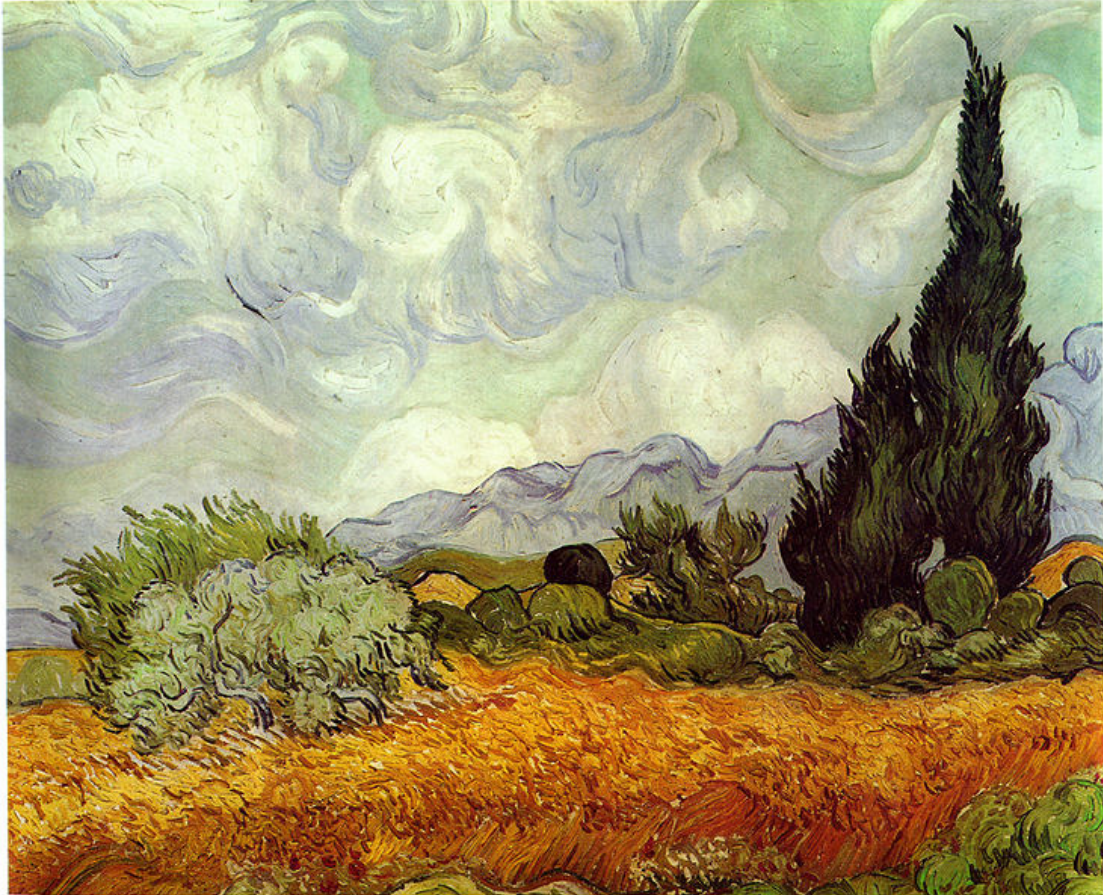


# Character Classes



This document lists a collection of core and prestige classes updated (or semi-updated) for the Iourn game. The list is not complete. I am still working on the warlock, the hexblade, the swashbuckler, the swordmage and the classes from the Tome of Battle. They will follow in an update to this document. Of course, if anyone desperately wanted to play those characters in the meantime, I could look at accomodating you.

## Contents

### Core Classes

Alchemist  
Barbarian  
Bard  
Binder  
Bladesinger (Magus)  
Cavalier  
Cleric  
Druid

Eidolater  
(Summoner)  
Fighter  
Inquisitor  
Mariner  
Monk  
Oracle  
Paladin  
Ranger

Rogue  
Sorcerer  
Soulknife  
Witch  
Wizard

### Prestige Classes

Spellsword  
Pious Templar

# Alchemist

---

*Whether secreted away in a smoky basement laboratory or gleefully experimenting in a well-respected school of magic, the alchemist is often regarded as being just as unstable, unpredictable, and dangerous as the concoctions he brews. While some creators of alchemical items content themselves with sedentary lives as merchants, providing tindertwigs and smokesticks, the true alchemist answers a deeper calling. Rather than cast magic like a spellcaster, the alchemist captures his own magic potential within liquids and extracts he creates, infusing his chemicals with virulent power to grant him impressive skill with poisons, explosives, and all manner of self-transformative magic.*

Advanced Player's Guide (2010)

## Game Rule Information

The Alchemist is an Acquired spellcaster of the Arcane tradition, but uses a different mechanic for spellcasting than other acquired casters. The class has therefore gone through some significant mechanical revision to bring it in line with the wizard and other acquired casters. Some are subtle (alchemy is now a spell-like rather than a supernatural ability), others are more blatant (such as the alchemist's ability to continually prepare extracts throughout a day). Anything presented on p26 of the *Advanced Player's Guide* still applies, unless directly contradicted by what follows:

**Hit Die:** d8 (5)

## Class Skills

The alchemist's class skills are: Alchemy (Int), Appraise (Int), Craft (Int), Control Shape (Wis), Disable Device (Dex), Fly (Dex), Heal (Wis), Knowledge [arcana] (Int), Knowledge [nature] (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha)

**Skill Ranks per Level:** 6 + Int Mod

## Class Features

**Weapon and Armour Proficiency:** Characters who choose alchemist at first level gain the following bonus feats: Basic Weapons and Slings & Thrown Weapons; and also Armour Proficiency (Light).

Characters who multiclass into alchemist after first level do not gain any bonus weapon or armour proficiency feats.

**Saving Throw Bonus:** Characters who choose alchemist at first level gain a +1 bonus to their base Fortitude and Reflex saving throws. Characters who multiclass into alchemist after first level do not gain this bonus.

**Alchemy (Sp):** Alchemists are spellcasters of the Arcane tradition, although the mechanic they use is different from both acquired and instinctive magic. Their skill is learned, rather than innate, so they are closer to acquired casters in that regard. However, they make use of their own bodies and essences as much as they use the Weave, granting them characteristics of both instinctive spellcasters and those who draw upon their *ki* energy.

Alchemists are not only masters of creating mundane alchemical substances such as alchemist's fire and smokesticks, but also of fashioning magical potion-like extracts in which they can store spell effects. In effect, an alchemist prepares his spells by mixing ingredients into a number of extracts, and then "casts" his spells by drinking the extract. When an alchemist creates an extract or bomb, he takes the a part of the weave as an Arcane caster does, and combines it with a tiny fraction of his own innate supernatural power (known as *ki* to some, and *essentia* to others). This enables the creation of powerful effects, but also binds the effects to the creator.

When using the Alchemy skill to create an alchemical item, an alchemist gains a competence bonus equal to his class level on the Alchemy check. In addition, an alchemist can use Alchemy to identify potions as if using an *identify* spell. He must hold the potion for 1 round to make such a check.

An alchemist can create three special types of magical items: extracts, bombs, and mutagens. Bombs are explosive splash weapons, and mutagens are transformative elixirs that the alchemist drinks to enhance his physical abilities – both of these are detailed in their own sections below.

Extracts are the most varied of the three. They behave like spells in potion form, and their effects can be dispelled by effects like *dispel magic* using the alchemist's level as the caster level. Unlike potions, extracts can have powerful effects and duplicate spells that a potion normally could not.

Because an alchemist combines some of his own supernatural essence with the Weave in order to create extracts, there is a limit to the number of extracts the alchemist can have in existence at any one time. This number of extracts is represented by spell levels in the table below.

Class Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Spell Levels	2	3	4	6	8	10	14	18	22	28	34	40	48	56	64	74	84	94	106	118

The Alchemist can prepare extracts of any level he can cast, up to the limit expressed in the table. For example, a tenth level alchemist can produce extracts of up to 4th level, and has 28 spell levels available. Therefore he could prepare seven 4th level extracts, 28 1st level extracts or any combination inbetween.

The alchemist may also receive additional spell levels depending on his Intelligence ability score, just as an Instinctive caster. See the section on Magic for information about this.

When an alchemist mixes an extract, he infuses the chemicals and reagents in the extract with magic siphoned from the Weave as well as his own aura. An extract immediately becomes inert if it leaves the alchemist's possession, reactivating as soon as it returns to his keeping – an alchemist cannot normally pass out his extracts for allies to use (but see the "infusion" discovery below). An extract, once created, remains potent for one day before losing its magic, so an alchemist must re-prepare his extracts every day.

Mixing an extract takes 1 minute of work. There is no limit to the number of times an alchemist can prepare extracts during the course of one day, however, he can never have more in existence at any one time than his spell levels allow. Some alchemists may choose not to prepare all their extracts at once to give him some versatility in the field.

Although the alchemist doesn't actually cast spells, he does have a formulae list that determines what extracts he can create (taken from the list of Alchemist spells). An alchemist can utilise spell-trigger items if the spell appears on his formulae list, but not spell-completion items (unless he uses the Use Magic Device skill to do so).

An extract is "cast" by drinking it, as if imbibing a potion – the effects of an extract exactly duplicate the spell upon which its formula is based, save that the spell always affects only the drinking alchemist. An alchemist can draw and drink an extract as a standard action. The alchemist uses his level as the caster level to determine any effect based on caster level.

Creating extracts consumes raw materials, but the cost of these materials is largely insignificant. As long as the alchemist carries an Alchemist's Kit or a Portable Alchemist's Lab (both on p185 of the Advanced Player's Guide) then he is considered to have the materials necessary for creating his extracts. A few extracts may require a costly component. In those cases, the alchemist must supply this component (and pay for).

An Alchemist's Kit or Portable Lab need to have their stocks of components replenished periodically (the latter less often than the former). An alchemist can usually do this 'off camera' by foraging for ingredients, or a quick bit of shopping in any reasonably sized town. Some GMs may require the alchemist to pay to replenish his stocks (half the cost of buying the kit or lab new), but others may ignore this requirement.

An alchemist can prepare an extract of any formula he knows. However, unlike other spellcasters the alchemist is creating a physical version of his spell. He must therefore specify exactly the extract he is creating when he prepares it. The player cannot simply specify "two first level extracts", they need to be named (e.g. *bomber's eye* and *comprehend languages*). This book-keeping is part of the essence of the Alchemist class.

To learn or use an extract, an alchemist must have an Intelligence score equal to at least 10 + the extract's level. The Difficulty Class for a saving throw against an alchemist's extract is 10 + half the alchemist's level + the alchemist's Intelligence modifier.

An alchemist may know any number of formulae. He stores his formulae in a special tome called a formula book. He must refer to this book whenever he prepares an extract but not when he consumes it. The alchemist begins play knowing a number of 1st level extracts equal to 3 + his Intelligence modifier. These 1st level extracts must be taken from the Alchemist spell list. As an Acquired caster, the alchemist automatically gains access to two new extracts from the list of Alchemist spells every time he gains a level; these must be spells he can normally cast. The alchemist may research or learn new extracts in addition to this total in the same way that wizard can gain additional spells – see the section on Magic for more information.

An alchemist can study a wizard's spellbook to learn any formula that is equivalent to a spell the spellbook contains. A wizard, however, cannot learn spells from a formula book. An alchemist does not need to decipher arcane writings before copying them.

**Bomb (Su):** In addition to magical extracts, alchemists are adept at swiftly mixing various volatile chemicals and infusing them with their magical reserves to create powerful bombs that they can hurl at their enemies. Creating a bomb depletes an Alchemist's physical reserves and he can only safely create a number of bombs each day equal to his class level + his Intelligence modifier. He may create more, but each additional bomb that he makes costs him 1 point of Constitution damage.

Bombs are unstable, and if not used in the round they are created, they degrade and become inert – their method of creation prevents large volumes of explosive material from being created and stored. In order to create a bomb, the alchemist must use a small vial containing an ounce of liquid catalyst. The alchemist can create this liquid catalyst from small amounts of chemicals from his alchemist's kit or lab, and are replenished in the same way as components for his extracts. Most alchemists create a number of catalyst vials at the start of the day equal to the total number of bombs they can create in that day – once created, a catalyst vial remains usable by the alchemist for years: but it's not a bomb until the Alchemist adds more chemicals to it.

Drawing the components of, creating, and throwing a bomb requires a standard action that provokes an attack of opportunity. Thrown bombs have a range of 20

feet and use the Throw Splash Weapon special attack (see page 202 of the Pathfinder RPG Core Rulebook). Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, an alchemist's bomb inflicts 1d6 points of fire damage + additional damage equal to the alchemist's Intelligence modifier. The damage of an alchemist's bomb increases by 1d6 points at

every odd-numbered alchemist level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike). Splash damage from an alchemist bomb is always equal to the bomb's minimum damage (so if the bomb would deal 2d6+4 points of fire damage on a direct hit, its splash damage would be 6 points of fire damage). Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + half the alchemist's level + the alchemist's Intelligence modifier. Alchemists can learn new types of bombs as discoveries (see the Discovery ability) as they level up. An alchemist's bomb, like an extract, becomes inert if used or carried by anyone else.

**Alchemy and Multiclassing:** Although this alchemist uses his own personal soul energy (aka *ki* or *essentia*) to stabilise his alchemical extracts, this has no effect on an alchemist or multiclassed into a *ki* using character such as a monk, ninja or warblade. The *ki pool* mechanic of these classes is unchanged.

As an arcane caster, the alchemist's caster level stacks with other arcane casters such as wizard or sorcerer, although his access to new extracts does not. If he multiclassed into a prestige class that allows him to add an additional caster level (or additional arcane caster level) when he advances, the alchemist can choose to apply that new caster level to his Alchemy class feature.

# Barbarian

---

*From the frozen wastes of the north and the hellish jungles of the south come brave, even reckless, warriors. Civilized people call them barbarians or berserkers and suspect them of mayhem, impiety, and atrocities. These "barbarians", however, have proven their mettle and their value to those who would be their allies. To enemies who underestimated them, they have proved their cunning, resourcefulness, persistence, and mercilessness.*

Player's Handbook (2003)

## Game Rule Information

The barbarian has not been formally updated into the new house rules. The material presented on p31 of the Pathfinder Core Rules (2009) should apply, unless it is found to contradict the spirit or intentions of the lourn system. I am particularly interested in the mechanics for the barbarian's Rage. I think it would work better if it could be used a certain number of times per day for an entire encounter, than a number of rounds per day. Rage shouldn't be something a barbarian can turn on and off like a tap. If anyone decides to play a barbarian, we'll look at this aspect more closely.

**Hit Die:** d12 (7)

## Class Skills

The barbarian's class skills are: Acrobatics (Dex), Athletics (Str), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge [Nature] (Int), Perception (Wis), Ride (Dex), Survival (Wis), and Swim

**Skill Ranks per Level:** 4 + Int Mod

## Class Features

**Weapon and Armour Proficiency:** Characters who choose barbarian at first level gain the following bonus feats: Basic Weapons and three other Weapon Group Feats; Armour Proficiency (Light), Armour Proficiency (Medium) and Shield Proficiency.

Characters who multiclass into barbarian after first level gain one Weapon Group Feat; and either Armour Proficiency (Light) or Armour Proficiency (Medium). The character must qualify for these feats.

**Saving Throw Bonus:** Characters who choose barbarian at first level gain a +1 bonus to their base Fortitude saving throw. Characters who multiclass into barbarian after first level do not gain this bonus.

*It is said that music has a special magic, and the bard proves that saying true. Wandering across the land, gathering lore, telling stories, working magic with his music, and living on the gratitude of his audience – such is the life of a bard. When chance or opportunity draws them into a conflict, bards serve as diplomats, negotiators, messengers, scouts, and spies.*

Player's Handbook (2003)

## Game Rule Information

The bard has not been entirely updated into the new house rules. The material presented on p34 of the Pathfinder Core Rules (2009) should apply, unless it is found to contradict the spirit or intentions of the loun system. Without putting the rules into practice, I think that the Bardic Performance ability would work better if it could be used at-will instead of a certain number of rounds per day. Too powerful you say? Possibly. But I'd like to see that variant in play.

**Hit Die:** d18 (5)

## Class Skills

The bard's class skills are: Acrobatics (Dex), Appraise (Int), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge [all] (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Streetwise (Cha), and Use Magic Device (Cha)

**Skill Ranks per Level:** 8 + Int Mod

## Class Features

**Weapon and Armour Proficiency:** Characters who choose bard at first level gain the following bonus feats: Basic Weapons and two other Weapon Group Feats; Armour Proficiency (Light), and Shield Proficiency.

Characters who multiclass into barbarian after first level gain one Weapon Group Feat. The character must qualify for this feat.

**Saving Throw Bonus:** Characters who choose bard at first level gain a +1 bonus to their base Reflex and Will saving throws. Characters who multiclass into bard after first level do not gain this bonus.

**Spellcasting:** The bard is an Instinctive caster of the Song tradition. They gain access to 0-level and 1st level spells at level one, 2nd level spells at level four, 3rd level spells at level seven, 4th level spells at level ten, 5th level spells at level thirteen, and 6th level spells at level sixteen. They cannot learn spells of greater than 6th level.

To cast a spell, a bard must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for the saving throw against a bard's spell is 10 + half the bard's arcane caster level + the bard's charisma modifier.

