every 5 levels thereafter. While in her base form, she gains the ability to breathe normally underwater.

Faceshift (Ex): At 2nd level, the shapeshifter can make a Disguise skill checks as a standard action and gains a +1 competence bonus per odd shapeshifter level. This ability only functions while the shapeshifter is her base form.

Beast Speech (Ex): At 3rd level, the shapeshifter can communicate normally, but not cast spells, while shapeshifted.

Moving Shapeshift (Ex): At 7th level, the shapeshifter can shapeshift as part of a move action.

Swift Shapeshift (Ex): At 13th level, the shapeshifter can shapeshift as a swift action.

Immediate Shapeshift (Ex): At 20th level, the shapeshifter can shapeshift as an immediate action.

Alternate Favored Class Bonuses

Dwarf: Add +1/4 to the natural armor bonus to AC while shapeshifted.

Elf: Add +1/2 to Perception and Survival skill checks while shapeshifted.

Gnome: Add +1/2 to Bluff and Intimidate skill checks while shapeshifted.

Half-Elf: Add +1/2 to Acrobatics and Climb skill checks while shapeshifted.

Halfling: Add +1/4 to dodge bonus to AC while shapeshifted into a small or smaller animal.

Half-Orc: Add +1/4 to primary natural attack damage while shapeshifted into medium or larger animal.

Human: Add +1/6 of a new adaptation.

Archetypes

Mimic

While most shapeshifters change into animal forms, using sharp teeth and claws to rend their opponents to shreds, others concentrate on emulating the appearance and mannerisms of humanoids, becoming masters of disguise and the ultimate infiltrators.

Faceshifter (Su): At 1st level, the mimic gains the faceshift ability. She also gains a +1 bonus per odd mimic level on Bluff skill checks made to deceive or lie while disguised. When impersonating a particular individual, those who know that person only receive one Perception check per day to see through the mimic's disguise. She also gains Linguistics as a class skill and perfectly emulates the indigenous accent of any language she speaks while disguised. The mimic's shapeshift ability, however, requires a full-round action that provokes attacks of opportunity and only lasts for 1 hour per level.

At 6th level, the mimic suffers no penalty when disguising himself as a different gender, race, or age category.

At 10th level, the mimic suffer no penalty when disguising himself as a different size category.

This ability modifies faceshift and shapeshift and replaces moving shapeshift, swift shapeshift, and immediate shapeshift.

Absorb Memory (Su): At 3rd level, the mimic can absorb some of the memories of any target she can touch for 3 consecutive rounds. Targets are instantly aware of what is happening, so completing this process usually requires them to be willing, restrained, or unconscious. This ability otherwise acts like the *detect thoughts* spell, except that it only targets a single creature. Targets who make their Will saving throw are immune to this effect for 24 hours.

This ability replaces beast speech.

Swarmer

Shunned even by other shapeshifters, swarmers bear the unfortunate curse of turning into disgusting vermin instead of majestic animals. While this ability can have great benefits in certain situations, it usually forces them to live either outside society or under it, dwelling in the sewers of large cities.

Metamorphosis (Su): At 1st level, the swarmer learns how to change her form at will, per the *vermin shape I* spell. This is a standard action that does not provoke attacks of opportunity. The swarmer loses the ability to speak and cast spells while in vermin form because she is limited to the sounds that normal, untrained vermin can make, but she can communicate normally with other vermin of the same general grouping as her new form.

While in vermin form, the swarmer's base attack bonus is equal to her level.

At 4th level, the swarmer can change into a swarm of tiny, nonflying insects. This form follows all the rules for swarms except as noted below:

Tiny Swarm

Size Tiny swarm (5 foot space); **Speed** 15 feet, climb 15 feet; **AC** +2 (size); **Attack** swarm (1d6 plus the swarmer's Strength modifier, increases to 2d6 at 6th level, 3d6 at 11th level, and 4d6 at 16th level)

At 7th level, this ability functions like the *vermin shape II* spell and all of the swarmer's natural attacks count as magical for the purpose of overcoming damage reduction.

At 12th level, the swarmer can change into a swarm of diminutive, flying insects and all of her natural attacks count as adamantite for the purpose of overcoming damage reduction. This form follows all the rules for swarms except as noted below:

Diminutive Swarm

Size Diminutive swarm (10 foot cube); **Speed** 5 feet, fly 40 feet (good); **AC** +4 (size); **Attack** swarm (3d6 plus the swarmer's Strength modifier, increases to 4d6 at 16th level)

At 20th level, the swarmer can change into a swarm of fine, flying insects. This form follows all the rules for swarms except as noted below:

Fine Swarm

Size Fine swarm (5 to 30 foot cube, can change size once per round as a swift action); **Speed** 20 feet, fly 60 feet (good); **AC** +8 (size); **Attack** swarm (4d6 plus the swarmer's Strength modifier)

This ability replaces shapeshift.

Bottom Feeder (Su): At 3rd level, the swarmer becomes immune to all non-magical diseases and poisons as well as the sickened and nauseated conditions. She can also consume and gain nourishment from any organic material she eats without suffering any ill effects. For example, the swarmer could gain the equivalent of a day's meal from gnawing on a rotting tree, eating a dead cat, or gulping down a few handfuls of dung. These abilities function while in any form.

This ability replaces beast speech.

Tinker

In a world of magic and miracles, the tinker relies on intricate mechanical devices and the cunning application of technology to achieve his goals. Engineering is his magic and science is his miracle. He uses both to construct amazing devices, armor upgrades, advanced weapons, and even sentient automatons.

Role: A good tinker makes sure his bag is always full of tricks, deadly contraptions to deploy in combat and handy little gadgets to make life easier even when not in life-or-death situations. Essentially a non-magical caster, tinkers should always be thinking about what they'd like to craft next, whether it be something for their personal use or gear for their companions. Depending on which projects they undertake, they can expand to fill different combat roles.

Alignment: Any

Hit Die: d8

Starting Wealth: 4d6 x 10gp (average 150 gp), plus an outfit worth 10 gp or less.

Class Skills

The tinker's skills are Appraise (Int), Craft (Int), Disable Device (Dex), Fly (Dex), Knowledge (Engineering) (Int), Profession (Wis).

Skill Ranks Per Level: 4 + Int modifier.

Table: The Tinker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Apprentice Technician, Inventions
2nd	+1	+0	+3	+3	Project
3rd	+2	+1	+3	+3	Inventions
4th	+3	+1	+4	+4	Efficiency
5th	+3	+1	+4	+4	
6th	+4	+2	+5	+5	Inventions, Project
7th	+5	+2	+5	+5	
8th	+6 / +1	+2	+6	+6	Journeyman Technician
9th	+6 / +1	+3	+6	+6	
10th	+7 / +2	+3	+7	+7	Project
11th	+8 / +3	+3	+7	+7	
12th	+9 / +4	+4	+8	+8	Inventions
13th	+9 / +4	+4	+8	+8	
14th	+10 / +5	+4	+9	+9	Master Technician, Project
15th	+11 / +6 / +1	+5	+9	+9	
16th	+12 / +7 / +2	+5	+10	+10	
17th	+12 / +7 / +2	+5	+10	+10	
18th	+13 / +8 / +3	+6	+11	+11	Inventions, Project
19th	+14 / +9 / +4	+6	+11	+11	
20th	+15 / +10 / +5	+6	+12	+12	Elbow Grease

Weapon and Armor Proficiency: Tinkers are proficient with all simple weapons and firearms, plus the bola, boomerang, double crossbow, hand crossbow, heavy repeating crossbow, repeating crossbow, and flask thrower. Tinkers are also proficient with light armor, but not with shields.

Inventions (Ex): Ingenuity is only half of the equation. The rest is dependent on how much material the tinker has at his disposal. Once per day, after 8 hours of rest, the tinker assembles his collection of spare nuts, bolts, and other mechanical components. This amounts to a number of material points equal to the tinker's class level plus his Intelligence modifier, if positive.

For each invention that mimics a spell, the tinker's caster level is equal to his class level and his casting attribute is his Intelligence. If an invention calls for a saving throw, the difficulty is 10, plus half the tinker's level, plus his Intelligence modifier.

Some inventions are so simple that they require a negligible amount of materials, perhaps even using bits and pieces of metal and wood within arm's reach. As long as the tinker has at least 1 point of materials, he can create any of the following inventions as a standard action (unless otherwise noted):

Endless Magazine: As a swift action, the tinker can produce one arrow, bolt, shuriken, sling bullet, or firearm round. After a minute, each piece of ammunition falls apart and becomes useless.

Fireless Torch: This contraption functions like a normal torch, except that it lasts for one hour and generates no heat. He can only have one fireless torch active at a time; if he creates another, the first immediately goes out and falls apart.

Quick Fix: A few spare parts and some elbow grease are enough to fix almost any simple object. This functions like a *mending* spell, though it is not a magical effect. Unlike *mending*, this invention affects constructs, healing them for 1d4 points of damage, plus 1 per odd tinker level (maximum +5), though it can only affect any single construct once per day.

Trusty Tool: As a move action, the tinker can create a tool that is suitable to be used for any craft. It can also be used as an improvised weapon, dealing 1d6 bludgeoning damage. The tinker is considered proficient with all of his tools. The tinker can only have one trusty tool active at a time.

At 1st level, the tinker has access to the following inventions, each of which cost 1 point of materials:

Caltrop Drop: Simply tossing out a handful of materials is enough to cover 4 squares per odd tinker level, which must all be within 30 feet of the tinker. He can move through the affected squares without being affected.

Emergency Shield: Panels of wood or metal suddenly unfold to form a makeshift barrier. The tinker decides what type and material of shield (buckler, light, heavy, or tower) to emulate when activating this invention and is considered proficient in whichever shield he creates. It can be activated as an immediate action and can last for up to one minute, though it can be ended as a free action.

Field Repair: This functions like the *quick fix* invention, except that targets are not limited to one application per day, and it repairs an amount of damage equal to 1d6 per odd tinker level, plus the tinker's Intelligence modifier.

Foldout Crossbow: With a flick of the wrist, the tinker flashes a built-in hand crossbow and fires off a bolt. This functions exactly like a masterwork hand crossbow of the appropriate size for the tinker and

lasts for one minute. It makes one attack at the tinker's highest attack bonus every round, requires no hands, does not provoke an attack of opportunity, and automatically reloads itself.

At 3rd level, the tinker gains even more inventions, which cost 2 points of materials each:

Boot Springs: As a swift action, the tinker gains a +5 bonus on Acrobatics checks to jump for 1 round and can exceed his normal movement when doing so. This bonus increases by +5 at 5th level and every 5 levels thereafter, and also by +2 for each armor project rank the tinker has. Alternately, as an immediate action, he can negate all falling damage.

Eye Spy: The tinker can create a temporary construct to scout and report back to him. This tiny construct has a fly speed of 100 feet and a +10 bonus to its perception check, which increases by +2 per odd tinker level, but no attacks or construction points. It lasts for up to one hour, during which the tinker can manually control it each round as a standard action. For every construct project rank the tinker has, this invention produces an additional spy with no extra cost in materials.

Flamethrower: Volatile chemicals in the tinker's pack can be thrown forth in a 15 foot cone of flames, dealing 1d6 points of fire damage per odd tinker level and igniting flammable materials. A Reflex saving throw halves the damage and prevents ignition. For every weapon project rank the tinker has, the difficulty of the saving throw increases by +1.

Personal Environment: Putting on a special helmet that perfectly seals around his neck, the tinker gains the ability to survive in otherwise inhospitable conditions. He can breathe comfortably underwater or even in a vacuum, and is immune to any gaseous poison or disease effect that must be inhaled. He suffers a -2 penalty on Perception skill checks but gains a +4 circumstance bonus on saving throws made against sonic and language-dependent effects. This invention lasts for one hour per tinker level.

At 6th level, the tinker's repertoire of inventions includes the following, costing him 3 points of materials to activate:

Automatic Crossbow: By quickly assembling a tripod and attaching a rudimentary clockwork control unit to a repeating crossbow, the tinker can deploy a sentry turret as a full-round action. It makes a ranged attacks using the tinker's base attack bonus against the nearest enemy target until it has expended its 10-round clip. For each weapon project rank the tinker has, it holds an additional 10 bolts. The turret has an AC of 10, hardness of 5, 10 hit points, and occupies one 5 foot square.

Crank Propeller: As a move action each round, the tinker can operate a crank on his pack that powers a foldout propeller over his head, giving him a fly speed of 30 feet (clumsy). If he takes any damage while using this invention, he must succeed at a Fly skill check, DC 10, plus the damage taken or crash, suffering falling damage. This invention lasts for up to one minute per tinker level. Each round the propeller is active, creatures within 5 feet of the tinker must make a Reflex saving throw or suffer 3d6 points of damage from the blades.

Magnetic Field: This invention functions like the *telekinesis* spell, except that it can only target creatures or objects made of metal or wearing metal armor and spell resistance does not apply.

Suddenly, Spikes: Flexing awkwardly, the tinker causes all of his myriad tools, spare parts, and equipment to jut out in such a way as to make him seem covered in sharp points. This is an immediate action that lasts for up to one minute per tinker level, functioning as masterwork armor spikes with which the tinker is automatically proficient. Anyone grappling the tinker takes 1d6 points of piercing

damage per round. The spikes also allow the tinker to stick to any surface the metal spikes could normally pierce, allowing him to walk up walls and across ceilings at half his base speed. If the tinker has been swallowed whole, the attacking creature suffers 6d6 damage per round as long as the tinker remains swallowed. All damage dealt by this invention increases by +1d6 for each armor project rank the tinker has.

At 12th level, the tinker's repertoire of inventions includes the following, costing him 4 points of materials to activate:

Defibrillator: The tinker can attempt to bring a creature back to life that has been dead for no longer than one round per tinker level. He must be able to touch the creature to use this invention and make a Heal skill check with a DC equal to 10, plus 1 for each round the creature has been dead. If he is successful, the creature returns to life with 1 hit point.

Exoskeleton: For one round per tinker level, he is augmented by a framework of metal struts and hydraulics, giving him a +2 enhancement bonus to his Strength, which increases to +4 at 16th and +6 at 20th level. During this time, he is always considered armed and his unarmed attacks deal 2d6 points of bludgeoning damage. He also gains DR 5/magic and a +10 bonus to his speed. For each armor project the tinker has, he deals +2 damage with his unarmed attacks and his base speed increases by +5 feet.

Overdrive: As a full-round action, the tinker can improve any vehicle in which he rides. For one hour per tinker level, the vehicle gains a +2 to its AC, +10% HP, +2 to its saving throws, and +10 to its speed. If applied to a construct, it gains a +2 bonus to all physical attributes, +4 natural armor, +2 to all saving throws, and +30 to its base speed. When this version of the invention is used, the tinker must touch the construct and it only lasts 1 round per tinker level.