**Gaining Spells:** A bard starts play at first level knowing a number of 0-level spells (cantrips) equal to 3 + her Cha modifier. She must choose from this list: *Dancing Lights, Daze, Detect Magic, Flare, Ghost Sound, Know Direction, Light, Lullaby, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Read Magic, Resistance, and Summon Instrument*

In addition the sorcerer receives 2 spell levels from which she chooses the 1st level spells she can cast. The number of spell levels available to the sorcerer rises as she gains levels:

Class Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Spell Levels	2	3	4	6	8	10	14	18	22	28	34	40	48	56	64	74	84	94	106	118

The bard may also receive additional spell levels depending on her Charisma ability score. See the section on Magic for information about this.

Every time the bard gains a level she may choose to retrain a number of spell levels equal to the highest spell level she can cast. She may retrain a number of low level spells for one or more spells of a higher level. For example, if the highest spell level the bard knew was 6th, she could choose to retrain a 4th level spell and a 2nd level spell for a new 6th level spell. Or she could retrain a 6th level spell for six new 1st level spells.

The bard cannot usually learn additional spells beyond this total. Cantrips are an exception to this rule. The bard may learn as many cantrips as she pleases, however if she wants to know any cantrips beyond those she starts with at first level she must research the cantrips using the same as Acquired casters researching new spells.

*Between mortality and godhood, beyond life and undeath, souls exist in a place both forgotten and inaccessible. Mortals too strong-willed to pass into the afterlife, dead outsiders too powerful to be absorbed into their planes, the dreams of slain deities put to rest eons before the current age—these are the beings called vestiges. A seal forms the door between these beings and reality, and knowledge is the key to opening it. Only the binder possesses that key, because only he knows the vestiges' special seals and the rituals by which they can be called from the void beyond reality. By drawing their seals and speaking the words of power, he summons these strange entities, bargains with them, and binds them to his service.*

Tome of Magic (2006)

## Game Rule Information

The binder is a member of the Pact tradition, but he isn't really a spellcaster in the traditional sense. The vestiges he summons, give the binder a number of magical and supernatural powers. Some of those powers may be akin to spellcasting, others are quite different. The binder has not been wholly updated for the Ioun rules. It is quite possible that some of the powers and abilities conferred by vestiges need to be revised for Pathfinder. These will be taken on a case-by-case basis.

**Hit Die:** d8 (5)

## Class Skills

The binder's class skills are: Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge [arcana] (Int), Knowledge [history] (Int), Knowledge [religion] (Int), Knowledge [any one] (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), Streetwise (Cha).

**Skill Ranks per level:** 4 + Int Mod

## Class Features

**Weapon and Armour Proficiency:** Characters who choose binder at first level gain the following bonus feats: Basic Weapons and one other Weapon Group Feat; and Armour Proficiency (Light).

Characters who multiclass into binder after first level do not gain any additional weapon, armour or shield proficiencies.

**Saving Throw Bonus:** Characters who choose binder at first level gain a +1 bonus to their base Fortitude and Will saving throws. Characters who multiclass into binder after first level do not gain this bonus.

# Bladesinger (Magus)

---

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

Ultimate Magic (2011)

## Game Rule Information

The Bladesinger (the loun term for the Magus) is a new class from Ultimate Magic that I have closely associated with elven magical martial arts. The changes to the magic system, arcane spell failure and concentration have necessitated some small tweaks to the class description. The most drastic of which is that the abilities *Improved Spell Combat*, and *Greater Spell Combat* have been deleted and replaced with bonus feats. Abilities that have been modified are presented in full below, any class features that have not changed are not reproduced and you must refer to p9 of *Ultimate Magic* for the full picture.

**Hit Dice:** d8 (5)

## Class Skills

The bladesinger's class skills are: Athletics (Str), Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge [arcana] (Int), Knowledge [nature], Knowledge [fey], Knowledge [any one], Profession (Wis), Ride (Dex), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

**Skill Ranks per level:** 4 + Int Mod

## Class Features

**Weapon and Armour Proficiency:** Characters who choose bladesinger at first level gain the following bonus feats: Basic Weapons and three other Weapon Group Feats; and Armour Proficiency (Light).

Characters who multiclass into bladesinger after first level gain either one Weapon Group Feat or Armour Proficiency (Light). The character must qualify for this feat.

**Saving Throw Bonus:** Characters who choose bladesinger at first level gain a +1 bonus to their base Fortitude and Will saving throws. Characters who multiclass into bladesinger after first level do not gain this bonus.

**Focus:** The bladesinger's focus is the light or one-handed mêlée weapon he uses in combat. For elves this would be a blade, but the technique works with any type of mêlée weapon. Once a type of weapon has been chosen as the focus, it cannot be changed.

**Spellcasting:** The Bladesinger is an acquired caster of the Song tradition. They gain access to 0-level and 1st level spells at level one, 2nd level spells at level four, 3rd level spells at level seven, 4th level spells at level ten, 5th level spells at level thirteen, and 6th level spells at level sixteen. They cannot learn spells of greater than 6th level.

To prepare and cast a spell, a bladesinger must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for the saving throw against a bladesinger's spell is 10 + half the bladesinger's caster level + the bladesinger's intelligence modifier.

**Gaining Spells:** A bladesinger starts play at first level knowing all the 0-level spells (cantrips) on the following list: *Acid Splash*, *Arcane Mark*, *Dancing Lights*, *Daze*, *Detect Magic*, *Disrupt Undead*, *Flare*, *Ghost Sound*, *Light*, *Mage Hand*, *Open/Close*, *Prestidigitation*, *Ray of Frost*, *Read Magic*, and *Spark*.

He also knows a number of 1st level spells equal to 3 + his Intelligence modifier. These 1st level spells must be taken from spells on the Song list. As an Acquired caster, the bladesinger automatically gains access to two new spells from the list of Song spells every time he gains a level; these must be spells he can normally cast. The bladesinger may research or learn new spells in addition to this total – see the section on Magic for more information.

**Spell Combat (Ex):** At first level, a bladesinger learns to cast spells and wield his weapons at the same time. This functions much like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, the bladesinger must have one hand free (even though as a Songcaster his spells never have somatic components), while wielding a light or one-handed mêlée weapon in the other hand.

As a full-round action, he can make all of his attacks with his mêlée weapon at a -2 penalty and can also cast any spell from the Song spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). A bladesinger can choose to cast the spell first or make the weapon attacks first, but if he has more than one attack, he cannot cast the spell between weapon attacks.

While engaged in Spell Combat, the bladesinger is considered to have the Combat Casting feat (even if he does not qualify for it). However, this benefit only applies when casting a spell as part of a full attack action. If the bladesinger casts a spell

when not in the heat of combat, or without his weapon drawn, he provokes attacks of opportunity normally.

**Spell Recall (Su):** At fourth level, the bladesinger learns to use his arcane pool to recall spells he has already cast. With a swift action he can recall any single Song spell that he has cast since he last took a short rest by expending a number of points from his arcane pool equal to the spell's level (minimum 1). The pattern of the spell is instantly repaired, and it is available again as if it had never been cast.

**Bonus Feats:** At fifth level, and every three levels thereafter, a bladesinger gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat, implement, or metamagic feats. He must meet the prerequisites for these feats as normal.

**Knowledge Pool (Su):** At seventh level, when a bladesinger prepares his spells for the day, he can decide to expend 1 or more points from his arcane pool, up to his Intelligence bonus. For each point he expends, he can prepare any one spell from the Song spell list that he does not otherwise know (i.e. a spell that is not in his spellbook). This spell must be of a level the bladesinger could otherwise cast. The bladesinger holds the pattern of this foreign spell in his mind, like any other spell. However, once the spell is cast the pattern is lost and cannot be simply regained by taking a short rest (although it could be regained by using the bladesinger's *spell recall* ability). A spell gained through the Knowledge Pool ability is, therefore, usually only available once per day.

**Medium Armour (Ex):** At seventh level, the bladesinger gains Armour Proficiency (Medium) as a bonus feat. If he already has this feat, he may select any other armour proficiency, shield proficiency or weapon group feat in its place.

**Improved Spell Recall (Su):** At eleventh, the bladesinger's ability to recall spells using his arcane pool becomes more efficient. Whenever he recalls a spell with *spell recall*, he expends a number of points from his arcane pool equal to half the spell's level (minimum 1). Furthermore, the bladesinger uses *spell recall* as a free action instead of a swift action, although he still cannot use the ability more than once per round.

**Heavy Armour (Ex):** At thirteenth level, the bladesinger gains Armour Proficiency (Heavy) as a bonus feat. If he already has this feat, he may select any other armour proficiency, shield proficiency or weapon group feat in its place.

**Counterstrike (Ex):** At sixteenth level, even opponents with the Combat Casting feat (or equivalent ability) provoke attacks of opportunity from the Bladesinger if they cast a spell within the bladesinger's reach. However, such an attack of opportunity cannot disrupt a foe's spell (even if made against a foe with the Combat Casting feat).

**Greater Spell Access (Su):** At nineteenth level, the bladesinger gains access to an expanded spell list. He learns and places fourteen spells from the Arcane tradition into his spellbook as bladesinger spells of their Arcane level. He gains two such spells

of each of the following Arcane spells not on the Song spell list: 0-level, 1st-level, 2nd-level, 3rd-level, 4th-level, 5th-level, and 6th-level.

**True Bladesinger (Su):** At twentieth level, the bladesinger becomes a master of spells and combat. Whenever the bladesinger uses spell combat and his spell targets the same creature as his *mêlée* attacks, he can choose to either increase the DC to resist the spell by +2, grant himself a +2 circumstance bonus on any checks made to overcome spell resistance, or grant himself a +2 circumstance bonus on all attack rolls made against the target during his turn.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+1	+0	+1	Arcane Pool, Spell Combat	0 and 1st-level spells
2	+1	+2	+0	+2	Spellstrike	
3	+2	+2	+1	+2	Magus Arcana	
4	+3	+3	+1	+3	Spell Recall	2nd level spells
5	+3	+3	+1	+3	Bonus Feat	
6	+4	+4	+2	+4	Magus Arcana	
7	+5	+4	+2	+4	Knowledge Pool, Medium Armour	3rd level spells
8	+6/+1	+5	+2	+5	Bonus Feat	
9	+6/+1	+5	+3	+5	Magus Arcana	
10	+7/+2	+6	+3	+6	Fighter Training	4th level spells
11	+8/+3	+6	+3	+6	Bonus Feat, Improved Spell Recall	
12	+9/+4	+7	+4	+7	Magus Arcana	
13	+9/+4	+7	+4	+7	Heavy Armour	5th level spells
14	+10/+5	+8	+4	+8	Bonus Feat	
15	+11/+6/+1	+8	+5	+8	Magus Arcana	
16	+12/+7/+2	+9	+5	+9	Counterstrike	6th level spells
17	+12/+7/+2	+9	+5	+9	Bonus Feat	
18	+13/+8/+3	+10	+6	+10	Magus Arcana	
19	+14/+9/+4	+10	+6	+10	Greater Spell Access	
20	+15/+10/+5	+11	+6	+11	Bonus Feat, True Bladesinger	

# Cavalier

---

*While many warriors strive to perfect their art, spending all of their time honing their skill at martial arms, others spend as much effort dedicating themselves to a cause. These warriors, known as cavaliers, swear themselves to a purpose, serving it above all else. Cavaliers are skilled at fighting from horseback, and are often found charging across a battlefield, with the symbol of their order trailing on a long, fluttering banner. The cavalier's true power comes from the conviction of his ideals, the oaths that he swears, and the challenges he makes.*

Advanced Player's Guide (2010)

## Game Rule Information

The cavalier has not been examined for the new Ioun rules. However, as a non-spellcaster it is unlikely that any changes need to be made to the version of the class that appears on p32 of the *Advanced Player's Guide*.

**Hit Die:** d10 (6)

## Class Skills

The cavalier's class skills are: Athletics (Str), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge [any one] (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

**Cavalier Orders and Skills:** The cavalier also gains additional class skills depending on his choice of order.

**Skill Ranks per Level:** 6 + Int Mod

## Class Features

**Weapon and Armour Proficiency:** Characters who choose alchemist at first level gain the following bonus feats: Basic Weapons and three other Weapon Group Feats; Armour Proficiency (Light), Armour Proficiency (Medium), Armour Proficiency (Heavy), and Shield Proficiency.

Characters who multiclass into alchemist after first level gain one Weapon Group Feat; either one Armour Proficiency feat or one Shield proficiency feat.

**Saving Throw Bonus:** Characters who choose cavalier at first level gain a +1 bonus to their base Fortitude saving throw. Characters who multiclass into cavalier after first level do not gain this bonus.

*The handiwork of the gods is everywhere – in places of natural beauty, in mighty crusades, in soaring temples, and in the hearts of worshipers. Like people, gods run the gamut from benevolent to malicious, reserved to intrusive, simple to inscrutable. The gods, however, work mostly through intermediaries – their clerics. Good clerics heal, protect, and avenge. Evil clerics pillage, destroy, and sabotage. A cleric uses the power of his god to make his god's will manifest. And if a cleric uses his god's power to improve his own lot, that's to be expected, too.*

Player's Handbook (2003)

## Game Rule Information

The cleric has gone through many different versions over the years. Below is an all-new version of the cleric for Iourn, that bears little resemblance to the class that appears in either third edition or Pathfinder. Notable changes are the omission of the cleric's Aura (due to alignment being removed from the game), and the ability to *Turn Undead* which replaces *Channel Positive Energy*. The following is a complete version of the cleric. Details of the cleric's new domain powers appears in Appendix One.

**Hit Die:** d8 (5)

## Class Skills

The cleric's class skills are: Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge [arcana] (Int), Knowledge [history] (Int), Knowledge [nobility] (Int), Knowledge [religion] (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int).

**Domains and Class Skills:** Clerics gain one additional class skill for each major domain of spells they choose. This skill is prescribed by each domain.

**Skill Ranks per level:** 4 + Int Mod

## Class Features

**Weapon and Armour Proficiency:** Characters who choose cleric at first level gain the following bonus feats: Basic Weapons and two other Weapon Group Feats (one of which must include the deity's favoured weapon), Armour Proficiency (Light), Armour Proficiency (Medium) and Shield Proficiency.

Characters who multiclass into cleric after first level gain the Weapon Group Feat that includes the deity's favoured weapon; and either Armour Proficiency (Light) or Armour Proficiency (Medium). The character must qualify for these feats.

**Saving Throw Bonus:** Characters who choose cleric at first level gain a +1 bonus to their base Fortitude and Will saving throws. Characters who multiclass into cleric after first level do not gain this bonus.

**Focus:** Clerics require a focus in order to cast their spells. This would normally be the holy symbol of their religion, although it could be another object (such as their deity's favoured weapon) with the consent of the GM.

**Spellcasting:** The cleric is an Acquired spellcaster of the Divine tradition. All divine spells are allocated to one or more different Domains. All clerics have major access to the All domain and the domain named after their god. In addition, the deity that a cleric worships grants major and minor access to a number of further domains. From this selection, the cleric chooses three major domains, and three minor domains. The cleric may choose to have access to a major domain of a god as a minor domain, but not vice versa.

The cleric can choose any spell of any level he can cast from the domains in which he has major access. In the domains he has minor access, he cannot learn any spell of greater than 4th level despite his spellcasting prowess.

Clerics gain access to 0-level and 1st level spells at level one, 2nd level spells at level three and each successive level of spells at every odd numbered level thereafter. To prepare and cast a spell, a cleric must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for the saving throw against a cleric's spell is 10 + half the cleric's divine caster level + the cleric's wisdom modifier.

**Gaining Spells:** A cleric starts play at first level knowing all the 0-level spells (orisons) in his available domains. He also knows a number of 1st level spells equal to 3 + the his Wisdom modifier. These 1st level spells can be taken from any available domain. As an Acquired caster, the cleric automatically gains access to two new spells from his available domains every time he gains a level; these must be spells he can normally cast. The cleric may research or learn new spells in addition to this total – see the section on Magic for more information.

**Turn Undead (Su):** As a standard action, you channel the power of your god through your holy symbol to drive away (and potentially destroy) undead creatures. You must have your holy symbol to hand in order to use *Turn Undead* and you must present that symbol in a bold and forthright fashion. Your power affects all undead within a sixty foot radius of the cleric, except those that have Total Cover. Line of Sight is not required for Turn Undead to work.

All undead creatures affected by this power must make a Will saving throw against a DC of 10 + half your cleric level + your wisdom modifier. Undead creatures of half

your level or less that fail their saving throw are instantly destroyed: they burn away in less than a round, leaving nothing but a pile of fetid ash to remember them by. All other affected undead flee until they are outside the area of effect. They are also Shaken (a -2 morale penalty on all defences, saving throws, skill checks and ability checks) for as long as you maintain the turning effect.

Affected undead outside the area of effect will not attack the cleric, even if they have ranged attacks they could use without coming within 60 feet. They can use ranged attacks against allies of the cleric within the area of effect. The cleric and his companions are free to use ranged attacks against turned undead without breaking the turning effect. However, if the cleric moves toward the undead and manoeuvres them into a situation where they cannot retreat outside the area of effect, then the turning effect is broken for that undead creature, and it may act normally.

Undead that make their saving throws can act normally; they may enter, leave and re-enter the area of effect with impunity and attack the cleric if they wish. These undead are also immune to any subsequent turning attempts by the cleric for one hour.

Undead are only kept at bay by Turn Undead for as long as the cleric maintains the effect. Maintaining the turning effect requires the cleric to spend a Move action each round. If he fails to spend a move action to maintain the effect, then the effect ends and affected undead can act normally.

If new undead (who haven't previously been called upon to make a saving throw) enter the area of a maintained turning effect, they must immediately make a Will saving throw.

**Domain Powers:** Each domain of spells is associated with a number of special domain powers. At 1st level, 2nd level and every even-numbered level thereafter the cleric gains one of these domain powers. He may only select powers from those domains in which he has major access. See appendix 1 for list of domain powers.

**Example Deities:** There are numerous gods in the Iourn setting. This summarises the domains granted by the moon gods to their follows:

- **Calafax:** *Major* – Chaos, Destruction, Fire, Law, Moon, Rebirth, War; *Minor* – Community, Healing, Sun
- **Mortis:** *Major* – Death, Evil, Knowledge, Moon, Pestilence, Torment, Undeath; *Minor* – Community, Oracle, Healing
- **Sharrash:** *Major* – Community, Journeys, Moon, Trade, Trickery, Water, Weather; *Minor* – Destruction, Healing
- **Terranor:** *Major* – Animal, Community, Justice, Law, Moon, Plant, Protection, Strength; *Minor* – Healing
- **Vitaeous:** *Major* – Good, Charm, Healing, Life, Love, Luck, Moon; *Minor* – Community, Trickery

- **Zephyre:** *Major* – Air, Chaos, Freedom, Knowledge, Oracle, Moon, Magic, Weather, Wisdom; *Minor* – Celerity, Healing

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

*The fury of a storm, the gentle strength of the morning sun, the cunning of the fox, the power of the bear – all these and more are at the druid's command. The druid however, claims no mastery over nature. That claim, she says, is the empty boast of a city dweller. The druid gains her power not by ruling nature but by being at one with it. To trespassers in a druid's sacred grove, and to those who feel her wrath, the distinction is overly fine.*

Player's Handbook (2003)

## Game Rule Information

The *wildshape* ability of the druid has been changed markedly, as well as the level when certain *wildshape*-related powers are gained. Additionally two new powers have been added at levels 17 and 19 to help flesh out the character's progression. These new and revised powers are highlighted below, although you must still refer to the Pathfinder Core Rules for the druid's other powers.

**Hit Die:** d8 (5)

## Class Skills

The druid's class skills are: Athletics (Str), Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge [fey] (Int), Knowledge [geography] (Int), Knowledge [nature] (Int), Perception (Wis), Profession (Wis), Ride (Wis), Spellcraft (Int), Survival (Wis), Swim (Str)

**Skill Ranks per Level:** 6 + Int Mod

## Class Features

**Weapon and Armour Proficiency:** Characters who choose druid at first level gain the following bonus feats: Basic Weapons; and either Druid Weapons or Spears Weapon Group feats; Armour Proficiency (Light), Armour Proficiency (Medium) and Shield Proficiency.

Characters who multiclass into druid after first level gain either Druid Weapons or Spears Weapon Group; and either Armour Proficiency (Light) or Armour Proficiency (Medium). The character must qualify for these feats.

**Saving Throw Bonus:** Characters who choose druid at first level gain a +1 bonus to their base Fortitude and Will saving throws. Characters who multiclass into druid after first level do not gain this bonus.

**Spellcasting (Sp):** The druid is an Acquired spellcaster of the Primal tradition. Druids gain access to 0-level and 1st level spells at level one; 2nd level spells at level three and to each successive level of spells at every odd-number level thereafter. To prepare and cast a spell, a druid must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for the saving throw against a druid's spell is 10 + half the druid's caster level + the druid's Wisdom modifier.

**Gaining Spells:** A druid starts play at first level knowing the following 0-level spells (orisons): *Detect Magic, Detect Poison, Flare, Guidance, Know Direction, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Stabilise, and Virtue.*

As an Acquired caster, the druid automatically gains access to two new spells from the primal spell list every time he gains a level; these must be spells he can normally cast. The druid may research or learn new spells in addition to this total – see the section on Acquired Magic for more information.

**Wildshape (Su):** At fifth level, a druid gains the ability to turn herself into a Small or Medium Animal and back again. The druid can only take the form of a creature he is familiar with. For example, a druid who has never been outside a temperate forest could not become a polar bear. Wildshaping is a standard action that does not provoke an attack of opportunity. There is no limit to the amount of time a druid can remain in his animal form. Returning to his original form is also a standard action.

The size and diversity of the creature the druid can become increases as the druid gains levels. He can become Large creatures at level seven, Tiny creatures at level nine, Huge creatures at level eleven, and Diminutive creatures at level thirteen. The druid expands his repertoire to include creatures of the Vermin type at level eight, the Plant type at level eleven, and the Elemental type at level fourteen.

Although the druid can Wildshape at-will, his level governs the number of times he can safely attempt the change. The druid may wildshape safely 1/day at level five, 2/day at level six and gains one more safe use of wildshape at each even-numbered level to a maximum of eight safe uses at level eighteen. If the druid wildshapes beyond these safe limits then the following rules apply:

The first wildshape each day beyond the safe limit imposed by the druid's level functions normally. However, the druid must make a special level check to revert to his original form. The check is 1d20 + the druid's level + the druid's Wisdom modifier. The DC of this check is 21. If the check succeeds then the druid reverts to his original form normally. He may then (if he chooses) attempt to Wildshape again. However, each additional Wildshape attempt adds a cumulative +2 to the DC of the level check to revert to his own form.

If the level check fails then druid is stuck in his creature form until dawn the following day. At this point he can make another level check (at +2 to the DC of the previous check) to revert to his original form. If he fails again then he remains stuck for another day, before he can try the check again (at an additional +2 to the DC). He continues making checks at an increasing DC each dawn until he either succeeds or fails four successive checks. If four checks are failed then the druid remains in his creature form forever and may take on the mentality and nature of the creature.

At twentieth level, the druid does not need to worry about these checks, as he is able to Wildshape safely at-will with no penalty.

Wildshape otherwise functions as the Polymorph spell.

**Hibernation Trance (Ex):** The character gains the biological ability to hibernate. His body functions slow to the point where the character may appear dead to a casual observer; ageing ceases. The character is completely unconscious during hibernation. He awakens either at a preordained time ("I will hibernate for twenty days") or when there is a significant change in his environment (the weather turns cold, someone hits him with a stick, etc.).

**Elemental Adaptation (Su):** Your body automatically adapts to hostile environments – as long as they are natural ones. You can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing you to survive as if you were a creature native to that environment. You can breathe and move (though penalties to movement and attacks, if any for a particular environment, remain), and you take no damage simply from being in that environment.

This ability manifests unbidden as an immediate interrupt action after stepping into an environment. The druid does not even need to be conscious for it to function. The adaptation remains in effect for as long as it is needed.

You can somewhat adapt to extreme environmental features such as acid, lava, fire, and electricity. Any environmental feature that normally directly deals 1 or more dice of damage per round deals you only half the usual amount of damage.

## The Oceanic Order

The order of druids most common in Lareth and the western fringes of the Hadradan Empire are the Oceanic Order, also known as the Seawalkers. The Seawalkers dress in voluminous silken robes of sky blue and orange, enchanted to resist everyday wear and tear. Their calling is protect the seas and the natural creatures within them from the predations of the surface world, and the actions of unscrupulous creatures from beneath the waves. They have a subtly different set of abilities from their land-based cousins:

**Oceanic Stride (Su):** The druid gains the ability to walk on water. This is a continuous ability that the druid does not need to concentrate in order to maintain. However, she can dismiss the ability as a free action on her turn if she needs to venture beneath the surface. This ability otherwise functions as the spell, *water walk*. This ability replaces Woodland Stride.

**Aquatic Adaptation (Ex):** The druid gains the ability to breathe water as well as air. This replaces the Trackless Step ability.

**Swim like a Fish (Ex):** The druid gains a swim speed equal to her land speed, and can move through water without making Swim checks. She gains a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. The watersoul can always choose to Take 10 on a Swim check, even if distracted or endangered when swimming. She can also use the run action while swimming, provided that she swims in a straight line. This replaces the Resist Nature's Lure ability.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+1	+0	+1	Nature Bond, Nature Sense, Wild Empathy	0 and 1st-level spells
2	+1	+2	+0	+2	Woodland Stride	
3	+2	+2	+1	+2	Trackless Step	2nd level spells
4	+3	+3	+1	+3	Resist Nature's Lure	
5	+3	+3	+1	+3	Wild Shape (1/day), Animal Type	3rd level spells
6	+4	+4	+2	+4	Wild Shape (2/day)	
7	+5	+4	+2	+4	Wild Shape (Large)	4th level spells
8	+6/+1	+5	+2	+5	Wild Shape (3/day), Vermin Type	
9	+6/+1	+5	+3	+5	Venom Immunity, Wild Shape (Tiny)	5th level spells
10	+7/+2	+6	+3	+6	Wild Shape (4/day)	
11	+8/+3	+6	+3	+6	Wild Shape (Huge), Plant Type	6th level spells
12	+9/+4	+7	+4	+7	Wild Shape (5/day)	
13	+9/+4	+7	+4	+7	A Thousand Faces, Wild Shape (Diminutive)	7th level spells
14	+10/+5	+8	+4	+8	Wild Shape (6/day), Elemental Type	
15	+11/+6/+1	+8	+5	+8	Timeless Body	8th level spells
16	+12/+7/+2	+9	+5	+9	Wild Shape (7/day)	
17	+12/+7/+2	+9	+5	+9	Hibernation Trance	9th level spells
18	+13/+8/+3	+10	+6	+10	Wild Shape (8/day)	
19	+14/+9/+4	+10	+6	+10	Elemental Adaptation	10th level spells
20	+15/+10/+5	+11	+6	+11	Wild Shape (at will)	

# Eidolater (Summoner)

---

*While many who dabble in the arcane become adept at beckoning monsters from the farthest reaches of the planes, none are more skilled at it than the summoner. This practitioner of the arcane arts forms a close bond with one particular outsider, known as an eidolon, who gains power as the summoner becomes more proficient at his summoning. Over time, the two become linked, eventually even sharing a shard of the same soul. But this power comes with a price: the summoner's spells and abilities are limited due to his time spent enhancing the power and exploring the nature of his eidolon.*

Advanced Player's Guide (2010) p54

## Game Rule Information

The Eidolater (a significantly cooler name for the Summoner) is a spellcaster who has made a pact with a powerful extraplanar entity called an eidolon. The eidolon allows itself to be summoned, and works with the eidolater to meet their mutual goals. Unlike many pacts, the eidolater seems to be the dominant partner – however, even eidolons possess needs and goals that may present themselves as the campaign unfolds. The eidolater remains almost unchanged from its presentation on p54 of the *Advanced Player's Guide*. However, I haven't looked too closely at the class for the loun rules.

**Hit Dice:** d8 (5)

## Class Skills

The eidolater's class skills are: Craft (Int), Fly (Dex), Handle Animal (Cha), Knowledge [all] (Int), Linguistics (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha)

**Skill Ranks per Level:** 4 + Int Mod

## Class Features

**Weapon and Armour Proficiency:** Characters who choose eidolater at first level gain the following bonus feats: Basic Weapons and one other Weapon Group Feat; and Armour Proficiency (Light).

Characters who multiclass into eidolater after first level do not gain any additional weapon, armour or shield proficiencies.

**Saving Throw Bonus:** Characters who choose idolater at first level gain a +1 bonus to their base Will saving throw. Characters who multiclass into idolater after first level do not gain this bonus.

**Focus:** An idolater needs a special focus in order to cast his spells, and perform the ritual to summon his idolon. This focus is almost always a physical part of the idolon. It may be a handful of its fur, a talon or something even more gruesome. The focus may be more elaborate, such as a tooth from the idolon mounted on the end of a wooden shaft to form a crude spear; or a head-dress made from the idolon's feathers.

**Spellcasting:** The idolater is an Instinctive caster of the Pact tradition. They take their spells from the general Pact list, and those spells with the Pact (idolatry) descriptor. Idolaters gain access to 0-level and 1st level spells at level one, 2nd level spells at level four, 3rd level spells at level seven, 4th level spells at level ten, 5th level spells at level thirteen, and 6th level spells at level sixteen. They cannot learn spells of greater than 6th level.

To cast a spell, an idolater must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for the saving throw against an idolater's spell is 10 + half the idolater's caster level + the idolater's charisma modifier.

**Gaining Spells:** An idolater starts play at first level knowing a number of 0-level spells (cantrips) equal to 3 + her Cha modifier. She must choose from this list: *Acid Splash, Arcane Mark, Daze, Detect Magic, Guidance, Light, Mage Hand, Mending, Open/Close, Read Magic, and Resistance.*

In addition the idolater receives 2 spell levels from which she chooses the 1st level spells she can cast. As with cantrips, these must be taken from the Pact (idolatry) list. The number of spell levels available to the idolater rises as she gains levels:

Class Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Spell Levels	2	3	4	6	8	10	14	18	22	28	34	40	48	56	64	74	84	94	106	118

The idolater may also receive additional spell levels depending on her Charisma ability score. See the section on Magic for information about this.

Every time the idolater gains a level she may choose to retrain a number of spell levels equal to the highest spell level she can cast. She may retrain a number of low level spells for one or more spells of a higher level. For example, if the highest spell level the idolater knew was 6th, she could choose to retrain a 4th level spell and a 2nd level spell for a new 6th level spell. Or she could retrain a 6th level spell for six new 1st level spells.

**Idolon:** An idolater begins play with the ability to summon to his side a powerful outsider called an idolon. Idolons are not aspects or avatars of more powerful beings, they are unique creatures with whom idolaters make their pact. When an

eidolater summons his eidolon, he is summoning the actual creature to which he is bonded. Compared to other patrons, eidolons are extremely weak. However, their physical intimacy and immediacy turns the eidolater into the equal of any other pactmaker.

An eidolon cannot die outside its home plane. If it takes sufficient damage to reduce it to its bloodied value then it is automatically sent back to its home plane. Otherwise, the eidolon behaves like any other summoned creature, with the exception that its connection to the eidolater allows it to touch and attack foes who are protected by wards that prevent contact with summoned creatures.

An eidolater can summon his eidolon in a ritual that takes 1 minute to perform. The eidolon remains until dismissed by the eidolater (a standard action). If the eidolon is sent back to its home plane due to death, it cannot be summoned again until the following day. The eidolon cannot be sent back to its home plane by means of *dispel magic*, but spells such as *dismissal* and *banishment* work normally. If the eidolater is unconscious, asleep, or killed, his eidolon is immediately banished.

The eidolon only heals naturally on its own plane. Any wounds it receives while summoned will not naturally heal, although they can be repaired by certain magic spells. While on its home plane, the eidolon must rest for eight hours to regain half its hit points. If the eidolon is summoned before eight hours has elapsed then it will not have healed any damage at all. If the eidolon was slain, then the next time it is summoned it appears with at least half its hit points.

The eidolon takes a form shaped by the eidolater's desires. The eidolon's Hit Dice, saving throws, skills, feats, and abilities are tied to the eidolater's class level and increase as the eidolater gains levels. In addition, each eidolon receives a pool of evolution points, based on the eidolater's class level, that can be used to give the eidolon different abilities and powers. Whenever the eidolater gains a level, he must decide how these points are spent, and they are set until he gains another level of eidolater.

The eidolon's physical appearance is up to the eidolater, but it always appears as some sort of fantastical creature. This control is not fine enough to make the eidolon appear like a specific creature. The eidolon also bears a glowing rune that is identical to a rune that appears on the eidolater's forehead as long as the eidolon is summoned. While this rune can be hidden through mundane means, it cannot be concealed through magic that changes appearance, such as *alter self* or *polymorph* (although *invisibility* does conceal it as long as the spell lasts).

# Fighter

---

*The questing knight, the conquering overlord, the king's champion, the elite foot soldier, the hardened mercenary, and the bandit king – all are fighters. Fighters can be stalwart defenders of those in need, cruel marauders, or gutsy adventurers. Some are among the land's best souls, willing to face death for the greater good. Others are among the worst, with no qualms about killing for private gain, or even for sport. Fighters who are not actively adventuring may be soldiers, guards, bodyguards, champions, or criminal enforcers. An adventuring fighter might call himself a warrior, a mercenary, a thug, or simply an adventurer.*

Player's Handbook (2003) p 37

## Game Rule Information

The most basic of core classes, the Fighter remains almost unchanged from his presentation on p55 of the Pathfinder Core Rules (2009). There has been a slight tweak to his Weapon Training ability, to bring it in line with weapon group feats.

**Hit Die:** d10 (6)

## Class Skills

The fighter's class skills are: Athletics (Str), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge [engineering] (Int), Knowledge [choose any one] (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 4 + Int Mod

## Class Features

**Weapon and Armour Proficiency:** Characters who choose fighter at first level gain the following bonus feats: Basic Weapons and four other Weapon Group Feats, Armour Proficiency (Light), Armour Proficiency (Medium), Armour Proficiency (Heavy), Shield Proficiency and Tower Shield Proficiency.

Characters who multiclass into fighter after first level gain One Weapon Group Feat; and either one Armour Proficiency feat or one Shield proficiency feat. The character must qualify for these feats.

**Saving Throw Bonus:** Characters who choose fighter at first level gain a +1 bonus to their base Fortitude saving throws. Characters who multiclass into fighter after first level do not gain this bonus.