Shoulder Ballista: With a shrug, the tinker flips a masterwork heavy crossbow over his shoulder, making one attack per round. For every weapon project rank the tinker has, the ballista's range increment increases by +50. This invention otherwise works like the foldout crossbow invention.

At 18th level, the tinker's repertoire of inventions includes the following, costing him 5 points of materials to activate:

Anything's Possible: Using only the raw materials available and the spare parts in his pack, the tinker is capable of creating almost any non-magical object. The limits of this invention are subject only to the player's creativity and the DM's approval. For example, the tinker could turn a horse cart into a siege engine, a windmill into a flying machine, or a compass into a time bomb. Depending on the nature of the item and any assistance in terms of labor, this could take anywhere from a standard action to a week or more.

Bifocals: Normal bifocals simply have two sets of lenses for seeing near and far, but tinker bifocals have two very different purposes: one for keeping the real world in focus and the other for penetrating the veil into the realm of magic. For one round per level, the tinker sees as though under the effects of *true seeing* and he gains the benefits of both low-light vision and darkvision with a 120 foot range.

Energy Matters: Through a deeper understanding of the fundamental forces that bind the universe together, the tinker is able to rearrange matter and energy. When this invention is activated, he can choose to either fire a ray that disassociates matter, per the *disintegrate* spell, or collect ambient energy

and coalesce it into solid material, per the *major creation* spell, with all durations doubled. If the disintegration affects a target, the tinker can immediately unleash a *lightning bolt*. At any point, the tinker can prematurely end the duration of his *major creation*, resulting in a *delayed blast fireball* centered on wherever the object was located.

Null Field: While the tinker can't actually cast spells, he understands exactly how they work. More importantly, he knows how to stop them from working. The right combination of widgets and doodads can generate an *antimagic field*, per the spell, except that the tinker can adjust it to anywhere between a 5 foot and 30 foot radius as a swift action.

Apprentice Technician (Ex): At 1st level, tinkers receive a +2 competence bonus on all Craft skills and Knowledge (Engineering) checks. Tinkers can use Knowledge (Engineering) or Knowledge (Arcana) for monster lore checks regarding constructs.

Journeyman Technician (Ex): At 8th level, the technician bonus increases to +4 and the tinker can now take 10 on any Craft or Knowledge (Engineering) check, even while threatened or distracted. Whenever a tinker confirms a critical hit against a construct, it becomes confused for 2d4 rounds.

Master Technician (Ex): At 14th level, the technician bonus increases to +6 and, once per day, the tinker can take 20 on a single Craft or Knowledge (Engineering) check. Whenever a tinker confirms a critical hit against a construct, it obeys his verbal commands for a number of rounds equal to 1d6 plus his Intelligence modifier (instead of being confused).

Projects (Ex): At 2nd level, the tinkers begins a project in one of four categories: weapons, armor, utilities, or constructs. At 6th level and every four levels thereafter, he gains another rank in his current project or can begin a new project.

Weapon Project I: Attacks the tinker makes using weapons he's personally crafted or creates through invention effects have a +1 enhancement bonus to attack and damage rolls. This bonus increases by +1 for every subsequent weapon project rank. This does not make the weapon count as magical in any way.

Weapon Project II: Attacks the tinker makes with weapons he's personally crafted or creates through inventions bypass magic damage reduction. Each time the tinker takes a subsequent weapon project rank, this ability applies to cold iron/silver, adamantine, and alignment damage reduction, in that order. This does not actually change the material or properties of the weapon in any way.

Weapon Project III: The critical threat range and damage multiplier of all attacks the tinker makes with weapons he's personally crafted or creates through inventions increase by +1. These bonuses both increase by +1 for each subsequent weapon project rank.

Weapon Project IV: Attacks the tinker makes with weapons he's personally crafted or creates through inventions act as though they had an *energy* weapon ability, such as *flaming*. At the final weapon project rank, this improves to the *energy burst* ability. Each time the tinker crafts or creates a weapon, he can select a different energy type.

Weapon Project V: Attacks the tinker makes with weapons he's personally crafted or creates through inventions act as though they had the *speed* magic weapon ability.

Armor Project I: The tinker gains proficiency with medium armor and reduces the armor check penalty of any personally crafted armor worn by 1. Armor check penalties are reduced by an additional 1 for each subsequent armor project rank. His movement is not reduced by medium armor.

Armor Project II: The tinker gains proficiency with all shields. He gains Improved Shield Bash as a bonus feat when using a shield he has personally crafted or created through an invention effect. Each subsequent armor project rank increases the shield bonus they provide to the tinker's AC by +1.

Armor Project III: The tinker gains proficiency with heavy armor. When wearing armor he has personally created, the tinker gains the *light fortification* magic armor ability. At the next armor project rank, this improves to *moderate fortification*. At the final armor project rank, it improves to *heavy fortification*.

Armor Project IV: When wearing armor or a shield he has personally crafted or created through an invention effect, the tinker gains resist 10 to all types of energy. At the final armor project rank, these resistances all increase to 20.

Armor Project V: When wearing armor or a shield he has personally crafted, the tinker gains Spell Resistance 20.

Utility Project I: The tinker's daily amount of materials increases by +2, and again by +2 for each additional utility project rank.

Utility Project II: The tinker chooses one of the base inventions gained at 1st level which is usable so long as he has at least 1 point of materials. He can use this invention even when he has no materials. For each additional utility project rank, he can choose an additional one of these inventions.

Utility Project III: The tinker chooses a single invention as a specialty, reducing its cost in materials by 1 (to a minimum of 1). For each additional utility project rank, he chooses a different invention.

Utility Project IV: For all inventions that emulate spells, the tinker's caster level is considered 1 higher than his class level. At the final utility project rank, this bonus increases to +2.

Utility Project V: All invention durations are doubled. Whenever an invention's duration or effect ends, if the tinker spends 1 uninterrupted minute in the area cleaning up after himself, he regains half the materials used in its creation (rounded down).

Construct Project I: The tinker can spend 8 uninterrupted hours building a small construct (per the rules for animated objects) with 1 extra construction point for each construct project rank he has. If this companion is ever reduced below 0 hit points, it is disabled until the tinker succeeds on a Craft (Engineering) skill check, DC 15 + twice the construct's HD. By spending 8 hours of uninterrupted tinkering, he can reassign 1 of its construction points. The amount of construction points that can be reassigned at a time in this fashion increase by 1 for each additional construct project rank.

Construct Project II: The tinker can build a medium construct or add 1 extra construction point to a smaller construct, and gains access to a new construction option:

Command Console (Ex, 1 CP): The tinker can now treat his construct as a mount so long as he is at least one size category smaller than it. For each additional construct project taken, the base speed of a construct with this feature increases by 10 feet.

Construct Project III: The tinker can build a large construct or add 1 extra construction point to a smaller construct, and gains access to a new construction option:

Artificial Intelligence (Ex, 1 CP): The construct gains an Intelligence score of 10, Wisdom 10, Charisma 8, and 4 skill points per hit die to spend. It treats the following as class skills: Climb, Craft, Disable Device, Knowledge (Engineering), Linguistics, Perception, and Swim. It speaks one language the tinker can also speak, plus additional languages based on its Intelligence score and ranks in the Linguistics skill, all of which the tinker must also speak. For each additional construct project taken, its Intelligence increases by +4, which also increases its skill points per hit die normally. By spending 8 hours of uninterrupted reprogramming, the tinker can reassign 1 of the construct's skill points. Constructs have no alignment and obey any verbal commands from their creators, continuing to carry out whatever their last given instructions if their creator is ever absent or incapacitated.

Construct Project IV: The tinker can build a huge construct or add 1 extra construction point to a smaller construct, and gains access to a new construction option:

Sensor Suite (Ex, 1 CP): The construct's darkvision increases by 60 feet, it gains tremorsense 30 feet, and receives a +5 bonus on Perception and Sense Motive skill checks. All of these values double if the tinker takes the final construct project.

Construct Project V: The tinker can build a gargantuan construct or add 1 extra construction point to a smaller construct, and gains access to a new construction option:

Passenger Compartment (Ex, 1 CP): The construct features internal compartment that can comfortably seat up to ten medium creatures or some combination totaling that amount (large creatures count as two mediums, small creatures count as half a medium), who must enter and exit through a hatch that only accommodates up to medium creatures. Passengers can breathe normally and are insulated from any outside effects (water, vacuum, poison gas, etc) that do not affect the construct. If the construct is disabled, the passengers are immediately dislodged. A construct must be gargantuan to include this feature.

Efficiency (Ex): At 4th level, tinkers require only 1/4 of a mundane item's price in raw materials, and they only risk ruining raw materials on a natural 1.

Elbow Grease (Ex): Whenever the tinker may always take 20 on Craft or Knowledge (Engineering) skill checks. Repairing objects requires only 1 minute per hit point restored. By spending 1 point of materials, he can cause any broken object to behave as though it were in perfect condition for 24 hours. As a melee touch attack, he can cause an opponent's weapon or armor to take on the broken condition for a number of rounds equal to his Intelligence modifier. As a melee touch attack, he can cause a construct to become broken, suffering a -5 penalty on all attack, damage, and skill rolls, and reducing all of its movement speeds by half.

Alternate Favored Class Bonuses

Dwarf: Add +1/5 of a new armor project.

Elf: Add +1/2 on all Craft and Knowledge skill checks.

Gnome: Add +1/2 points of materials per day.

Half-Elf: Add +1/5 of a new utility project.

Halfling: Add +1/5 of a new construct project.

Half-Orc: Add +1/5 of a new weapon project.

Human: Add +1/6 of a new project.

Archetypes

Sapper

While most tinkers prefer to dream up new inventions and build things, others prefer to use their knowledge and tools to dismantle things as fast as possible – with explosives.

Gunsmithing (Ex): At 1st level, the sapper receives Gunsmithing as a bonus feat.

This ability replaces the field repair invention.

Bombardier (Ex): At 1st level, the sapper gains the bomb invention. He can build and throw a bombs as normal ranged attacks that provoke attacks of opportunity. If the sapper takes damage from this attack of opportunity, the bomb immediately detonates in his square. Bombs are treated as splash weapons with a range increment of 10 feet. On a direct hit, a sapper's bomb inflicts 1d6 points of damage plus additional damage equal to the sapper's Intelligence modifier. Splash damage from a sapper's bomb is always equal to the bomb's minimum damage. Those caught in the splash damage can attempt a Reflex saving throw for half damage. The DC of this save is equal to 10, plus half the sapper's level, plus the sapper's Intelligence modifier.

This ability replaces the foldout crossbow invention.

Demolitionist (Ex): At 1st level, the sapper learns how to more effectively damage solid objects. All of his attacks, inventions, and bombs ignore an amount of damage reduction on constructs and hardness on objects equal to his Intelligence modifier.

This ability replaces efficiency.

Time Bomb (Ex): At 6th level, the sapper can create a particularly powerful bomb, one that is far too fragile to throw due to the complicated timer wired to its detonator. As a full-round action, the sapper places the time bomb in his space, setting the timer for anywhere between 1 round and 24 hours. At the designated time, the bomb explodes in a 30 foot radius blast, dealing 1d6 points of fire and bludgeoning damage per tinker level. Creatures caught in the blast can attempt a Reflex saving throw for half damage. Time bombs can be disarmed with a Disable Device check with a DC of 20, plus half the sapper's level, plus his Intelligence modifier. Failing by more than 10 points on the skill check immediately detonates the time bomb. Time bombs have a hardness of 10 and 10 hit points, exploding automatically if broken.

This ability replaces the automatic crossbow invention.

Boilermaker

Though lugging around a weighty iron steam engine might seem foolish, boilermakers can tap into the intense heat and pressure it creates to power their inventions and gain access to new abilities beyond the scope of other tinkers.

Boiler (Ex): At 1st level, the boilermaker receives his boiler, a portable steam engine he must carry in order to power all of his inventions. Boilers weigh 20 pounds for medium characters and 10 pounds for small characters. Boilers are made of iron with a hardness of 10 and 30 hit points. If his boiler is ever broken, the boilermaker cannot use any of his inventions until he has spent one hour repairing it. Once per day, the boilermaker must spend ten minutes to refuel his boiler with a few gallons of water and an armload of anything that burns – wood, coal, books, clothing, etc. If water and/or flammable matter are unavailable, he can substitute 1 point of materials.

Inventions (Ex): A boilermaker learns the following new inventions.

Steam Jet: At 1st level, the boilermaker can release a blast of steam into an adjacent space, causing 1 point of damage per odd tinker level and extinguishing small fires. The boilermaker can use this ability as long as he has at least 1 point of materials.

Power Lift: At 1st level, the boilermaker can enhance his strength as a move action by using his boiler to power the joints of his armor or enhancing one of his mechanical tools. He receives a +8 bonus to his Strength for 1 round. This invention costs 1 point of materials.

Steam Cloud: At 3rd level, the boilermaker can unleash a thick cloud of scalding steam in a 30 foot cone, dealing 1d6 damage per odd tinker level. A Reflex saving throw halves the damage. The cloud expands to a 30 foot emanation centered on the tinker and remains for 1 round per odd tinker level, providing concealment but cooling to the point where it no longer deals damage.

This ability replaces the flamethrower invention.

Blast Off: At 3rd level, the boilermaker can vent his boiler straight down, producing enough thrust to send him rocketing into the air. The boilermaker jumps 60 feet plus 10 feet per odd tinker level. Unless the boilermaker spends an extra 1 point of materials for a short burst of steam as he lands, he takes falling damage based on how far he falls back down.

This ability replaces the boot springs invention.

Warlock

When powerful extraplanar entities take notice of mortals who epitomize a specific, extreme moral alignment, some take it upon themselves to claim the offending soul and bend it to their will. They do this by both tempting them with otherworldly powers and punishing them for acting out of line with their own ideals. The warlock struggles against her oppressor until the day when she accumulates enough power to win her freedom.

Role: The warlock is a different breed of caster, one whose selection of pacts can set her up to be a lethal opponent in several ways. She can turn her minion into a fierce monster, enhance her defenses, or even gain a variety of social abilities. In battle, her primary focus is on curses, stacking or spreading them out as needed to confront whatever enemies she faces.

Alignment: Any chaotic, evil, good, or lawful.

Hit Die: d6

Starting Wealth: 4d6 x 10gp (average 140 gp), plus an outfit worth 10 gp or less.

Class Skills

The warlock's skills are Craft (Int), Fly (Dex), Knowledge (Arcana) (Int), Knowledge (Planes) (Int), Knowledge (Religion), Linguistics (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks Per Level: 2 + Int modifier.