**Weapon Training (Ex):** Starting at fifth level, the fighter may select one Weapon Group feat that he knows. Whenever he attacks with a weapon from that group he gains a +1 bonus on attack and damage rolls. The fighter may not select the Exotic Weapons or Exotic Double Weapons weapon group feat for this purpose. He may, however, select his natural weapons instead.

Every four levels thereafter (ninth, thirteenth and seventeenth), a fighter becomes further trained in another weapon group feat. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a fighter reaches 9th level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A fighter also adds this bonus to any combat manoeuvre checks made with weapons from this group. This bonus also applies to the fighter's Combat Manoeuvre Defence when defending against disarm and sunder attempts made against weapons from this group.

# Inquisitor

---

*Grim and determined, the inquisitor roots out enemies of the faith, using trickery and guile when righteousness and purity is not enough. Although inquisitors are dedicated to a deity, they are above many of the normal rules and conventions of the church. They answer to their deity and their own sense of justice alone, and are willing to take extreme measures to meet their goals.*

Advanced Player's Guide (2010) p38

## Game Rule Information

The inquisitor is a new divine spellcaster introduced on p38 of the *Advanced Player's Guide*. I haven't looked at the class very closely in regard to compatibility with the new house rules. The biggest change to the class will be to the spell list: inquisitors have access to Divine spells via domains in the same way that clerics do: they no longer have their own spell list. I have briefly assigned domains to the inquisitor, although these may change upon reflection.

**Hit Die:** d8 (5)

## Class Skills

The Inquisitor's class skills are: Athletics (Str), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge [arcana] (Int), Knowledge [nature] (Int), Knowledge [religion] (Int), Knowledge [any other two] (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 8 + Int Mod

## Class Features

**Weapon and Armour Proficiency:** Characters who choose inquisitor at first level gain the following bonus feats: Basic Weapons and two other Weapon Group Feats (one of which must include the deity's favoured weapon), Armour Proficiency (Light), Armour Proficiency (Medium), and Shield Proficiency.

Characters who multiclass into inquisitor after first level gain One Weapon Group Feat that must include the deity's favoured weapon; and either Armour Proficiency (Light) or Armour Proficiency (Medium). The character must qualify for these feats.

**Saving Throw Bonus:** Characters who choose inquisitor at first level gain a +1 bonus to their base Fortitude and Will saving throws. Characters who multiclass into inquisitor after first level do not gain this bonus.

**Focus:** The inquisitor wields a focus appropriate to the deity she follows. This is likely to be a similar holy symbol to the one carried by the clergy of her religion, although it may differ slightly to mark the character out as an inquisitor.

**Spellcasting:** The inquisitor is an Instinctive spellcaster of the Divine tradition. The inquisitor has access to the Inquisitor domain, and three of the major domains granted by her god. The inquisitor is considered to have major access in these three domains (although the maximum level of spells she can cast is 6th, not 9th).

The inquisitor gains access to 0-level and 1st level spells at level one, 2nd level spells at level four, 3rd level spells at level seven, 4th level spells at level ten, 5th level spells at level thirteen, and 6th level spells at level sixteen. They cannot learn spells of greater than 6th level.

To cast a spell, an inquisitor must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for the saving throw against an inquisitor's spell is 10 + half the inquisitor's caster level + the inquisitor's wisdom modifier.

**Gaining Spells:** An inquisitor starts play at first level knowing a number of 0-level spells (orisons) equal to 3 + her Wis modifier. She may choose any orisons from the domains she can access.

In addition the inquisitor receives 2 spell levels from which she chooses the 1st level spells she can cast. The number of spell levels available to the inquisitor rises as she gains levels:

Class Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Spell Levels	2	3	4	6	8	10	14	18	22	28	34	40	48	56	64	74	84	94	106	118

The inquisitor may also receive additional spell levels depending on her Wisdom ability score. See the section on Magic for information about this.

Every time the inquisitor gains a level she may choose to retrain a number of spell levels equal to the highest spell level she can cast. She may retrain a number of low level spells for one or more spells of a higher level. For example, if the highest spell level the inquisitor knew was 6th, she could choose to retrain a 4th level spell and a 2nd level spell for a new 6th level spell. Or she could retrain a 6th level spell for six new 1st level spells.

**Domain Powers:** The inquisitor can gain the powers associated with her major domains in the same way as a cleric. However, the inquisitor gains domain powers less frequently than clerics. She gains a domain power at levels one, seven, fourteen

and twenty. Levels of clerics and inquisitors stack when determining any variable, level-dependent effects of domain powers.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+1	+0	+1	Domain Power, Judgment 1/day, Monster Lore, Stern Gaze	0 and 1st-level spells
2	+1	+2	+0	+2	Cunning Initiative, Detect Alignment, Track	
3	+2	+2	+1	+2	Solo Tactics, Teamwork Feat	
4	+3	+3	+1	+3	Judgment 2/day	2nd level spells
5	+3	+3	+1	+3	Bane, Discern Lies	
6	+4	+4	+2	+4	Teamwork Feat	
7	+5	+4	+2	+4	Domain Power, Judgment 3/day	3rd level spells
8	+6/+1	+5	+2	+5	Second Judgment	
9	+6/+1	+5	+3	+5	Teamwork Feat	
10	+7/+2	+6	+3	+6	Judgment 4/day	4th level spells
11	+8/+3	+6	+3	+6	Stalwart	
12	+9/+4	+7	+4	+7	Greater Bane, Teamwork Feat	
13	+9/+4	+7	+4	+7	Judgment 5/day	5th level spells
14	+10/+5	+8	+4	+8	Domain Power, Exploit Weakness	
15	+11/+6/+1	+8	+5	+8	Teamwork Feat	
16	+12/+7/+2	+9	+5	+9	Judgment 6/day, Third Judgment	6th level spells
17	+12/+7/+2	+9	+5	+9	Slayer	
18	+13/+8/+3	+10	+6	+10	Teamwork Feat	
19	+14/+9/+4	+10	+6	+10	Judgment 7/day	
20	+15/+10/+5	+11	+6	+11	Domain Power, True Judgment	

# Mariner

---

*Mariners live their lives at sea, waking to the smell of salt air and falling asleep at night to the sound of the waves. Some mariners are hard-working simple sailors who love life at sea; others are ruthless buccaneers, bent on gaining personal wealth through force and skill. Mariners may do quite well for themselves while on land, but they always long for the freedom of the ocean.*

Age of Mortals (2003) p25

## Game Rule Information

The mariner was first introduced in the third edition Dragonlance setting published by Sovereign Press. It's a solid class that I have used before on Lourn, and deserves an update to Pathfinder. The class has been rewritten for the new edition, to make sure that the class acquires something meaningful at every level. It's not too far away from the version I penned in 2007 and subsequently posted onto my blog although I have added a new crowning ability for 20th level, and changed the list of bonus feats to bring them into accord with the Pathfinder Core Rules.

**Hit Die:** d8 (5)

## Class Skills

The mariner's class skills are: Athletics (Str), Acrobatics (Dex), Climb (Int), Craft (Int), Intimidate (Cha), Knowledge [geography] (Int), Knowledge [any one other], Perform (Cha), Perception (Wis), Profession (Wis), Streetwise (Cha), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 8 + Int Mod

## Class Features

**Weapon and Armour Proficiency:** Characters who choose mariner at first level gain the following bonus feats: Basic Weapons, Mariner Weapons and one other Weapon Group Feats; they also gain Armour Proficiency (Light).

Characters who multiclass into mariner after first level gain Mariner Weapons as a bonus weapon group feat. They must still qualify for this feat.

**Saving Throw Bonus:** Characters who choose mariner at first level gain a +1 bonus to their base Fortitude and Reflex saving throws. Characters who multiclass into mariner after first level do not gain these bonuses.

**Bonus Feats:** At first level, a mariner gets a bonus idiomatic feat in addition to the feat that any first level character gets and the bonus feat granted to a human character. The mariner gains an additional bonus feat at fourth level and every four mariner levels thereafter. These bonus feats must be drawn from the feats listed below. A mariner must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. The bonus feats are drawn from several sources.

*Pathfinder Core Rules (2009):* Acrobatic, Acrobatic Steps, Agile Maneuvres, Alertness, Athletic, Catch Off-Guard, Combat Expertise, Combat Reflexes, Dodge, Greater Disarm, Endurance, Fleet, Great Fortitude, Greater Bull Rush, Greater Feint, Greater Trip, Greater Overrun, Improved Bull Rush, Improved Disarm, Improved Feint, Improved Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Improved Overrun, Improved Trip, Intimidating Prowess, Lightning Reflexes, Mobility, Nimble Moves, Power Attack, Quick Draw, Skill Focus, Weapon Finesse, Weapon Group Feat (any)

*Advanced Player's Guide (2010):* Bull Rush Strike, Charge Through, Disarming Strike, Greater Dirty Trick, Improved Dirty Trick, Improved Second Chance, Second Chance

*Complete Adventurer (2005):* Force of Personality, Goad

*Stormwrack (2005):* Curling Wave Strike, Expert Swimming, Great Captain, Old Salt, Sailor's Balance, Scourge of the Seas, Sea Legs

*Sword and First (2001):* Dirty Fighting

*New Feats:* Polyglot

**Seamanship (Ex):** At first level, the Mariner gains a +1 competence bonus on all Profession (sailor) checks. This bonus increase by an additional +1 at each odd numbered level thereafter. Seamanship gained from two different classes stacks.

**Sailor Lore (Ex):** A mariner picks up a lot of knowledge by listening to local gossip in various ports of call or from the sea stories of shipmates. The mariner is a mine of information (much of it pointless) on local people or history, far away places or strange superstitions. A mariner adds half his class level (minimum 1) to all Knowledge skill checks, and may make all Knowledge skill checks untrained.

**Dirty Strike (Ex):** The mariner is adept at manoeuvres such as hitting below the belt, head butts, sucker punches and poking people in the eye. From 2nd level the mariner gains the ability to perform an unexpected manoeuvre to cause additional damage. In any round that the mariner makes a full attack action he may add his

Dirty Strike damage to each successful mêlée attack. This damage increases by 1d4 every four mariner levels thereafter. Damage from the Dirty Strike ability stacks with additional damage gained from selecting the Dirty Fighting feat, or from sneak attack damage derived from levels in Rogue or similar class as long as the criteria for all abilities is met. The additional damage inflicted with a Dirty Strike is not multiplied in the event of a critical hit.

**Marine Knack:** On attaining third level, and every two levels thereafter, a mariner gains a special ability – a peculiar knack derived from his life and times at sea. A choice of abilities are listed below; the mariner will not be able to select them all over the course of twenty levels.

*Abandon Ship (Ex):* The mariner is adept at saving his own skin by throwing himself into the arms of the sea. If the mariner's escape route from combat involves hurling himself into any large body of water he may take a special action to escape. The mariner may move up to four times his speed, and take 10 on any Athletics or Acrobatics check required to reach safety. He does not provoke an attack of opportunity from his opponent, nor any other foe whose threat range he enters, as long as he moves without interruption from his current position to the safety of the water. Using Abandon Ship is a full round action. If the mariner selects this ability he may not select the Fear of the Sea special ability (see below).

*All Weather Sailor (Ex):* The mariner is used to taking the helm, or the tiller, in the most extreme and dire weather conditions. He is considered to be under the effect of a continuous endure elements spell. The mariner can exist comfortably between the temperatures of -40°F and 140°F (-40°C to 60°C). Like the spell, the mariner has no special defence against fire or cold damage, or other environmental hazards such as smoke or lack of air. Unlike the spell, the mariner's equipment is not protected.

*Dog Watch (Ex):* The mariner is used to having his sleep broken by taking a watch in the middle of the night. During the dog watch the mariner can apply his Seamanship bonus to any constitution checks in order to stay awake. Additionally, mariners with this ability who are also spellcasters do not need eight continuous hours of rest to regain their spells. They may instead have two blocks of four hours continuous rest. They must still have eight hours in total.

*Fear of the Sea (Ex):* Despite being a sailor, the mariner is completely petrified of the water and will do everything to avoid emersion in it. Often this includes taking a bath. The mariner may add his Seamanship bonus to any attack roll, skill check, ability check or saving throw that allows him to avoid contact with water. For example, if he has to climb around a sea cave wall it applies to his Climb check; if it is to avoid being thrown into a bath by a burly crewmate it applies to his Combat Maneuvre Bonus; if a wizard lobs a water-ball at him it applies to his Reflex saving throw. The Seamanship bonus can only be applied once, so if (for example) a mariner has the Fear of the Sea and the Swing from the Yardarm special abilities he can only apply his Seamanship bonus to Climb checks once, regardless of the circumstances. If the mariner is dumped in water he is automatically shaken for one round (-2 to attack

rolls, skill checks, ability checks and saving throws). This ability does not prevent the mariner from entering water, it is up to the player to determine how severe a phobia his character's Fear of the Sea ability is. The mariner may still take ranks in the Swim skill normally. Mariners with this special ability cannot also select the Abandon Ship or Keelhaul Survivor special abilities.

*Girl in Every Port (Ex):* The mariner's charm and wit (or cheap rum and ready cash) means he is never short of company on his travels. The mariner makes friends and lovers with remarkable ease. The mariner may apply his Seamanship bonus to Streetwise checks in any port he has previously visited.

*Hook for a Hand (Ex):* The mariner has lost his hand to the rigours and dangers of the sea. The hand has been replaced by a wicked hook, blade or other instrument of death. The mariner gains the weapon group feat Claw Weapons as a bonus feat, and cannot be disarmed of his weapon. In addition the mariner adds half his Seamanship bonus (minimum 1) to damage rolls when using his stump-based weapon.

*Keelhaul Survivor (Ex):* The mariner has survived drowning on more than one occasion. This has given him the ability to hold his breath for longer than is normal for his race. He can hold his breath for three rounds per point of Constitution, instead of two rounds. After this period he must still make the normal checks to avoid drowning. If the mariner selects this ability he may not select the Fear of the Sea special ability (see above).

*Know the Ropes (Ex):* The mariner is an expert knotsman who knows his slippery hitch from his rigger's bend. The mariner may apply his Seamanship bonus to any check to successfully tie a knot. In addition, he adds his Seamanship bonus to the DC of an escape artist's chance to wiggle free of ropes that he has tied.

*Lick o' the Cat (Ex):* The mariner knows what it takes to motivate men to jump when he says jump. When using a whip, the mariner may apply his Seamanship bonus to Intimidate checks to change another's behaviour or to demoralise them in combat. In order to use this knack the mariner must be proficient in the whip. If he is trying to demoralise an opponent then he must be using the whip in combat against him. This ability grants no proficiency with the whip. Otherwise the mariner must abide by all the other rules as laid down in the description of the Intimidate skill. Good aligned mariners may feel uncomfortable if they select this ability.

*Sign of the Albatross (Su):* The mariner is a superstitious cove, who sees any number of dark omens and mysterious portents in every day life. A mariner with this ability considers himself adept at reading the signs, and sounding off on whether they will be of benefit or detriment to the crew. Once per day, the mariner can gain knowledge of a future event as if he had cast the *augury* spell. The mariner may use Sign of the Albatross one additional time per day at fifth level, and every five levels thereafter. From tenth level, this knack functions as the *divination* spell, instead of the *augury* spell.

*Mutinous Dog (Ex):* The mariner doesn't respond well to authority figures. He is a constant thorn in the side of his captain, and if he is a captain he is an utter maverick completely disregarding the orders of his superiors or the law of the land. The mariner gains the slippery mind ability. He is able to wriggle free from magical effects that would otherwise control or compel him. If a mariner with slippery mind is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again one round later at the same DC. He gets only this one extra chance to succeed on his saving throw.

*Peg-Legged (Ex):* The mariner has lost his leg at the knee in some sort of freak accident in his past and replaced it with a wooden stump. Far from being disadvantaged by this turn of events, the mariner has become even deadlier. The mariner does not suffer any penalty to movement, or to acrobatics and athletics checks usually associated with having a wooden leg. Additionally he can use the wooden leg as a weapon that inflicts a base 1d6 damage against opponents. The mariner adds his Seamanship to bluff checks when feinting in combat as long as he plans to attack his foe with his wooden leg. Many mariners customise their wooden legs with hollow compartments, or even have them enchanted. A mariner who is also a spellcaster may use his wooden leg as his focus.

*Polly on my Shoulder (Ex):* The mariner gains an animal companion. He must select a animal that might be found aboard a ship or is commonly associated with sailors such as a parrot, rat or monkey. This ability functions as the druid animal companion ability (which is part of the Nature Bond class feature), except that the mariner's effective druid level is equal to his mariner level -3. The mariner must be fifth level before he can select this ability.

*Round Perdition's Flames (Ex):* The mariner has developed an unhealthy obsession with a particular creature, organisation or individual. It might be another pirate captain who has wronged him, it might be a mythical leviathan that he is determined to capture, or it might be a firm of privateers who owe him money. The mariner adds his Seamanship bonus on his Bluff, Knowledge, Perception, Sense Motive and Survival checks against the subject of his ire. If the mariner succeeds in his quest for vengeance, then he can either replace this knack with another from the list or simply choose a new target for his unnatural passions. People like the mariner don't feel content unless they're hating someone. *Round Perdition's Flames* is considered the same as the Ranger's Favoured Enemy ability when it comes to qualifying for feats or prestige classes.

*Splice the Mainbrace (Ex):* Years at sea has made the mariner a hardened drinker with a surprising tolerance for alcohol. He gains a +2 bonus to Fortitude saves against poison, and may apply his Seamanship bonus to any Constitution checks or Fortitude saving throws to avoid, endure or mitigate the effects of drink.

*Swing from the Yardarm (Ex):* Scampering all over tall masted riggers and brigs have given the mariner an almost monkey-like climbing skill. He can now apply his Seamanship bonus to Climb checks.

*Tattooed Man (Ex):* The mariner is covered in tattoos and body-piercings. He looks exotic and savage. He gains a +4 bonus to Intimidate checks against non-mariners. This stacks with any bonus gained from the Lick o'the Cat special ability if the mariner decides to select it.

*Thar She Blows! (Ex):* All those long hours in the crow's nest squinting at the horizon have paid off. The mariner can now apply his Seamanship bonus to Spot checks.

*Touch of the Sun (Ex):* The mariner spends most of his time in the salt air, with his shirt off and under the baking sun. He is heavily tanned, and his skin has taken on a rugged leathery quality. The mariner gains +1 natural armour. This bonus stacks with any other bonus to natural armour the character might have, unless otherwise stated.

*X Marks the Spot (Ex):* The mariner's adventures on uncharted atolls and deserted islands have made him a supreme navigator, with the ability to find his way back to his buried treasure with unerring accuracy. The mariner can apply his Seamanship bonus to all Knowledge (geography) checks.

**Ancient Mariner (Ex):** At twentieth level, the mariner has gained such a wealth of experience of the sea that he can thwart Davy Jones himself. As long as the mariner is aboard a ship he gains a +2 luck bonus to all attack rolls, weapon damage rolls, saving throws, skill checks and ability checks. In addition, once per day, he can choose to add his Seamanship bonus to one saving throw.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+1	+1	+0	Bonus Feat, Seamanship +1, Sailor Lore
2	+1	+2	+2	+0	Dirty Strike +1d4
3	+2	+2	+2	+1	Marine Knack, Seamanship +2
4	+3	+3	+3	+1	Bonus Feat
5	+3	+3	+3	+1	Marine Knack, Seamanship +3
6	+4	+4	+4	+2	Dirty Strike +2d4
7	+5	+4	+4	+2	Marine Knack, Seamanship +4
8	+6/+1	+5	+5	+2	Bonus Feat
9	+6/+1	+5	+5	+3	Marine Knack, Seamanship +5
10	+7/+2	+6	+6	+3	Dirty Strike +3d4
11	+8/+3	+6	+6	+3	Marine Knack, Seamanship +6
12	+9/+4	+7	+7	+4	Bonus Feat
13	+9/+4	+7	+7	+4	Marine Knack, Seamanship +7
14	+10/+5	+8	+8	+4	Dirty Strike +4d4
15	+11/+6/+1	+8	+8	+5	Marine Knack, Seamanship +8
16	+12/+7/+2	+9	+9	+5	Bonus Feat
17	+12/+7/+2	+9	+9	+5	Marine Knack, Seamanship +9
18	+13/+8/+3	+10	+10	+6	Dirty Strike +5d4
19	+14/+9/+4	+10	+10	+6	Marine Knack, Seamanship +10
20	+15/+10/+5	+11	+11	+6	Ancient Mariner, Bonus Feat

*Dotted across the landscape are monasteries – small, walled cloisters inhabited by monks who pursue personal perfection through action as well as contemplation. They train themselves to be versatile warriors skilled at fighting without weapons or armour. The inhabitants of monasteries headed by good masters serve as protectors of the people. Ready for battle even when barefoot and dressed in peasant clothes, monks can travel unnoticed among the populace, catching bandits, warlords, and corrupt nobles unawares. In contrast, the residents of monasteries headed by evil masters rule the surrounding lands through fear, as an evil warlord and his entourage might. Evil monks make ideal spies, infiltrators, and assassins.*

Player's Handbook (2003) p39

## Game Rule Information

The monk remains largely unchanged from his presentation on p56 of the Pathfinder Core Rules (2009). Game play has suggested one small modification to Wholeness of Body which is noted below.

**Hit Die:** d8 (5)

## Class Skills

The monk's class skills are: Athletics (Str), Acrobatics (Dex), Autohypnosis (Wis), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge [history] (Int), Knowledge [religion] (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str)

**Skill Ranks per Level:** 6 + Int Mod

## Class Features

**Weapon and Armour Proficiency:** Characters who choose monk at first level gain the following bonus feats: Basic Weapons and one other Weapon Group Feats. They do not gain proficiency with any armour or with shields.

Characters who multiclass into monk after first level do not gain any bonus feats.

**Saving Throw Bonus:** Characters who choose monk at first level gain a +1 bonus to their base Fortitude, Reflex and Will saving throws. Characters who multiclass into monk after first level do not gain these bonuses.

**Wholeness of Body (Su):** At seventh level or higher, a monk can heal his own wounds as a standard action. He can heal a number of hit points of damage equal to twice his monk level by using 2 points from his *ki* pool.

*Although the gods work through many agents, perhaps none is more mysterious than the oracle. These divine vessels are granted power without their choice, selected by providence to wield powers that even they do not fully understand. Unlike a cleric, who draws her magic through devotion to a deity, oracles garner strength and power from many sources, namely those patron deities who support their ideals. Instead of worshiping a single source, oracles tend to venerate all of the gods that share their beliefs. While some see the powers of the oracle as a gift, others view them as a curse, changing the life of the chosen in unforeseen ways.*

Advanced Player's Guide p42

## Game Rule Information

The Oracle is more evocative version of the Mystic that was introduced in the third edition *Dragonlance Campaign Setting* (p47). Any characters created as Mystics would do well to convert to Oracles instead. The Oracle is a peculiar character in that they are mortals who are born with a link to the divine, and use that link to spontaneously cast divine spells and develop supernatural abilities. Each is a religion of one. Some worship gods or a collection of gods, but others simply worship themselves. The biggest change to the Oracle in the Ioun rules is that their spell lists are now divided into domains, like any other divine spellcaster.

**Hit Die:** d8 (5)

## Class Skills

An oracle's class skills are: Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge [history] (Int), Knowledge [religion] (Int), Knowledge [any one] (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

**Mysteries and Class Skills:** Oracles gain additional class skills depending on their choice of Mystery.

**Skill Ranks per Level:** 6 + Int Mod

## Class Features

**Weapon and Armour Proficiency:** Characters who choose oracle at first level gain the following bonus feats: Basic Weapons and one other Weapon Group Feat; Armour Proficiency (Light), and Shield Proficiency.

Characters who multiclass into oracle after first level gain one Weapon Group Feat as a bonus feat. The character must still qualify for these feat.

**Saving Throw Bonus:** Characters who choose oracle at first level gain a +1 bonus to their base Will saving throw. Characters who multiclass into oracle after first level do not gain this bonus.

**Spellcasting:** The sorcerer is an Instinctive caster of the Divine tradition. The oracle gains access to domains depending on her choice of Mystery. She gains major access to these domains, in respect to Divine Insight and spell access. However, she does not gain to domains powers or domain skills as clerics do. Domains are divided as follows:

- **Ancestor:** All, Community, Knowledge, Oracle, and Undeath
- **Battle:** All, Chaos, Destruction, Protection Vengeance, and War
- **Bones:** All, Death, Knowledge, Undeath
- **Dark Tapestry:** All, Trickery, Shadow, and Torment
- **Flame:** All, Fire, Sun, and Torment
- **Heavens:** All, Chaos, Evil, Justice, Law, Madness, and Tyranny
- **Life:** All, Charm Healing, Life, and Love
- **Lore:** All, Knowledge, Madness, Moon, and Oracle
- **Metal:** All, Earth, Strength, and War
- **Nature:** All, Animal, Community, Plant, and Weather
- **Stone:** All, Earth, Protection, and Strength
- **Time:** All, Celerity, Creation, Knowledge, and Oracle
- **Waves:** All, Cold, Journeys, and Water
- **Wind:** All, Air, Moon, Journeys, and Weather
- **Wood:** All, Earth, Pestilence, and Plant

The Mysteries of Battle, Bones, Flame, Heavens, Life, Lore, Nature, Stone, Waves and Wind are listed in the *Advanced Player's Guide* (2010); Ancestor, Dark Tapestry, Metal, Time and Wood are added in *Ultimate Magic* (2011).

Oracles gain access to 0-level and 1st level spells at level one, 2nd level spells at level three and each successive level of spells at every odd numbered level thereafter. To cast a spell, an oracle must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for the saving throw against an oracle's spell is 10 + half the oracle's arcane caster level + the oracle's charisma modifier.

**Gaining Spells:** An oracle starts play at first level knowing a number of 0-level spells (orisons) equal to 3 + her Cha modifier. She must choose these orisons from the domains granted by her mystery.

In addition the oracle receives 2 spell levels from which she chooses the 1st level spells she can cast. The number of spell levels available to the oracle rises as she gains levels:

Class Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Spell Levels	2	4	6	10	14	18	24	30	36	44	52	60	70	80	90	102	114	126	140	154

The oracle may also receive additional spell levels depending on her Charisma ability score. See the section on Magic for information about this.

Every time the oracle gains a level she may choose to retrain a number of spell levels equal to the highest spell level she can cast. She may retrain a number of low level spells for one or more spells of a higher level. For example, if the highest spell level the oracle knew was 7th, she could choose to retrain a 4th level spell and a 3rd level spell for a new seventh level spell. Or she could retrain a 7th level spell for seven new 1st level spells.

With the exception of the bonus spells granted by her Mystery, the sorcerer cannot usually learn additional spells beyond this total. Orisons are an exception to this rule. The oracle may learn as many orisons as she pleases, however if she wants to know any cantrips beyond those she starts with at first level she must research the cantrips using the same as Acquired casters researching new spells.

**Oracle's Curse (Ex):** This ability works as described by p43 of the *Advanced Player's Guide* (2010) with one small qualification. Oracles who choose the 'Lame' curse become immune to the Fatigued condition at 5th level, and the Exhausted condition at 15th level. What this actually means is that they do not take the penalties associated with the Fatigued or Exhausted conditions. They still gain these conditions, and can still reach the Fatigued or Exhausted marker on the Languor Track.

# Paladin

---

*The compassion to pursue good, the will to uphold law, and the power to defeat evil – these are the three weapons of the paladin. Few have the purity and devotion that it takes to walk the paladin's path, but those few are rewarded with the power to protect, to heal, and to smite. In a land of scheming wizards, unholy priests, bloodthirsty dragons, and infernal fiends, the paladin is the final hope that cannot be extinguished.*

Player's Handbook (2003) p42

## Game Rule Information

The paladin is based on the version that appears on p60 of the *Pathfinder Core Rules* (2009). The ability *Turn Undead* replaces *Channel Positive Energy*, and some modifications have been made to the paladin's spell casting abilities. Otherwise, please refer to the Core Rules for the rest of the paladin's class abilities.

**Hit Dice:** d10 (6)

## Class Skills

The paladin's class skills are: Athletics (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge [nobility] (Int), Knowledge [religion] (Int), Knowledge [undead] (Int), Profession (Int), Ride (Int), Sense Motive (Int), Spellcraft (Int)

**Skill Ranks per Level:** 4 + Int Mod

## Class Features

**Weapon and Armour Proficiency:** Characters who choose paladin at first level gain the following bonus feats: Basic Weapons and three other Weapon Group Feats, Armour Proficiency (Light), Armour Proficiency (Medium), Armour Proficiency (Heavy) and Shield Proficiency.

Characters who multiclass into paladin after first level gain One Weapon Group Feat; and either one Armour Proficiency feat or one Shield proficiency feat. The character must qualify for these feats.

**Saving Throw Bonus:** Characters who choose paladin at first level gain a +1 bonus to their base Fortitude and Will saving throws. Characters who multiclass into paladin after first level do not gain this bonus.

**Focus:** As a paladin you require a focus in order to cast spells. Without a focus in hand you lose access to your highest level of available spells, and your caster level for your remaining spells is halved. Paladins use their holy symbol as their spell focus. The shape, design and utility of this symbol varies from faith to faith: it may be an elaborate silver cross, an embossed chalice or even the paladin's sword. The paladin may select feats that enhance the power and usefulness of his focus.

**Spellcasting (Sp):** The paladin is an Acquired spellcaster of the Divine tradition. He gains access to the Paladin domain, and three of the domains granted by his god. The paladin is considered to have major access to these domains for the purpose of Divine Insight (and adds the domain skills to his skill list accordingly), but the maximum level of spells the paladin can cast is 4th level, not 9th. Paladins do not gain access to domain powers.

Paladins are not as proficient spellcasters as clerics. They gain access to 0-level spells at level one; 1st level spells at level four; 2nd level spells at level seven; 3rd level spells at level ten; and, 4th level spells at level thirteen. They may not cast spells of greater than 4th level, nor may they apply metamagic feats to their spells if the feat increases the effective level of the spell beyond 4th. The paladin's caster level is their paladin level -3 (minimum of 1).

To prepare and cast a spell, a paladin must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for the saving throw against a paladin's spell is 10 + half the paladin's divine caster level + the paladin's charisma modifier.

**Gaining Spells:** A paladin starts play at first level knowing all the 0-level spells (orisons) in his available domains. As an Acquired caster, the paladin automatically gains access to two new spells from his available domains every time he gains a level; these must be spells he can normally cast. The paladin may research or learn new spells in addition to this total – see the section on Acquired Magic for more information.

**Turn Undead (Su):** When a paladin reaches fourth level he gains the supernatural ability to turn undead as a cleric. This ability may be used at-will. The paladin turns undead as a cleric of three levels lower: i.e. use the paladin's level -3 when calculating the DC of the turn attempt, and whether undead creatures are destroyed by the aura. This replaces Channel Positive Energy from the Core Rules.

*The forests are home to fierce and cunning creatures, such as bloodthirsty owlbears and malicious displacer beasts. But more cunning and powerful than these monsters is the ranger, a skilled hunter and stalker. He knows the woods as if they were his home (as indeed they are), and he knows his prey in deadly detail.*

Player's Handbook (2003) p46

## Game Rule Information

The Pathfinder version of the Ranger (p64 of the 2009 Core Rules) is almost unchanged for the loun game. As a primal spellcaster, the ranger now has access to the same spells as druids giving him more versatility.

**Hit Die:** d10 (6)

## Class Skills

The ranger's class skills are: Athletics (Str), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge [geography] (Int), Knowledge [nature] (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 8 + Int Mod

## Class Features

**Weapon and Armour Proficiency:** Characters who choose ranger at first level gain the following bonus feats: Basic Weapons and three other Weapon Group Feats, Armour Proficiency (Light), Armour Proficiency (Medium), and Shield Proficiency.

Characters who multiclass into ranger after first level gain one Weapon Group Feat; and either Armour Proficiency (Light) or Armour Proficiency (Medium). The character must still qualify for these feats.

**Saving Throw Bonus:** Characters who choose ranger at first level gain a +1 bonus to their base Fortitude and Reflex saving throws. Characters who multiclass into ranger after first level do not gain this bonus.

**Focus:** The ranger requires a focus in order to cast his spells. As a primal spellcaster this focus can be any number of suitably 'woody' items. It may be a special herb, a

talisman carved from a tree branch broken off by lightning, a particular weapon or anything that the player can imagine as long as it stays within the ranger's idiom.

**Spellcasting (Sp):** The ranger is an Acquired spellcaster of the Primal tradition. He gains access to spells from the primal spell list, but they are not as proficiency spellcaster as druids. Rangers gain access to 0-level spells at level one; 1st level spells at level four; 2nd level spells at level seven; 3rd level spells at level ten; and, 4th level spells at level thirteen. They may not cast spells of greater than 4th level, nor may they apply metamagic feats to their spells if the feat increases the effective level of the spell beyond 4th. The ranger's caster level is their ranger level -3 (minimum of 1).

To prepare and cast a spell, a ranger must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for the saving throw against a ranger's spell is 10 + half the ranger's caster level + the ranger's Wisdom modifier.

**Gaining Spells:** A ranger starts play at first level knowing the following 0-level spells (orisons): *Detect Magic*, *Detect Poison*, *Flare*, *Guidance*, *Know Direction*, *Light*, *Mending*, *Purify Food and Drink*, *Read Magic*, *Resistance*, *Stabilise*, and *Virtue*.

As an Acquired caster, the ranger automatically gains access to two new spells from the primal spell list every time he gains a level; these must be spells he can normally cast. The ranger may research or learn new spells in addition to this total – see the section on Acquired Magic for more information.

*Rogues share little in common with each other. Some are stealthy thieves. Others are silver-tongued tricksters. Still others are scouts, infiltrators, spies, diplomats, or thugs. What they share is versatility, adaptability, and resourcefulness. In general, rogues are skilled at getting what others don't want them to get: entrance into a locked treasure vault, safe passage past a deadly trap, secret battle plans, a guard's trust, or some random person's pocket money.*

Player's Handbook (2003) p 49

## Game Rule Information

I haven't looked at rogues too closely for the Loun rules. The version on p67 of the Pathfinder Core Rules (2009) applies unless anything anomalous pops up during play.

**Hit Die:** d8 (5)

## Class Skills

The rogues class skills are: Athletics (Str), Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge [choose any one] (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Streetwise (Cha), Swim (Str), and Use Magic Device (Cha).

**Skill Ranks per Level:** 10 + Int Mod

## Class Features

**Weapon and Armour Proficiency:** Characters who choose rogue at first level gain the following bonus feats: Basic Weapons and two other Weapon Group Feats; and Armour Proficiency (Light).

Characters who multiclass into rogue after first level gain one Weapon Group Feat. The character must still qualify for this feat.