Table: The Warlock

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Pacts Per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Curse, Master, Minion, Pacts	1					
2nd	+1	+0	+0	+3	Curse	1					
3rd	+1	+1	+1	+3		2					
4th	+2	+1	+1	+4	Curse	2	1				
5th	+2	+1	+1	+4		2	1				
6th	+3	+2	+2	+5	Curse	3	2				
7th	+3	+2	+2	+5		3	2	1			
8th	+4	+2	+2	+6	Curse, Sustain Curse	3	2	1			
9th	+4	+3	+3	+6		3	3	2			
10th	+5	+3	+3	+7	Curse	4	3	2	1		
11th	+5	+3	+3	+7		4	3	2	1		
12th	+6 / +1	+4	+4	+8	Curse	4	3	3	2		
13th	+6 / +1	+4	+4	+8		4	4	3	2	1	
14th	+7 / +2	+4	+4	+9	Curse, Sustain Curse	4	4	3	2	1	
15th	+7 / +2	+5	+5	+9		5	4	3	3	2	
16th	+8 / +3	+5	+5	+10	Curse	5	4	4	3	2	1
17th	+8 / +3	+5	+5	+10		5	4	4	3	2	1
18th	+9 / +4	+6	+6	+11	Curse	5	5	4	3	3	2
19th	+9 / +4	+6	+6	+11		5	5	4	4	3	2
20th	+10 / +5	+6	+6	+12	Curse, Freedom, Sustain Curse	5	5	4	4	3	2

Weapon and Armor Proficiency: Warlocks are proficient with all simple weapons but not with any armor or shields. Wearing armor interferes with a warlock's ability to use his curses, making all of his curses full-round actions to use or maintain and immediately ending any pacts he has active.

Curses (Su): The warlock's primary means of offense is curses, which come in three varieties. Afflictions cause persistent damage to targets each round, miasmas hinder their abilities or senses in some way, and siphons drain some part of them into the warlock.

Each curse has a range of 30 feet and a Will saving throw DC of 10, plus half the warlock's level, plus her Charisma modifier. Targets can make new saves each round they are the subject of a curse. All curses require standard actions to activate and maintain.

Burning Affliction: The target of this curse suffers 1d6 points of fire damage per odd warlock level.

Chilling Affliction: The target of this curse suffers 1d4 points of cold damage per odd warlock level and is staggered.

Confusing Miasma: Targets of this curse are haunted by phantom images and ghost sounds, suffering a -1 penalty on attack and damage rolls per odd warlock level.

Crippling Miasma: While under the effects of this curse, the target cannot take 5 foot steps and its movement is reduced by 5 feet per odd warlock level.

Damning Affliction: The target of this curse suffers 1d4 points of negative energy damage per odd warlock level and is shaken.

Distracting Miasma: The subject of this curse must succeed on a concentration check to cast spells. It suffers a -1 penalty on this check per odd warlock level.

Health Siphon: Once per round, while the target is under this curse, it suffers 2 points of damage per odd warlock level and the warlock heals 2 hit points per odd warlock level. If the warlock is at her maximum hit points, this curse deals no damage.

Resilience Siphon: Whenever the target of this siphon suffers damage from any source, it also takes 2 points of negative energy damage per warlock level and the warlock gains 2 temporary hit points per warlock level. These temporary hit points last for a maximum of 1 minute and do not stack, though they can be replenished whenever the target suffers additional damage.

Spell Siphon: Whenever the target of this siphon casts a spell or uses a spell-like ability, supernatural ability, or magic item, it suffers 1d4 nonlethal damage per odd warlock level and the warlock gains a +1 bonus per odd warlock level on her saving throws for 1 round.

Stamina Siphon: Whenever the target moves at least 5 feet, it suffers 1d4 nonlethal damage per odd warlock level and the warlock adds 5 feet per odd warlock level to her next move action.

Warding Miasma: The subject of this curse must succeed at a saving throw to take any hostile action against the warlock or any of her allies adjacent to her, suffering a -1 penalty on this save per odd warlock level.

Wasting Affliction: The target of this curse suffers 1d4 points of damage per odd warlock level and is fatigued. Targets immune to magical diseases are also immune to this curse.

Master (Su): At first level, the warlock must choose a master. These powerful demons, daemons, or devils literally hold the warlock's soul hostage. Each master grants the warlock various powers as part of the bargain, though.

A warlock must select a master that opposes at least one axis of her alignment. For example, a lawful good warlock must select a master who is chaotic, evil, or chaotic evil. Masters punish their warlocks for behavior unbecoming of their own alignment. Whenever a warlock participates in the killing of a creature whose alignment matches that of her master, she must make a Will saving throw (DC 10, plus the warlock's character level) or be staggered for a number of rounds equal to her character level. While she holds a magic item, intelligent item, or artifact with an alignment directly opposed to her master's, she is sickened.

The Oppressor (Lawful Evil)

Bonus Class Skills: Bluff, Intimidate

Punishment: The warlock's base speed is reduced by 10 feet (5 feet for Small warlocks).

The Corrupter (Neutral Evil)

Bonus Class Skills: Diplomacy, Intimidate

Punishment: The warlock cannot use the aid another action and the aid another actions of others provide her no benefit. She also gains no benefit from morale bonuses of any kind.

The Deceiver (Chaotic Evil)

Bonus Class Skills: Bluff, Diplomacy

Punishment: The warlock cannot cause critical hits with any attacks or effects.

Minion (Su): Warlocks are assigned a minion by their master to supervise them and report on their behavior. Unlike other classes with animal companions, eidolons, or familiars, warlocks do not completely control their minions. They follow the warlock and aid her in battle, but beyond those two functions, minions are simply there to observe, annoy, and criticize her. Though the warlock cannot dismiss her minion, she can request that they remain invisible whenever they aren't in battle, especially in situations where they would bring unwanted attention to the warlock. Minions speak one of the warlock's native languages, plus Abyssal and Infernal. A minion's base form depends on the warlock's master's alignment.

Devilish Minion (Lawful Evil)

HP 6 (1d10+1) **Alignment** Lawful Evil **Size** Small; **Speed** 30 feet; **AC** +2 natural armor; **Saves** Fort (good), Ref (bad), Will (good); **Attack** bite (1d4+1); **Ability Scores** Str 13, Dex 11, Con 12, Int 12, Wis 13, Cha 11

Daemoniac Minion (Neutral Evil)

HP 6 (1d10+1) **Alignment** Neutral Evil **Size** Small; **Speed** 30 feet; **AC** +2 natural armor; **Saves** Fort (good), Ref (good), Will (bad); **Attack** bite (1d4+1); **Ability Scores** Str 12, Dex 11, Con 13, Int 13, Wis 11, Cha 12

Demonic Minion (Chaotic Evil)

HP 5 (1d10) **Alignment** Chaotic Evil **Size** Small; **Speed** 40 feet; **AC** +2 natural armor; **Saves** Fort (bad), Ref (good), Will (good); **Attack** bite (1d4); **Ability Scores** Str 11, Dex 13, Con 11, Int 11, Wis 12, Cha 13

Table: Warlock Minions

Class Level	Hit Dice	Base Attack Bonus	Good Saves	Bad Saves	Skills	Feats	Special
1	1	+0	+2	+0	4	1	Darkvision, Resist Fire 10
2	2	+1	+3	+0	8	1	Evasion
3	3	+2	+3	+1	12	2	
4	4	+3	+3	+1	12	2	
5	5	+3	+4	+1	16	2	Persistence
6	6	+4	+4	+1	20	3	
7	7	+5	+5	+2	24	3	
8	8	+6	+5	+2	24	3	
9	9	+6	+5	+2	28	4	Resist Fire 20
10	10	+7	+6	+2	32	4	
11	11	+8	+6	+3	36	5	
12	12	+9	+6	+3	36	5	
13	13	+9	+7	+3	40	5	Improved Evasion
14	14	+10	+7	+3	44	6	
15	15	+11	+8	+4	48	6	
16	16	+12	+8	+4	48	6	
17	17	+12	+8	+4	52	7	Fire Immunity
18	18	+13	+9	+4	56	7	
19	19	+14	+9	+5	60	8	
20	20	+15	+9	+5	60	8	Loyalty

Hit Dice: This is the total number of 10-sided (d10) Hit Dice the minion possesses, each of which gains a Constitution modifier, as normal.