**Saving Throw Bonus:** Characters who choose rogue at first level gain a +1 bonus to their base Reflex saving throw. Characters who multiclass into rogue after first level do not gain this bonus.

# Sorcerer

---

*Sorcerers create magic the way a poet creates poems, with inborn talent honed by practice. They have no books, no mentors, no theories – just raw power that they direct at will.*

Player's Handbook (2003) p51

## Game Rule Information

The Pathfinder game made some significant changes to the Sorcerer. The loun game now takes all these changes on board, and the rules for the sorcerer are largely unchanged from the version on p70 of the Pathfinder Core Rules (2009), except for the obvious changes borne of the new magic system. Below are the changes the need to be applied to the Core Rules, as well as details of a new sorcerer bloodline: the Potentate sorcerer.

**Hit Dice:** d6 (4)

## Class Skills

The sorcerer's class skills are: Alchemy (Int), Appraise (Int), Bluff (Cha), Disguise (Cha), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge [arcana] (Int), Knowledge [any one] (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Streetwise (Cha), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha).

**Bloodlines and Class Skills:** The sorcerer gains one additional class skill depending on her choice of bloodline.

**Skill Ranks per Level:** 6 + Int Mod

## Class Features

**Weapon and Armour Proficiency:** Characters who choose sorcerer at first level gain the following bonus feat: Basic Weapons; and either Spears or Crossbows Weapon Group Feats.

Characters who multiclass into sorcerer after first level do not gain any bonus weapon or armour proficiencies.

**Saving Throw Bonus:** Characters who choose sorcerer at first level gain a +1 bonus to their base Will saving throw. Characters who multiclass into sorcerer after first level do not gain this bonus.

**Spellcasting:** The sorcerer is an Instinctive caster of the Arcane tradition. They gain access to 0-level and 1st level spells at level one, 2nd level spells at level three and each successive level of spells at every odd numbered level thereafter. To cast a spell, a sorcerer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for the saving throw against a sorcerer's spell is 10 + half the sorcerer's arcane caster level + the sorcerer's charisma modifier.

**Gaining Spells:** A sorcerer starts play at first level knowing a number of 0-level spells (cantrips) equal to 3 + her Cha modifier. She must choose from this list: *Acid Splash, Arcane Mark, Bleed, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Message, Open/Close, Pretidigitation, Ray of Frost, Read Magic, Resistance* and *Touch of Fatigue*.

In addition the sorcerer receives 2 spell levels from which she chooses the 1st level spells she can cast. The number of spell levels available to the sorcerer rises as she gains levels:

Class Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Spell Levels	2	4	6	10	14	18	24	30	36	44	52	60	70	80	90	102	114	126	140	154

The sorcerer may also receive additional spell levels depending on her Charisma ability score. See the section on Magic for information about this.

Every time the sorcerer gains a level she may choose to retrain a number of spell levels equal to the highest spell level she can cast. She may retrain a number of low level spells for one or more spells of a higher level. For example, if the highest spell level the sorcerer knew was 7th, she could choose to retrain a 4th level spell and a 3rd level spell for a new seventh level spell. Or she could retrain a 7th level spell for seven new 1st level spells.

With the exception of her Bloodline spells, the sorcerer cannot usually learn additional spells beyond this total. Cantrips are an exception to this rule. The sorcerer may learn as many cantrips as she pleases, however if she wants to know any cantrips beyond those she starts with at first level she must research the cantrips using the same as Acquired casters researching new spells.

## Potentate Bloodline

In the long-running League of Light campaign, the sorceress Ravenna Tannesh was revealed to have been created by a fell magical experimentation. A shadowy cabal of wizards called the Potentates wanted to grow their own sorcerer, to create a being that had the versatility of a wizard, and the freedom of a sorcerer. What they got was not entirely what they bargained for.

The souls of twelve powerful sorcerers were distilled and placed into a human vessel: Ravenna's mother Alhanna Tannesh. She became pregnant and after a period of nine months gave birth to a baby girl. Little Ravenna had no biological father: she had twelve metaphysical fathers instead. As she matured, it soon became evident that Ravenna had the potential to be a sorcerer of extreme power. But she also had powers and abilities that other sorcerers did not.

**Class Skill:** Knowledge (History)

**Bonus Spells:** Choose any one arcane spell of the highest level you can cast (or lower) at level three, and one additional such spell at each odd-numbered level thereafter. These spells do not count toward the maximum spell levels you can know.

**Bloodline Feats:** The sorcerer can choose Summon Familiar, or any Metamagic or Implement feat as a bonus bloodline feat at levels seven, thirteen and nineteen.

**Bloodline Arcana:** Your multi-faceted mental landscape makes it very difficult for magic to control or dominate your mind. If you are affected by an Enchantment spell or effect and fail the saving throw, you can attempt it again one round later at the same DC. You only get one extra chance to succeed on this saving throw.

**Bloodline Powers:** You learn to access the memories, personalities and skills of your Potentate forebears. The twelve forebears are listed below. The powers gained by you at each level are as follows:

*Potentate Scion (Su):* At first level you can awaken the powers of one of your twelve Potentate forebears. These powers are listed in the description of the individual forebears below. You must choose one of the twelve forebears to be your "active forebear". You have no access to the powers and abilities of the other eleven forebears at this stage.

*Awaken Forebears (Su):* At third level, you awaken one additional forebear from your list. From this point on in your career you awaken one additional forebear every time you gain a level in sorcerer until you have awakened all twelve at level thirteen. You may only manifest the powers and abilities of one forebear at any one time (i.e. only one forebear can be your active forebear). Each time you take a short or extended rest you can choose to switch to a different active forebear.

*Rapid Awakenings (Su):* From ninth level you can switch between active forebears as a swift action instead of having to take a short or extended rest. You can use this ability a number of times per day equal  $3 +$  your Charisma modifier.

*Twofold Manifestation (Su):* At fifteen level you may have two active forebears. You gain all the powers, knowledge and abilities of both forebears, as well as each forebear's own particular idiosyncrasies. Whenever you switch forebears (either with by taking a short or extended rest, or by using the *rapid awakenings* bloodline power) you may choose to change one or both of your active forebears.

*Threefold Manifestation (Su):* This bloodline power functions as *twofold manifestation* except that you are able to have three active forebears.

## Potentate Forebears

### ANDREAS KALAMIDES

♂ human; Sorostrae; 40

A sour old sorcerer from Palidines who worked for most of his life as a glorified scribe in Guild of Metaphysical Studies. As a sorcerer he had no real standing in a city of wizards; his intelligence and academic prowess were largely ignored. Having no family, few friends and a hard drinking habit, Andreas was easy prey for the Potentates. In death he remains bitter that his life was wasted by the actions of other people. Manifesting Andreas grants the following benefits:

- **Bloodline:** Draconic
- **Speak:** Sorostraen, Gebblin, Morranish, Norandon, Salmyan.
- **Read/Write:** Hadradan, Thorass
- **Skills:** Gain the feats Skill Focus (Linguistics) and Skill Focus (Procession: Scribe) for as long as you manifest this forebear. You are also considered Trained in these skills.
- **Spells:** Add *Comprehend Languages*, *Locate Object* and *Legend Lore* to your list of known spells. These spells do not count against your maximum spell levels, but you must still have a high enough caster level to cast them.
- **Hardened Drinker:** Gain a +5 bonus to your Fortitude saving throw to avoid intoxication.

### BARTHOLOMEW TURTLEFOOT

♂ halfling; Norandon Wold; 52

The youngest of four brothers, and distant heir to the Turtlefoot fortune, Bartholomew was a wandering hobbit. Obsessed with adventure and seeing what was on the other side of every hill, he eventually quitted the Wold for a life on the open road. Although always intending to return in his dotage, he never go that far. He was spotted as a sorcerer and nabbed by the Potentates. In death his defining characteristic is his curiosity. Manifesting Bartholomew grants the following benefits:

- **Bloodline:** Draconic
- **Speak:** Norandon, Hobbit.
- **Read/Write:** Hadradan
- **Skills:** Gain the feat Skill Focus (Survival) for as long as you manifest this forebear. You are also considered Trained in this skill.

- **Spells:** Add *Comprehend Languages*, *Longstrider*, *Easy Trail* and *Mordenkainen's Magnificent Mansion* to your list of spells. These spells do not count against your maximum spell levels, but you must still have a high enough caster level to cast them.
- **Foolhardy:** Gain a +5 bonus to your Will saving throw any Fear effects.

## JACOB TREWSON

♂ human; Norandor; 19

Young lad from a poor family who signed on as a cabin boy at the age of 14. Over the next five seasons he served on many vessels, largely unaware of his intrinsic sorcerous abilities. Despite his youth, Jacob was a seasoned deck hand. When his ship was taken by pirates, he demonstrated a firm grasp of pragmatism by signing on with the pirate crew. However, when the pirate vessel attacked a Potentate ship bound for Varosh Jacob and the rest of the pirates had bitten off more than they could chew. Manifesting Jacob grants the following benefits:

- **Bloodline:** Draconic
- **Speak:** Norandon, Sorostraen, Salmayan
- **Read/Write:** None
- **Skills:** Gain the feats Skill Focus (Acrobatics) and Skill Focus (Profession: Sailor) for as long as you manifest this forebear. You are also considered Trained in these skills.
- **Spells:** Add *Cause Fear*, *Swim* and *Flame Arrow* to your list of available spells. These spells do not count against your maximum spell levels, but you must still have a high enough caster level to cast them.
- **Ship's Mage:** All spells are cast at +2 caster level if you are aboard a ship or a boat. Additionally, your spells cannot damage you own vessel, unless you specifically wish them to do so.

## JASMINE FIKIYA ZANZERRA

♀ human; Junos; 22

The eldest daughter of Caliph Khalaf Khatib Zanzerra of Vishanu, Jasmine cared not for her suitors or her life. Wilful and beyond stubborn, she escaped her father's palace and fled into the open desert, hopping a camel train south to the Valley of Gold. After living in the jungles for three months, and avoiding Walhoonian patrols, Jasmine eventually gained passage on a Sorostraen vessel. This vessel was on its way to Varosh, and the rest is history. Manifesting Jasmine grants the following benefits:

- **Bloodline:** Genie
- **Speak:** Junos, Mantlar
- **Read/Write:** Hadradan

- **Skills:** Gain the feats Skill Focus (Disguise), Skill Focus (History of Junos) and Skill Focus (Geography of Junos) for as long as you manifest this forebear. You are also considered Trained in these skills.
- **Spells:** Add *Invisibility*, *Major Image* and *Disguise Self* to your list of available spells. These spells do not count against your maximum spell levels, but you must still have a high enough caster level to cast them.
- **Caged Princess:** You gain the regal bearing and indomitable will of a Junosian princess. Whenever you use a skill or a spell to influence the attitude of others you can move their attitude one additional step. For example a successful *diplomacy* check could make a Hostile foe Indifferent (as opposed to simply Unfriendly).

## JUANITA

♀ genbassi; Genbasson; 37

A Genbassi considered twisted and malformed even by the standards of her own people. She has a large hunch, scales over half her body and her right arm is an oversized lobster claw. Juanita used her sorcerous skills to disguise herself as attractive members of other races, and then seduce rich merchants who frequented Demdomin. She would then reveal her true form and blackmail the merchants to keep details of their assignments secret. She tried this on with one of the Potentates with predictable results. Manifesting Juanita grants the following benefits:

- **Bloodline:** Draconic
- **Speak:** Genbassi, Norandon, Calclafan.
- **Read/Write:** None
- **Skills:** Gain the feats Skill Focus (Profession: Prostitute) and Skill Focus (Bluff) while you manifest this forebear. You are also considered Trained in these skills.
- **Spells:** Add three spells of your choice from the Polymorph school to your list of spells. Once selected these spells cannot be changed. These spells do not count against your maximum spell levels, but you must still have a high enough caster level to cast them.
- **Mark of Genbasson:** Your shoulders and upper arms are covered in hard chitinous scales. Gain a +2 natural armour bonus to your Armour Class. On your turn, as a free action, you can polymorph one of your hands into large lobster claw. The claw has a Strength of 24 for the purposes of hitting, crushing or battering. You can attack with the claw using your Unarmed Strike skill. The claw does a base 1d10 damage. The claw is useless for fine manipulation, and cannot be used to hold a weapon or small objects.

## JUDAKA

♀ lizardfolk; Norandor; 13

Tribal chieftess from a band of lizardfolk resident in the Mardon Marshes. Judaka led a raid on a band of human slavers who had captured a number of her kind and were planning to ship them off to Hadrax and sell them at a profit. She and a force stole into the city of Mardon, which led to a protracted battle at the docks. Judaka's sorceress powers saved her people, but she was apprehended by the authorities. Her freedom was bought by a member of the Potentates and she was transported to Varosh. Manifesting Judaka grants the following benefits:

- **Bloodline:** Draconic
- **Speak:** Draconic
- **Read/Write:** None
- **Skills:** Gain the feats Skill Focus (Knowledge: Nature) and Skill Focus (Swim) while you manifest this forebear. You are also considered Trained in these skills.
- **Spells:** Add *Summon Nature's Ally I (Crocodile)*, *Control Water* and *Control Plants* to your list of spells. These spells do not count against your maximum spell levels, but you must still have a high enough caster level to cast them.
- **Lizardine Metabolism:** You can hold your breath for three times your Constitution score before you start making Athletics checks. Additionally, gain a +2 natural armour bonus to your Armour Class.

## MATTHIAS DARRINBLOOD

♂ human; Sorostrae; 64

An ageing and avuncular figure, Matthias knew Alhanna before she joined the Potentates. He was dying of terrible disease, and so he volunteered for the procedure to create Ravenna, hoping that he would achieve a degree of immortality in this regard. He is pleased to have been awakened, and knows a great deal about the work that Morketh and the Potentates were carrying out on Varosh. Manifesting Matthias grants the following benefits:

- **Bloodline:** Draconic
- **Speak:** Norandon, Sorostraen, Calclafan, Sorostraen.
- **Read/Write:** Hadradan.
- **Skills:** Gain the feat Skill Focus (Diplomacy) while you manifest this forebear. You are also considered trained in this skill.
- **Spells:** Add *Demand*, *Modify Memory* and *Suggestion* to your list of spells. These spells do not count against your maximum spell levels, but you must still have a high enough caster level to cast them.
- **Nothing Left to Lose:** Your body becomes riddled with cancerous growths, and your skin takes on a yellow pallor. You have a +5 bonus to your Fortitude saving throw to resist Poisons and Diseases.

## PETRA VIZVAZZAZ

♀ half-elf; Sorostrae; 29

A fire priestess from Arcanus, who combined the divine power of Calafax with her innate powers to devastating effect. A well known proponent of civil rights for the non-magical underclass First Flame Petra seemed set to be appointed Sorostrae's Firewalker before her disappearance. Many thought that she fell victim to pro-government radicals, or even that the Chapel Sinister itself had tired of having her as a thorn in its side. This is not far from the truth, although the Potentates proved a useful means to dispose of Petra when the time came. Manifesting Petra grants the following benefits:

- **Bloodline:** Draconic
- **Speak:** Sorostraen, Ignan, Norandon
- **Read/Write:** Celestial, Hadradan
- **Skills:** Gain the feat Skill Focus (Knowledge: Religion) while manifesting this forebear. You are also considered Trained in this skill.
- **Spells:** Add *Fireball*, *Summon Monster V (Huge Fire Elemental)* and *Wall of Fire* to your list of spells. These spells do not count against your maximum spell levels, but you must still have a high enough caster level to cast them.
- **Cloak of Calafax:** Gain Fire Resistance 5. At 10th level the Fire Resistance improves to 10. At 20th level the Fire Resistance improves to 15.

## PIPPA MALBRAEVE

♀ human; Norandor; 16

Pippa MalBraeve was a sorceress who lived in the small village of Dragonmount. She was the elder of seven children, the youngest of which was a babe called Misgon. Pippa did not know her brother, she was taken before he was even conceived, however, the absence of Pippa had a profound affect on family life in the MalBraeve household. Misgon became a wizard to find his sister. He joined Narramac's grand quest to find his sister. However, it was not to be. A confluence of events swept Misgon along, until so much time had passed and so many things had happened, that he felt he could never go back. Because of Ravenna's connection to Misgon, Pippa has been closer to the surface than Ravenna's other forebears. Manifesting Pippa grants the following benefits:

- **Bloodline:** Draconic
- **Speak:** Norandon
- **Read/Write:** None
- **Skills:** Gain the feats Skill Focus (Handle Animal), Skill Focus (Profession: Farmer) and Skill Focus (Profession: Weaving) while manifesting this forebear. You are also considered trained in these skills.

- **Spells:** Add *Alarm*, *Tenser's Floating Disc*, *Whispering Wind* and *Locate Object* to your list of spells. These spells do not count against your maximum spell levels, but you must still have a high enough caster level to cast them.
- **Sororial Manifestation:** Once per day, as a standard action, you can allow Pippa MalBraeve to manifest outside your body. While Pippa is so manifested, you lose access to any of the powers or abilities conferred by this forebear. Depending on the circumstances, Pippa can be directed as an NPC or controlled by the player character. Pippa has the same level, ability scores, skills, feats, talents and defences as the PC. The PC and Pippa share hit points and languor. If Pippa is killed while outside the PC, then she disappears and cannot be called again as the "active forebear" until after the PC has had an extended rest. If Pippa is physically manifested for more than one hour then she disappears as if she had been killed. Pippa can be reabsorbed safely by touch as a standard action.