Skills: This is the minion's total skill ranks. A minion can assign skill ranks to any skill. Minions with Intelligence scores above the base value modify these totals as normal (a minion receives a number of skill ranks equal to 6 plus its Intelligence modifier per HD). A minion cannot have more ranks in a skill than it has Hit Dice. The following skills are class skills for minions: Bluff (Cha), Diplomacy (Cha), Fly (Dex), Intimidate (Cha), Knowledge (All) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Use Magic Device (Cha).

Minions only use their skills for the warlock's benefit if the warlock succeeds on a Bluff, Diplomacy, or Intimidate skill check. The DC of this check is equal to 15 plus the minion's Hit Dice. If using the skill would endanger the minion in any way, the DC increases by 10.

Feats: This is the total number of feats possessed by the minion.

Special: This includes a number of abilities gained by all minions as they increase in power. Each of these bonuses is described below.

Darkvision: At 1st level, the minion gains darkvision 60 feet.

Resist Fire: At 1st level, the minion gains fire resistance 10. At 9th level, this increases to fire resistance 20. At 17th level, they gain immunity to fire.

Evasion: At 2nd level, the minion gains evasion. At 13th level, they gain improved evasion.

Persistence: At 5th level, the minion gains channel resistance +4.

Loyalty: At 20th level, when the warlock gains freedom from her master, his minion becomes loyal to her. The warlock gains total control over the minion from that point on.

Warlocks cannot escape their minions. If a minion is separated from the warlock by more than 100 feet, it immediately reappears adjacent to her. If the warlock's minion is ever killed, it immediately reappears adjacent to her and the warlock suffers 1 point of temporary Constitution damage.

Pacts (Su): The warlock's efforts are bolstered by pacts, shadowy deals made with her master that always come at a price. Each day, the warlock can perform a ritual that requires 10 minutes, during which she communes with her master and requests any pacts she desires for that day. Pacts last for 24 hours or until the warlock communes with her master again and requests new ones.

The warlock may also spend a standard action to touch a willing creature, transferring the benefits of a single pact from herself to that creature for up to a number of minutes equal to her warlock level. During this time, the warlock loses the benefits of that pact, and she may only have one pact applied to another creature at a time. She may cancel this effect as a swift action, regaining the pact's benefits for herself. Any pact may be gifted in this manner except for *enhance minion* pacts.

Sustain Curse (Su): At 8th level, the warlock can maintain one curse per round as a move action.

At 14th level, the warlock can maintain one curse per round as a swift action.

At 20th level, the warlock can maintain one curse per round as a free action.

Freedom (Su): Upon reaching 20th level, the warlock is finally free of her master. She no longer suffers any punishments of any kind, but retains all benefits provided by the furious master, including any pacts she desires each day.

Bonus Languages: A warlock's bonus language options include Abyssal and Infernal (the languages of chaotic evil and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of his race.

Ex-Warlocks: A warlock who whose alignment strays one step along each axis toward her master loses all class features, except for proficiency with simple weapons. She cannot thereafter gain levels as a warlock until she corrects her alignment, either by returning to her original alignment or moving all the way to match the alignment of her master.

Warlock Pacts

Once every 24 hours, the warlock can conduct a ritual involving one or more pacts, which requires ten minutes of uninterrupted communion with the warlock's master. All pacts have a duration of 24 hours, or until the warlock communes with her master again.

1st Level

Beyond Nature: The warlock can exist comfortably in cold or hot climates and does not need to eat or drink.

Devil Inside: The warlock can read, write, and speak any language and gains a +5 bonus on Disguise checks.

Embraced by Evil: The warlock takes no falling damage and can breathe normally underwater or in a vacuum.

Enhance Minion I: The warlock's minion gains a +2 enhancement bonus to one attribute, a +10 enhancement bonus to its base speed, and a +2 natural armor bonus.

Unhallowed Aura: The warlock gains a +2 profane bonus to her AC and a +1 profane bonus to all saving throws.

Vision of Hell: The warlock gains low-light vision and darkvision with a range of 60 feet.

2nd Level

Enhance Minion II: The warlock's minion gains a +2 enhancement bonus to one attribute, 2 claw attacks that deal 1d4 base damage each, and all of its natural attacks count as magical for purposes of damage reduction.

Pervasive Darkness: As a swift action, the warlock can dim the light in a 10 foot radius around herself by 1 step (bright becomes normal, normal becomes dim, and dim becomes darkness). She can alter, maintain, or cancel this effect as a free action, though she can never brighten the area above its normal illumination.

Fiendish Resilience: The warlock gains a +2 enhancement bonus to her natural armor and DR 5/nonlethal.

Unholy Might: The warlock gains a +2 enhancement bonus to her Strength.

Unholy Speed: The warlock gains a +2 enhancement bonus to her Dexterity.

Unholy Stamina: The warlock gains a +2 enhancement bonus to her Constitution.

3rd Level

Avoid Consequence: Whenever the warlock suffers a critical hit or fails a saving throw against a damaging effect, she has a 50% chance to become insubstantial for 1 round as an immediate action, avoiding all damage.

Beguiling Charms: The warlock gains a +5 competence bonus on Bluff, Diplomacy, and Intimidate skill checks, with all attitude influencing effect durations doubled.

Borrowed Resistance: Whenever the warlock takes damage from a type of energy, she can spend an immediate action to gain resistance 10 to that type of energy for a number of rounds equal to her Intelligence modifier. Once this duration is complete, she gains vulnerability to the same type of damage for a number of rounds equal to her Intelligence modifier. For the combined duration of both these effects, this pact cannot be activated again.

Darkflight: The warlock gains a fly speed of 30 feet (clumsy) while in areas of dim light or darker.

Enhance Minion III: The warlock's minion gains a +4 enhancement bonus to one attribute, a fly speed equal to its base speed, and its natural attacks count as cold iron and silver for purposes of damage reduction.

Phantom Labor: The warlock can summon insubstantial phantoms to serve as laborers, servants, a ship's crew, or any other menial activity. When each phantom is summoned, the warlock assigns it a specialty of the Profession skill; its check in this one skill is equal to the warlock's level, plus her Intelligence modifier. She can summon or dismiss a number of individual phantoms equal to her warlock level as a full-round action. These

manifestations cannot participate in combat and are not affected by any spells, effects, or damage. They can only perform their specified duties and are equivalent to about one human each.

4th Level

Cheat Death: As a full-round action, the warlock can designate a waypoint. Until she communes with her master for new pacts, the warlock can teleport back to that location as a standard action. The warlock can only have one designated waypoint at a time.

Dispelling Touch: Once per round, the warlock can make a touch attack that acts as *dispel magic* used as a targeted dispel. The warlock's caster level is equal to her class level.

Enhance Minion IV: The warlock's minion gains a +4 enhancement bonus to one attribute, fast healing 5, and a +4 deflection bonus to its armor class.

Life Stone: As part of the daily ritual used to enact her pacts, the warlock creates a life stone. As a standard action, she can break this stone and consume the health stored within, which heals her for an amount of hit points equal to 5d6 plus her Intelligence modifier.

Profane Form: As a full-round action, the warlock can take on an otherworldly, evil-looking form. While under this effect, she gains a +4 natural armor bonus, +4 to all of her physical attributes, a bite and two claw attacks that deal 1d6 base damage each, and a fly speed of 40 feet (average). Once per round, she can make an Intimidate skill check to demoralize all enemies within 30 feet as a free action. During this time, however, she cannot use any of her curses. She can revert to his normal form as a full-round action.

5th Level

Enhance Minion V: The warlock's minion gains a +6 enhancement bonus to one attribute, spell resistance 21, and its natural attacks count as adamantite for purposes of damage reduction.

Foresee Doom: The warlock gains improved evasion and a +5 insight bonus to initiative checks, Perception skill checks, and Reflex saving throws.

Store Soul: By transferring her soul into a gemstone, the warlock renders herself immune to death effects and all mind-affecting effects. If the gem is destroyed, however, the effect immediately ends. The warlock must wear this gemstone on her person. It has a hardness of 10 and 30 hit points.

Terrifying Gaze: Once per round, as a free action, the warlock can lock eyes with a creature who can see her, making an Intimidate check to demoralize it. If the target is already shaken, it becomes frightened for 1 round. If the target is already frightened, it becomes panicked for 1 round.

6th Level

Accursed Tenacity: The warlock's curses persist for 1 round on each target even after it makes its saving throw or the warlock has reapplied them to other targets. Targets who make their first save against a curse remain unaffected. The DC to save against the warlock's curses increases by +2.

Enhance Minion VI: The warlock's minion gains a +6 enhancement bonus to one attribute, DR 10/good, and its natural attacks count as evil for purposes of overcoming damage reduction.

Steal Soul: As a standard action, the warlock can attempt to steal the soul of a creature within 30 feet, with HD equal to hers or less, who has been killed within the last minute. The warlock can hold one soul at a time, and while she has a soul, she gains fast healing 5. As an immediate action, she can release the soul heal her minion

or a willing ally touched for 1d6 hit points per HD of the creature from which the soul was stolen. So long as the warlock holds the soul, the affected creature cannot be brought back to life by any means short of a miracle or wish spell, which removes the soul from the warlock's possession.

Alternate Favored Class Bonuses

Dwarf: Add +1 point of fire and negative energy resistance.

Elf: Add +1/4 to the save DC of all curses that don't deal damage.

Gnome: Add +1/2 damage to all damage dealt by the warlock's minion.

Half-Elf: Add +1/2 to all skill checks on the class skills granted by the warlock's master.

Halfling: Add +1/2 to all attack rolls made by the warlock's minion.

Half-Orc: Add +1/4 to damage done by all curses that deal damage.

Human: Add +1/6 of a new curse.

Archetypes

Pariah

No one likes a pariah, not even the underworld minions assigned to them by their dark masters. These forsaken bastards either suffer in seclusion or sap the good graces of anyone willing to tolerate their burden.

Cursed (Su): Pariahs do not have minions. Instead, their curses become much more potent. At 1st level, the range of all of their curses increases by 10 feet. This bonus increases by 10 feet at 5th level and every 5 levels thereafter. At 5th level, the save DC of a warlock's curses increases by +1 and by another +1 every 5 levels thereafter.

This ability replaces minion.

Borrow Vitality (Su): By choosing to suffer 2 points of damage per odd warlock level, the pariah can activate one of her curses as a swift action once per round. Any of the pariah's allies within 30 feet can choose to pay some or all of this cost with their own hit points.

Drag Down (Su): Whenever the pariah fails a saving throw against an effect that one of her allies within 30 feet succeeds on, that ally can choose to fail the saving throw instead, allowing the pariah to automatically succeed.

Thrall

While most warlocks struggle against the unreasonable demands of their master and live in constant fear of its wrath, others willingly submit to its will in order to gain more of its power. These thralls are little more than slaves, sacrificing some of their ability to levy curses against their enemies in exchange for a more powerful minion.

Alignment: A thrall must have an alignment that exactly matches that of her master.

Cursed (Su): A thrall gains his first curse at 2nd level, then another curse every 4 levels thereafter.

This ability modifies curse.

Dark Gifts (Su): As the thrall increases in power, her minion becomes more and more powerful as well. A thrall's *enhance minion* pacts do not count against her number of pacts per day, though she must still be of an appropriate level to gain the desired pacts.

This ability replaces enhanced curse.

Entralled (Su): At 20th level, the thrall gains all the benefits of the any one *enhance minion* pact she has active.

This ability replaces freedom.

Chapter 2: Feats

Accursed

You can funnel a bit of your own life essence into your curses to maintain them.

Prerequisite: Curse class feature.

Benefit: You can sustain one curse per round as a swift action by taking 2 hit points of damage per odd warlock level.

Adventurous Streak

Your ability to get in and out of dangerous situations is legendary.

Prerequisite: Adventurous class feature.

Benefit: You gain a +2 competence bonus on Acrobatics, Climb, Escape Artist, and Swim skill checks. If you have 10 ranks in any of these skills, the bonus increases to +4.

Battlefield Authority

When you lead your allies into battle, they are filled with a tremendous sense of purpose.

Prerequisite: Inspiring presence class feature, Battlefield Presence, Cha 15.

Benefit: Your inspiring presence is calculated as though you were 4 levels higher.

Battlefield Dominance

Your forces look to you for inspiration when the tide turns against them and victory seems impossible. You do not disappoint.

Prerequisite: Inspiring presence class feature, Battlefield Authority, Cha 17.

Benefit: Allies affected by your inspiring presence gain a +2 morale bonus on saving throws against fear, a +2 morale bonus on all charge attacks, a +2 morale bonus to their AC when fighting defensively or using the full defense action, and automatically stabilize when dying.

Battlefield Presence

Your ability to inspire your allies can reach all the way across the battlefield.

Prerequisite: Inspiring presence class feature, Cha 13.

Benefit: Your inspiring presence affects all allies within 60 feet.

Broad Foundation

You've picked up a thing or two from other areas of mechanical knowledge.

Prerequisite: Tinker level 6th.

Benefit: You gain the first rank in a line of projects in which you have no ranks.

Chosen One

Your deep knowledge of enemies of all kinds improves your ability to cause them harm.

Prerequisite: Priest level 6th, Favored One.

Benefit: You are considered 1 level higher when using the powers granted by all of your domains.

Cyclic Shifter

Your ability to shapeshift is either heavily influenced by the day-night cycle.

Prerequisites: Shapeshift class feature, Wis 13.

Benefit: During either day or night, your shapeshifting becomes exceptionally potent. You gain a +2 bonus to one physical attribute while shapeshifted during that time. The choice of time and attributes is set when you take this feat and cannot be changed later.

Enduring Focus

You can take extra time to gather your focus in order to hold it longer.

Prerequisite: Focus class feature, Con 13.

Benefit: You can choose to gather your focus as a full-round action, which doubles the normal amount of rounds you can hold it.

Extra Enhanced Channel

Your faith and dedication allow you more uses of your enhanced channeling.

Prerequisite: Enhanced channel class feature.

Benefit: You gain 1 enhanced channel.

Extra Explorer Knack

You have a few more tricks up your sleeve.

Prerequisite: Explorer knack class feature.

Benefit: You gain 1 explorer knack.

Extra Materials

Your pockets are deeper than they look.

Prerequisite: Inventions class feature.

Benefit: You gain 2 additional points of materials per day.

Extra Move

You know more moves than the average luchador.

Prerequisite: Move class feature.

Benefit: You gain 1 move.

Extra Power

Your aberration evolves, manifesting in a new power.

Prerequisite: Power class feature.

Benefit: You gain 1 power.

Favored One

Your devotion to your deity instills you with added benefits.