## SIMEON FILIUS PATRIS DANTÉ

♂ human; Calclafique; 45

Respected warrior with small sorcerous powers. Simeon was one of the sons of the fabled knight and do-gooder Dante, who founded the order of the Knights Dante to fight evil (especially evil aberrations and creatures of the Far Realm). Simeon went missing in the wilds of Calclafique while hunting down a particularly aggressive nest of tsochar who had set up on the surface world. He found the nest and killed most of the tsochar, rescuing a beautiful young sorceress called Elsabette Morketh. They had a fling, and Simeon agreed to see her safely home to Palidines. He only got as far as Varosh. Manifesting Simeon grants the following benefits:

- **Bloodline:** Aberrant
- **Speak:** Calclafan, Sorostraen, Salmayan, Norandon, Susprian.
- **Read/Write:** Hadradan, Infernal.
- **Skills:** Gain the feat Skill Focus (Knowledge: Aberrant) while manifesting this forebear. You are also considered Trained in this skill.
- **Spells:** Add *Invoke the Cerulean Sign*, *Daylight*, *Protection from Aberrations* to your list of spells. These spells do not count against your maximum spell levels, but you must still have a high enough caster level to cast them.
- **Armoured Crusader:** You gain access to one Armour or Shield proficiency talent of your choice. Once you have made this choice, it cannot be changed. Additionally, you gain Weapon Focus with one weapon of your choice. Again, once you make this choice, it cannot be subsequently changed.

## THADDEUS OF CLAN ZANDARRIK

♂ dwarf; Gunstadtan; 192

An accomplished dwarven sorcerer, from the coastal dwarven kingdom of Kalrakarn. Thaddeus was part of an expedition that headed out from the Nimril Bay, and crossed the Circle Sea to the Five Colour Kingdom. After a torrid affair with the second (and third) daughters of the King in Emerald he was forced to flee under a hail of arrows and insults. Both daughters wound up pregnant, and the children (half gnome and half dwarf) are still to be found in the Kingdom. Thaddeus took a fast boat to Sorostrae, and then tried to shake off his pursuers by heading south to Palidines. He was captured by Potentates on the journey back to Norandor. Manifesting Thaddeus grants the following benefits:

- **Bloodline:** Draconic
- **Speak:** Gebblin, Klardish, Morranish, Norandon, Sorostraen, Salmayan.
- **Read/Write:** Thorass, Hadradan.
- **Skills:** Gain the feats Skill Focus (Appraise) and Skill Focus (Diplomacy) while manifesting this forebear. You are also considered trained in these skills.
- **Spells:** Add *Fool's Gold*, *Blindness*, *Dimension Door*, *Expeditious Retreat* to your list of spells. These spells do not count against your maximum spell levels, but you must still have a high enough caster level to cast them.
- **An Eye for a Bargain:** Whenever you use the Perception skill to search an area you can automatically Take 20 without increasing the time it takes to perform the search. It still takes one minute to search an area that measures 5 ft by 5 ft. Additionally, you can assess an item as a standard action, if you add +10 to the difficulty of the check (a net +5 while manifesting Thaddeus).

## THOMAS NINEMEN

♂ human; Norandor; 32

Down on his luck apothecary and snake oil salesman who tried to make a living on the mean streets of Uris. His sorcerous powers were not exceptional, but he used them to bamboozle gullible punters, fleece the unwary and avoid the law. He considered himself to be something of a charming rogue, but his balding palate, stocky frame and impressive overbite didn't really lend themselves to the image he hoped to project. Against his better judgement he got mixed up in the kidnapping and ransom of a Salmayan earl who had come to Uris as an ambassador. He was arrested and thrown into the dungeons of the royal palace, where he was subsequently turned over to the Salmayan authorities. In Sal'Parvis was tried and sentenced to death. On his way to the gallows in a wagon with eight other prisoners, he was initially pleased when the wagon was stolen and he was freed from his fate. Unfortunately, his saviours were Potentate agents. Manifesting Thomas grants the following benefits:

- **Bloodline:** Draconic
- **Speak:** Norandon
- **Read/Write:** Hadradan
- **Skills:** Gain the feat Skill Focus (Sleight of Hand) while you are manifesting this forebear. You are also considered trained in this skill.
- **Spells:** Add *enthral*, *charm person*, *sleep*, *hypnotism* and *mind fog* to your list of spells. These spells do not count against your maximum spell levels, but you must still have a high enough caster level to cast them.
- **It wasn't me:** Every time you make a Bluff check, you may roll twice and keep the higher result. Additionally add +10 ft to your base Speed whenever you are being chased by someone.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+1	Bloodline Arcana, Bloodline Power, Eschew Foci	0 and 1st-level spells
2	+1	+0	+0	+2		
3	+1	+1	+1	+2	Bloodline Power, Bloodline Spell	2nd level spells
4	+2	+1	+1	+3		
5	+2	+1	+1	+3	Bloodline Spell	3rd level spells
6	+3	+2	+2	+4		
7	+3	+2	+2	+4	Bloodline Feat, Bloodline Spell	4th level spells
8	+4	+2	+2	+5		
9	+4	+3	+3	+5	Bloodline Power, Bloodline Spell	5th level spells
10	+5	+3	+3	+6		
11	+5	+3	+3	+6	Bloodline Spell	6th level spells
12	+6/+1	+4	+4	+7		
13	+6/+1	+4	+4	+7	Bloodline Feat, Bloodline Spell	7th level spells
14	+7/+2	+4	+4	+8		
15	+7/+2	+5	+5	+8	Bloodline Power, Bloodline Spell	8th level spells
16	+8/+3	+5	+5	+9		
17	+8/+3	+5	+5	+9	Bloodline Spell	9th level spells
18	+9/+4	+6	+6	+10		
19	+9/+4	+6	+6	+10	Bloodline Feat, Bloodline Spell	10th level spells
20	+10/+5	+6	+6	+11	Bloodline Power	

# Soulknife

---

*A soulknife recognises his own mind as the most beautiful – and the most deadly – thing in all creation. With this understanding and through extended practice, a soulknife learns to forge his mental strength into a shimmering blade of semisolid psychic energy. Each soulknife's personal blade, referred to as a mind blade, differs in colour and shape according to his personality, mental strength, and even mood. Although no two mind blades look alike, all share the same lethal qualities. Because soulknives turn the power of their minds to such weaponry, they are notorious for their violence.*

Expanded Psionics Handbook (2004) p26

## Game Rule Information

The psionics system has not been updated to Pathfinder, and it doesn't seem likely that it will in the foreseeable future. A third party, Dreamscarred Press, has produced a book call Psionics Unleashed (2010) that purports to convert all the OGL psionics material into a Pathfinder compatible format. We will be drawing the new progression of the Soulknife from p28 of that book. I haven't examined these rules particularly closely, therefore we will have to look to any discrepancies during play or in character regeneration.

**Hit Die:** d10 (6)

## Class Skills

The class skills of the soulknife are: Acrobatics (Dex), Athletics (Str), Autohypnosis (Wis), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge [aberrant] (Int), Knowledge [arcana] (Int), Perception (Wis), Profession (Wis), Stealth (Dex), and Swim (Str).

**Skill Ranks per Level:** 6 + Int Mod

## Class Features

**Weapon and Armour Proficiency:** Characters who choose soulknife at first level gain the following bonus feats: Basic Weapons and two other Weapon Group Feats, Armour Proficiency (Light), Armour Proficiency (Medium), and Shield Proficiency.

Characters who multiclass into soulknife after first level gain one Weapon Group Feat; and either one Armour Proficiency or one Shield Proficiency feat. The character must still qualify for these feats.

**Saving Throw Bonus:** Characters who choose soulknife at first level gain a +1 bonus to their base Reflex and Will saving throws. Characters who multiclass into soulknife after first level do not gain this bonus.

*Some gain power through study, some through devotion, others through blood, but the witch gains power from her communion with the unknown. Generally feared and misunderstood, the witch draws her magic from a pact made with an otherworldly power. Communing with that source, using her familiar as a conduit, the witch gains not only a host of spells, but a number of strange abilities known as hexes. As a witch grows in power, she might learn about the source of her magic, but some remain blissfully unaware. Some are even afraid of that source, fearful of what it might be or where its true purposes lie.*

Advanced Player's Guide (2010) p65

## Game Rule Information

The witch is a new class introduced in the Advanced Player's Guide. She's a full spellcaster with powerful abilities to curse her opponents, as well as the traditional powers of witches – such as flight, enducing nightmares in opponents and making princesses fall asleep for a hundred years. The witch receives her dark powers from an extraplanar entity that takes the form of the witch's familiar. The bond between witch and familiar is therefore very different than it is for other spellcasting classes. I haven't made any changes to the witch, except for her spell list.

## Class Skills

The witch's class skills are: Alchemy (Int), Bluff (Cha), Craft (Int), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge [arcane] (Int), Knowledge [nature] (Int), Knowledge [one other] (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

**Skill Ranks per Level:** 4 + Int Mod

## Class Features

**Weapon and Armour Proficiency:** Characters who choose witch at first level gain the following bonus feats: Basic Weapons and one other Weapon Group Feat. Characters who multiclass into witch after first level do not gain any bonus feats.

**Saving Throw Bonus:** Characters who choose witch at first level gain a +1 bonus to their Will saving throw. Characters who multiclass into witch after first level do not gain this bonus.

**Spellcasting:** The Witch is an acquired caster of the Pact tradition. She takes her spells from the general pact list, spells with the Pact (witchery) descriptor, and a small list of spells unique to her mysterious patron.

The witch gains access to 0-level and 1st level spells at level one, 2nd level spells at three, and to each successive spell level at every odd-numbered level thereafter. To prepare and cast a spell, a witch must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for the saving throw against a witch's spell is 10 + half the witch's divine caster level + the witch's intelligence modifier.

**Gaining Spells:** A witch starts play at first level knowing all the 0-level spells (cantrips) on the following list: *Arcane Mark, Bleed, Dancing Lights, Daze, Detect Magic, Detect Poison, Guidance, Light, Mending, Message, Putrefy Food and Drink, Read Magic, Resistance, Spark, Stabilise, and Touch of Fatigue.*

She also knows a number of 1st level spells equal to 3 + his Intelligence modifier. These 1st level spells must be taken from spells from her list of available spells. As an Acquired caster, the witch automatically gains access to two new spells from the list of Pact spells every time he gains a level; these must be spells he can normally cast. The witch may research or learn new spells in addition to this total – see the section on Magic for more information.

*A few unintelligible words and fleeting gestures carry more power than a battleaxe, when they are the words and gestures of a wizard. These simple acts make magic seem easy, but they only hint at the time the wizard must spend poring over her spellbook preparing each spell for casting, and the years before that spent in apprenticeship to learn the arts of magic.*

Player's Handbook (2003) p55

## Game Rule Information

The version of the wizard present on p77 of the Pathfinder Core Rules (2003) is a step up for the wizard of previous editions. However, it still needs a little extra something, to bring him in line with the cleric, who has received something of a shot in the arm from the loun rules. The wizard now receives additional arcane school powers and a couple more bonus feats as advances. The school powers are taken from many of the alternative class features presented in the *Advanced Player's Guide* (2010) and *Unearthed Arcana* (2004).

## Class Skills

The class skills of the wizard are: Alchemy (Int), Appraise (Int), Autohypnosis (Wis), Craft (Int), Fly (Dex), Knowledge [all] (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

**Skill Ranks per Level:** 4 + Int Mod

## Class Features

**Weapon and Armour Proficiency:** Characters who choose wizard at first level gain the either Basic Weapons or Crossbows as bonus Weapon Group Feats. Characters who multiclass into wizard after first level do not gain this bonus feat.

**Saving Throw Bonus:** Characters who choose wizard at first level gain a +1 bonus to their Will saving throw. Characters who multiclass into wizard after first level do not gain this bonus.

**Spellcasting:** The Wizard is an acquired caster of the Arcane tradition. He may choose any spell from the extensive Arcane spell list. The wizard gains access to 0-level and 1st level spells at level one, 2nd level spells at three, and to each successive spell level at every odd-numbered level thereafter. To prepare and cast a spell, a wizard must have an Intelligence score equal to at least 10 + the spell level. The

Difficulty Class for the saving throw against a wizard's spell is 10 + half the wizard's divine caster level + the wizard's intelligence modifier.

**Gaining Spells:** A wizard starts play at first level knowing all the 0-level spells (cantrips) on the following list: *Acid Splash, Arcane Mark, Bleed, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Pretdigitation, Ray of Frost, Resistance, and Touch of Fatigue.*

He also knows a number of 1st level spells equal to 3 + his Intelligence modifier. These 1st level spells must be taken from spells from his list of available spells. As an Acquired caster, the wizard automatically gains access to two new spells from the list of Arcane spells every time he gains a level; these must be spells he can normally cast. The wizard may research or learn new spells in addition to this total – see the section on Magic for more information.

**School Specialisation:** At first level the wizard chooses whether to be a generalist (known henceforth as a Mage) with equal proficiency in all schools of magic, or a specialist who is better at casting spells in one of the nine magical schools at the expense of the other eight.

Mages have access to all arcane spells at the level noted in the spell description. Specialist cast all spells of their school as one level lower than they actually are, and gain access to these spells at a lower experience level. Conversely, they cast spells of all other schools as one level higher than they actually are and gain access to these spells at a higher experience level. For example, a necromancer would gain access to 9th level necromancy spells at level fifteen, but would have to be level nineteen before he could cast 9th level spells of any other school. Consult the following table:

Actual Spell Level	Effective Spell Level (Specialist School)	Effective Spell Level (Other Schools)
0	0	0
1	1	2
2	1	3
3	2	4
4	3	5
5	4	6
6	5	7
7	6	8
8	7	9
9	8	10
10	9	11

In addition to this, specialists add +2 to the DC of all the spells from their specialist school, and -2 to the DC of all the saving throws of the spells from their other schools. This bonus stacks with Spell Focus, but specialists can only apply the Spell Focus feat to their specialist school.

**Summon Familiar:** Wizards can summon a familiar as per the standard rules. The Arcane Bond class feature doesn't exist any more because it overlaps fairly heavily with new rules for Foci. If the wizard doesn't want a familiar, he can still cash it in for a bonus feat of his choice (that he qualifies for).

**Scribe Spell:** The wizard gains Scribe Spell feat instead of Scribe Scroll. They're pretty much the same, see the descriptions in the section on feats.

**Arcane School Powers:** The wizard gains an arcane school power depending on his school specialisation, or lack of one. Each of the nine type of wizard (Mage, Abjurer, Conjurer, Diviner, Enchanter, Evoker, Illusionist, Necromancer, or Transmuter) gains access to an arcane school power at levels one, four, eight, twelve, sixteen and twenty. Some of the arcane school powers have prerequisites, others do not. A full list of arcane school power is presented below.

**Bonus Feats:** The wizard gets a bonus feat at levels two, six, ten, fourteen and eighteen. In the normal Pathfinder progression he gets feats at levels five, ten, fifteen and twenty so this is a slight upgrade. The bonus feats must be taken from the list of metamagic feats, implement feats or they can be Spell Focus, Improved Spell Focus, Spell Penetration, Greater Spell Penetration or Spell Mastery.

## Arcane School Powers

The wizard chooses an arcane school power at level one, level four and every four levels thereafter. Their choice is limited to the those of the arcane school in which they have specialised – or the universalist school if they have made no specialisation. The wizard must abide by an prerequisites listed for each ability.

### Abjurer

**Aura of Banishment (Su):** You can emit a 30-foot aura of banishment for a number of rounds per day equal to your wizard level. Any summoned or called creature in the area must make a Will save each round. Once the creature fails a Will saving throw, it is staggered as long as it remains inside the aura. If it fails a second Will saving throw, it is immediately sent back to its home plane and the spell that summoned it immediately ends. If that spell summoned more than one creature, only the creature that failed its saving throws is affected. These rounds do not need to be consecutive. You must be at least eighth level to select this ability.

**Counterspell Mastery (Su):** You gain *Improved Counterspell* as a bonus feat. You may attempt to counterspell an opponent's spell once per day as an immediate interrupt action (instead of a readied action). You must use a spell at least one level higher than the spell being countered to use this ability. You can use this ability once per day at sixth level, plus one additional time per day for every 4 levels beyond sixth. You must be at least sixth level to select this ability.

**Disruption (Su):** You gain the ability to disrupt spellcasting with a touch. As a mêlée touch attack, you can place a disruptive field around the target. While the field is in place, the target must make a concentration check to cast any spell or to use a spell-like ability in addition to any other required concentration checks. The DC of this check is equal to 15 + twice the spell's level. If the check is failed, the target's spell is wasted. This field lasts for a number of rounds equal to half your wizard level (minimum 1). You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Energy Absorption (Su):** You gain an amount of energy absorption equal to three times your wizard level per day. Whenever you take energy damage, apply immunity, vulnerability (if any) and resistance first, and apply the rest to this absorption, reducing your daily total by that amount. Any damage in excess of your absorption is applied to you normally. You must be at least eighth level to select this ability.

**None Shall Pass (Sp):** As a standard action, you quickly trace a line on the ground before you (i.e. within your Reach). The line can be up to 10 feet long per wizard level you possess, and may be shaped into a line, a circle or any other shape the abjurer desires. When the line is created the abjurer defines a certain race or type of creature (e.g. wolves, goblins, beholders) who are physically unable to cross the line. There is no saving throw against this effect, although spell resistance does apply. The ward lasts for 1 round per wizard level you possess. Usually that's enough time to make a run for it.