Prerequisite: Priest level 1st, domain class feature.

Benefit: Choose one of your domains. You are considered 1 level higher when using the powers granted by that domain.

Flashy Entrance

When you step into the ring, your enemies notice.

Prerequisite: Lucha Libre class feature, Cha 13.

Benefit: When you roll initiative, you can make an Intimidate check to demoralize all enemies within 30 feet as a free action.

Frenzied Shifter

When you unleash all of your attacks in animal form, you rip your enemies to shreds.

Prerequisites: Shapeshift class feature, Str 13.

Benefit: While in animal form, your secondary natural attacks suffer only a -2 penalty on attack rolls.

Normal: Secondary natural attacks suffer a -5 penalty on attack rolls.

Greater Powwow

When you call upon the spirit world for healing, a fountain of goodwill wells up from the land to answer your call, bathing all nearby allies in its regenerative essence.

Prerequisite: Healing chant class feature, Improved Powwow.

Benefit: Your healing chant affects you and all allies within 30 feet.

Helpful Assistant

You have attracted an especially talented assistant.

Prerequisites: Assistant class feature.

Benefit: Your assistant is only limited to a level equal to 1 level below yours, not 2.

Improved Call Target

When you call out targets for your allies to attack, it is much more difficult for them to escape your wrath.

Prerequisite: Call target class feature, Cha 13.

Benefit: The range of your call target ability increases to any target you can see and lasts a number of rounds equal to twice your Charisma modifier.

Improved Powwow

When you commune with nature to elicit its healing power, the energy courses through several allies like a rejuvenating river.

Prerequisite: Healing chant class feature, Powwow.

Benefit: Your healing chant affects you and a number of additional allies equal to 1 plus your Wisdom modifier (minimum 1).

Invaluable Assistant

Truly, you would be lost without your faithful and surprisingly worldly assistant.

Prerequisites: Assistant class feature, talented assistant.

Benefit: Your assistant gains a +2 bonus on all aid another actions, a +2 enhancement bonus to Wisdom and Charisma, and increases the bonus provided by successful aid another actions by +2.

Knowledge is Powerful

Your deep knowledge of enemies of all kinds improves your ability to cause them harm.

Prerequisite: Knowledge is power class feature.

Benefit: You reroll any result of a 1 on your bonus damage dice when using your knowledge is power class feature.

Loyal Companion

Your companion is especially faithful and will go to any length to protect you.

Prerequisite: Companion class feature, Cha 15.

Benefit: Your companion gains +1 hit point per level, a +2 competence bonus to its Will save, and a +4 competence bonus on Heal checks to stabilize you.

Lasting Commands

Your commands are very forceful, lasting much longer than normal.

Prerequisite: Command class feature, Cha 17.

Benefit: Add +2 to the number of rounds your commands last. You may select this feat more than once.

Make Due

You can compensate for a damaged object's failings to keep it functional.

Prerequisite: Apprentice technician class feature, Int 17.

Benefit: Non-magical objects, equipment, or vehicles you hold, use, or control with the broken condition behave as though they were in perfect condition.

Masterful Curses

Your master takes particular delight in tormenting you, though it at least offers you some additional power to compensate your suffering.

Prerequisite: Powerful Master, and Accursed.

Benefit: If the target of your curse makes a successful saving throw against it, you can take 2 hit points of damage per odd warlock level as an immediate action to force it to reroll its saving throw.

Powerful Master

Your master is a very powerful underworld being who demands that you sacrifice some of your life force to keep your minion healthy in exchange for more of his unearthly power.

Prerequisite: Master class feature.

Benefit: If your minion ever takes enough damage to reduce it to 0 hit points or less, you must sacrifice enough hit points to keep it at 1 hit point. If the amount of hit points you sacrifice would bring you to 0 or

fewer hit points, you do not need to sacrifice any and your minion dies normally. The DC to save against your curses increases by +1.

Powwow

Your mystical healing powers flow through you and into a wounded ally.

Prerequisite: Healing chant class feature.

Benefit: Your healing chant affects you and 1 other creature touched.

Quick Focus

You can quickly gather your focus, but cannot hold it as long.

Prerequisite: Focus class feature, Wis 13.

Benefit: You can choose to gather your focus as a swift action, but when doing so it only lasts for 2 rounds. You still cannot gather and spend your focus in the same round, nor can you gather it in the same round it expires.

Regenerative Shifter

Your body instinctively heals itself every time you suffer serious wounds.

Prerequisites: Shapeshift class feature, Con 15.

Benefit: Whenever you suffer a critical hit inflicted by an enemy, you can use your shapeshift ability as an immediate action. If you do, you gain an amount of regeneration equal to your Constitution modifier for 3 rounds.

Rousing Victory

When you achieve a three-count, you inspire your allies to increase their own efforts.

Prerequisite: Three count class feature.

Benefit: When you successfully use your three count ability, all of your allies within 30 feet receive the same morale bonus to attacks, damage, and saving throws that you do.

Talented Assistant

Your acute eye for talent has earned you a particularly skillful assistant.

Prerequisites: Assistant class feature, helpful assistant.

Benefit: Your assistant gains a +2 bonus to his or her Intelligence and two additional class skills of your choice.

Chapter 3: Traits

Accomplished Fencer (Courtier)

Rigorous training in the finer arts of combat grant you the ability to perform elegant maneuvers, setting you yet another tier above the filthy peasants who dare to call their clumsy fumbling “wielding” a rapier.

Benefit: You gain a +1 trait bonus to your CMB while wielding a rapier.

Dashing Seminole (Brave)

You move like the wind in battle, confounding your enemies with lightning-fast flanking maneuvers.

Benefit: Your base speed increases by 5 feet.

Engineer Emeritus (Tinker)

You might not have learned more than the other tinkers in school, but at least you pocketed some extra spare parts on your way out after graduation.

Benefit: You gain 1 additional point of materials per day.

Exemplar Effort (Champion)

You inspire your companions merely by trying your best, whether or not you are successful.

Benefit: The lead by example power grants bonuses to allies even if you fail your roll.

Inspiring Icon (Leader)

Your natural talent as a leader inspires your companion to even greater accomplishments.

Benefit: Your companion begins with maximum hit points at 1st level and gains 1 bonus skill point per level.

Mentored Anomaly (Aberrant)

Elder mentors have helped you understand your powers, allowing you to stay focused longer than unpracticed aberrants.

Benefit: You can hold your focus for 1 round longer than normal.

Merciful Grappler (Luchador)

If you kill your opponents, how are they going to learn anything?

Benefit: Your unarmed attacks deal +2 damage when you choose to deal nonlethal damage. This is a trait bonus.

Natural Polymath (Explorer)

You never miss an opportunity to learn something new, and your mind often feels as though it's overflowing with diverse trivia on a wide range of subjects.

Benefit: You gain 1 additional skill rank per level.

Patient Clergy (Priest)

Your time in the clergy has provided you with a mastery of the most common divine orisons, those that are most often required by the common folk in their day-to-day labors.

Benefit: You gain 1 additional 0-level spell slot per day.

Stalking Predator (Shapeshifter)

To you, nothing can match the thrill of the hunt, tracking down your prey and moving in for the kill.

Benefit: You gain a +1 trait bonus on Perception, Stealth, and Survival skill checks while in animal form.

Unending Torment (Warlock)

Your master has assigned a particularly powerful minion to travel with you, one so overbearing and critical of your every action that it affects your concentration at times.

Benefit: Your minion gains +1 hit point per Hit Die, but you suffer a -1 penalty on all saving throws to resist your master's punishments.

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