**Protective Ward (Su):** As a standard action, you can create a 10-foot radius field of protective magic centred on you that lasts for a number of rounds equal to your Intelligence modifier. All allies in the area (including you) receive a +1 deflection bonus to their Armour Class. This bonus increases by +1 for every five wizard levels you possess. This ability can be used a number of times per day equal to 3 + your Intelligence Modifier.

**Reactive Resistance (Ex):** Once per days as an immediate interrupt you may change your current energy resistance for another. You may only change the resistance in response to an attack by a particular energy type. For example, an abjurer with fire resistance who is hit by a *lightning bolt* can take an immediate interrupt to switch to electricity resistance and negate some or all of the imminent lightning damage. Once you change your energy resistance in this way, you cannot change back and retain this resistance until you next prepare your spells. You must already have the Resistance power in order to select this ability.

**Resistance (Ex):** You gain Resistance 5 to an energy type of your choice, chosen when you prepare you spells. This resistance can be changed each day. At 11th level, this resistance increases to 10. At 20th level, this resistance changes to immunity to the chosen energy type. You may take this ability more than once. Each time you select it, you gain resistance to an additional energy type.

**Spontaneous Dispelling (Sp):** You gain the ability to cast *dispel magic* as a spell-like ability a number of times per day equal to 3 + your Intelligence modifier. At eleventh level you can cast *greater dispel magic* instead of *dispel magic* when you use this ability. You must be at least sixth level to select this ability.

**Unstable Bonds (Su):** Your touch can disrupt the bonds that hold a summoned or called creature on this plane. As a mêlée touch attack, you can cause a summoned or called creature to become shaken and staggered for a number of rounds equal to half your wizard level (minimum 1). You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

## Conjurer

**Acid Dart (Sp):** As a standard action you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6 points of acid damage + 1 for every two wizard levels you possess. You can use this ability at-will. This attack ignores spell resistance.

**Create Gear (Su):** You can create any object that weighs no more than 1 pound per wizard level you possess. Creating an object in this way is a standard action. The item remains for one minute before fading away, although it disappears after one round if it leaves your possession. Creating an item to an exact specification might require a Craft skill check, subject to GM discretion. The object must be made of simple materials, such as wood, stone, glass, or metal, and cannot contain any moving parts. You could use this ability to create a dagger, but not a vial of alchemist's fire. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Creator's Will (Sp):** You can cast *minor creation* as a spell-like ability. This power can only support one *minor creation* effect at any one time. If you use this ability again, then the previous minor creation disappears. However, you can have more than one such item by using this ability then casting the *minor creation* spell (if you know it). At twelfth level, this ability improves to major creation. You can use this ability a number of times per day equal to half your wizard level. You must be at least eighth level to select this ability.

**Enhanced Summoning (Ex):** Gain the Augmented Summoning feat (you do not need to meet the prerequisites). At eleventh level, and again at twentieth level, your summoned creatures gain a cumulative +2 to their Strength and Constitution scores. This stacks with the bonus provided by the Augment Summoning feat.

**Dimensional Steps (Sp):** You can use this ability to teleport up to 30 feet per wizard level per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity. You can bring other willing creatures with you, but you must expend an equal amount of distance for each additional creature brought with you. This ability otherwise

functions as the the *dimension door* (i.e. you must be have line of sight to your destination). You must be at least eighth level to select this ability.

**Private Army (Ex):** Every time you cast a spell of the summoning subschool that summons more than one creature, you always summon the maximum possible number of creates plus an additional one. So if the spell would normally summon 1d4+1 creatures of a certain type, you would always summon six such creatures.

**Rapid Summoning (Ex):** All spells of the summoning subschool can be cast as standard actions. The duration of the spell is unchanged.

**Shift (Su):** You can teleport to a nearby space as a swift action as if using *dimension door*. This movement does not provoke an attack of opportunity. You must be able to see the space that you are moving into. You cannot take other creatures with you when you use this ability (except for familiars). You can move 5 feet for every two wizard levels you possess (minimum 5 feet). You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Stubborn Summons (Ex):** Your summoned creatures become particularly tricky to dispel. Add +2 to the DC of any caster check used to dispel a summoned creature. This increases to +4 at fifteenth level. You must be at least sixth level to select this ability.

**Summoner's Charm (Su):** Whenever you cast a conjuration (summoning) spell as a standard action, increase the duration by a number of rounds equal to half your wizard level (minimum 1). This increase is not doubled by Extend Spell. At 11th level you can apply it to conjuration (summoning) summoning spells that take one minute to cast, extending the duration by a number of minutes equal to half your wizard level. At 20th level, you can change the duration of all *summon monster* spells to permanent. You can have no more than one *summon monster* spell made permanent in this way at one time. If you designate another *summon monster* spell as permanent, the previous spell immediately ends.

## Divination

**Diviner's Fortune (Sp):** When you activate this school power, you can touch any creature as a standard action to give it an insight bonus on all of its attack rolls, skill checks, ability checks, and saving throws equal to half your wizard level (minimum +1) for 1 round. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Enhanced Awareness (Ex):** Add the skill Sense Motive to the list of your class skills. In addition when you gain a bonus feat you may choose any of the following feats instead of the normal choices for wizards: Alertness, Blind-Fight, Improved Initiative, Lightning Reflexes, Skill Focus (Perception) or Skill Focus (Sense Motive).

**Foretell (Su):** You can utter a prediction of the immediate future. While your foretelling is in effect, you emit a 30-foot aura of fortune that aids your allies or hinders your enemies, as chosen by you at the time of prediction. If you choose to aid, you and your allies gain a +2 luck bonus on ability checks, attack rolls, caster level checks, saving throws, and skill checks. If you choose to hinder, your enemies take a -2 penalty on those rolls instead. You can use this ability for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. You must be at least eighth level to select this ability.

**Forewarned (Su):** You can always act in the surprise round even if you fail to make a Perception roll to notice a foe, but you are still considered flat-footed until you take an action. In addition, you receive a bonus on initiative checks equal to 1/2 your wizard level (minimum +1). At 20th level, anytime you roll initiative, assume the roll resulted in a natural 20.

**Galloping Paranoia (Ex):** Just because you're paranoid doesn't mean they aren't out to get you. You are incredibly suspicious of everyone and everybody. Every time you make a Sense Motive roll, you can roll twice and take the higher result. You must have already selected the Enhanced Awareness ability in order to select *Galloping Paranoia*.

**Here's one I made earlier (Su):** At the beginning of every combat encounter you can select one spell or other action that would normally be undertaken as a standard action. At any point before the end of the encounter you can use that action as an immediate interrupt. You must already have the Prescience ability in order to select *Here's one I made earlier*.

**Prescience (Su):** At the beginning of your turn, you may, as a free action, roll a single d20. At any point before your next turn, you may use the result of this roll as the result of any d20 roll you are required to make. If you do not use the d20 result before your next turn, it is lost. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Send Senses (Sp):** As a standard action, you place a scrying sensor at a point within medium range (100 feet + 10 feet/wizard level) that you can see and have line of effect to. You can see or hear (not both) through this sensor for number of rounds equal to half your wizard level (minimum 1). The sensor otherwise functions as a *clairaudience/clairvoyance* spell with a caster level equal to your wizard level. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Swift Divining (Sp):** You can cast divination spells much more quickly than other characters. Move the casting time of the spell by one step. Minutes become rounds, hours become minutes, days become hours and weeks become days.

**Scrying Adept (Su):** You are always aware when you are being observed via magic, as if you had a permanent *detect scrying* in effect. In addition, whenever you scry on a subject, treat the subject as one step more familiar to you. Very familiar subjects get

a -6 penalty on their save to avoid your scrying attempts. You must be at least eighth level to select this ability.

## Enchanter

**Aura of Despair (Su):** You can emit a 30-foot aura of despair for a number of rounds per day equal to your wizard level. Enemies within this aura take a -2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. These rounds do not need to be consecutive. You must be at least eighth level to select this ability.

**Beguiling Touch (Sp):** You can charm a living creature by touching it. Creatures with more Hit Dice than your wizard level are unaffected, as are creatures in combat and those with an attitude of hostile toward you. Creatures receive a Will saving throw to negate the effect. The DC of this save is equal to 10 + half your wizard level + your Intelligence modifier. Creatures that fail their save are affected by *charm monster* for a number of rounds equal to half your wizard level (minimum 1). This is a mind-affecting effect. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Dazing Touch (Sp):** You can cause a living creature to become dazed for 1 round as a *mêlée* touch attack. Creatures with more Hit Dice than your wizard level are unaffected. You can use this ability at-will.

**Enchanting Smile (Su):** You gain a +2 enhancement bonus on Bluff, Diplomacy, and Intimidate skill checks. This bonus increases by +1 for every five wizard levels you possess, up to a maximum of +6 at 20th level.

**Force of Will (Su):** You can send thoughts and instructions telepathically to any creature within 60 feet that you have charmed or dominated as though you shared a common language. At eleventh level, affected creatures can communicate back to you via the telepathic link as well.

**Mirror to the Soul (Su):** Whenever you succeed at a saving throw against a spell of the enchantment school, that spell is reflected back at its caster, as per spell turning. You must be at least twentieth level to select this ability.

**Persistent Charm:** Any creature that succeeds at a saving throw against an enchantment spell you have just cast is still affected for 1 round if the spell has a duration greater than 1 round. You must be at least twentieth level to select this ability.

**Irresistible Demand (Sp):** At 8th level, you can force others to do your bidding. As a standard action, you attempt to dominate a creature as though using the *dominate monster* spell, except that the creature must have a number of Hit Dice equal to or less than your wizard level. The targeted creature receives a Will saving throw each

round to negate the effect. The DC is equal to 10 + half your wizard level + your Intelligence modifier. You can dominate creatures for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. You must concentrate as a standard action to maintain control over a dominated creature.

**Social Proficiency (Ex):** Add the skills Bluff, Diplomacy, Intimidate, Sense Motive and Streetwise to your list of class skills.

**Shape Emotions (Su):** You can emit a 30-foot aura to either ward off or welcome emotional influence for a number of rounds per day equal to your wizard level. If you choose to ward, you and your allies within this aura receive a +4 morale bonus on saves against mind-affecting spells and effects, and any fear effects targeting you or your allies are reduced by one step (shaken has no effect, frightened becomes shaken, and panicked becomes frightened). If you chose to enhance emotional influence, enemies within the aura receive a -2 penalty on saves against mind-affecting spells and effects. These rounds do not need to be consecutive. You must be at least eighth level to use this ability.

## Evoker

**Elemental Manipulation (Su):** You can emit a 30-foot aura that transforms magical energy. Choose an energy type from acid, cold, electricity, and fire, and a second type to transform it into. Any magical source of energy of this type with a caster level equal to or less than your wizard level is altered to the chosen energy type. This includes supernatural effects from creatures with Hit Dice no greater than your caster level. For example, you could transform a white dragon's frigid breath weapon (a supernatural ability), but not a fire elemental's fiery touch (an extraordinary ability). If an effect lies only partially within your aura, only the portions within the aura are transformed. You can use this ability for a number of rounds per day equal to your wizard level. The rounds do not need to be consecutive. You must be at least eighth level to select this ability.

**Energy Affinity (Su):** You must choose an energy type (acid, cold, electricity, fire, or sonic). This choice is made upon character creation and cannot be altered thereafter. Any time the character casts an evocation spell with the chosen energy type, she casts the spell as if her caster level is two higher (affecting range, duration, damage, caster level checks, and any other factor influenced by caster level).

**Elemental Wall (Sp):** You can create a wall of energy that lasts for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This wall deals acid, cold, electricity, or fire damage, determined when you create it. The elemental wall otherwise functions like wall of fire. You must be at least eighth level to select this ability.

**Force Missile (Sp):** As a standard action you can unleash a force missile that automatically strikes a foe, as magic missile. The force missile deals 1d4 points of

damage plus the damage from your intense spells evocation power (if any). This is a force effect. You can use this ability at-will.

**Intense Spells (Su):** Whenever you cast an evocation spell that deals hit point damage, add half your wizard level to the damage (minimum +1). This bonus damage is not increased by Empower Spell or similar effects. This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. This damage is of the same type as the spell.

**Lingering Evocations (Su):** Any evocation spell you cast with a duration greater than instantaneous lasts an additional number of rounds equal to half your wizard level (minimum +1). This ability does stack with the *extend spell* feat. At twentieth level, any dispel checks made against your evocation spells must be rolled twice, and your opponent must use the less favorable result.

**Overcome Resistance (Su):** Your energy spells can ignore some or all of a target's resistance to energy. Using this ability is a free action that must be announced before the evoker casts the spell to be affected. Every creature affected by the spell is treated as if its resistance to the spell's energy type was 5 points lower, to a minimum of 0. This lowered resistance applies only to this spell; other effects with the same energy descriptor must get through the creature's normal resistance. The overcome resistance ability does not give the affected spell any ability to affect creatures with immunity to the spell's energy type, nor does the affected spell have any additional effect on creatures that do not have resistance to energy. The amount of energy resistance that can be overcome increases to 10 at level five, 15 at level ten, twenty at level 15, and 25 at level twenty.

**Penetrating Evocation (Su):** Whenever you cast an evocation spell you can roll twice to penetrate a creature's spell resistance and take the better result. You must be at least twentieth level to select this ability.

**Versatile Evocation (Su):** When you cast an evocation spell that does acid, cold, electricity, or fire damage, you may change the damage dealt to one of the other four energy types. This changes the descriptor of the spell to match the new energy type. Any non-damaging effects remain unchanged unless the new energy type invalidates them (an ice storm that deals fire damage might still provide a penalty on Perception checks due to smoke, but it would not create difficult terrain). Such effects are subject to GM discretion.

**Wind Servant (Sp):** As a standard action, you can generate a blast of air that hurls an unattended object (or objects) or an object in your possession up to 30 feet in a straight line. If you have a free hand, you can catch an object hurled toward yourself. You can move objects weighing up to 1 pound per wizard level. Objects are not thrown with enough force to cause damage, although fragile objects like alchemical weapons shatter on contact with a creature or hard surface. To hit a creature with an object, you must succeed at a ranged touch attack. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

## Illusionist

**Bedeviling Aura (Su):** You can emit a 30-foot aura that bedevils your enemies with phantasmal assailants. Enemies within this aura move at half speed, are unable to take attacks of opportunity, and are considered to be flanked. This is a mind-affecting effect. You can use this ability for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. You must be at least eighth level to select this ability.

**Binding Darkness (Sp):** As a standard action, you cast a weave of shadows at any foe within 30 feet as a ranged touch attack. The shadows entangle your foe for 1 round plus 1 additional round for every five wizard levels you possess. In conditions of bright light, this duration is halved (minimum 1 round). A creature entangled by your shadows has concealment from those without darkvision or the ability to see in darkness, and other creatures likewise have concealment relative to it. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Blinding Ray (Sp):** As a standard action you can fire a shimmering ray at any foe within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round. Creatures with more Hit Dice than your wizard level are dazzled for 1 round instead. You can use this ability at-will.

**Chains of Disbelief (Ex):** Even if a viewer disbelieves your illusion, and communicates the details of the illusion to other creatures, those other creatures do not receive the normal +4 bonus on their saving throws to disbelieve the illusion. Furthermore, even when presented with incontrovertible proof that the illusion isn't real, creatures must still succeed on a Will saving throw to see objects or creatures that the illusion obscures, although they get a +10 bonus on the saving throw.

**Extended Illusions (Su):** Any illusion spell you cast with a duration of "concentration" lasts a number of additional rounds equal to half your wizard level after you stop maintaining concentration (minimum +1 round). At 20th level, you can make one illusion spell with a duration of "concentration" become permanent. You can have no more than one illusion made permanent in this way at one time. If you designate another illusion as permanent, the previous permanent illusion ends.

**Illusion Mastery (Ex):** You treat all spells of the illusion school as if you had taken the *spell mastery* feat. You do not need a spellbook to prepare illusion spells, although you must still spend an hour each day to prepare them.

**Invisibility Field (Sp):** You can make yourself invisible as a swift action for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This otherwise functions as greater invisibility. You must be at least eighth level to select this ability.

**Shadow Step (Sp):** You can use this ability to walk through the Shadowfell and reappear as a standard action. You can travel up to 30 feet per wizard level per day in this fashion, either in a single round or broken up across multiple shadow steps. This movement must be used in 5-foot increments and does not provoke an attack of opportunity. Travel through the Shadow Plane is imprecise; when you arrive, you re-enter a little off target as per the rules for thrown splash weapons. You can't materialise on top of another creature or inside a solid object; if you would materialise at such a location you are shunted to one side. When you arrive, you are cloaked in shadow and gain concealment as the *blur* spell for 1 round. You may bring other willing creatures with you, but you must expend an equal amount of distance for each additional creature brought with you. They likewise re-enter off target (roll location for each creature) and are cloaked in shadow for 1 round. You must be at least eighth level to select this ability.

**Shadow Shaper:** You use the shadows around you to improve your chance of hiding. Add Stealth to your list of class skills. In addition, as long as you are in an area of some shadow, then you receive the following abilities as you gain wizard levels. From sixth level, you may add your Intelligence modifier (in addition to your Dexterity modifier) to your Stealth checks. At twelfth level you gain the ability to hide in plain sight as the ranger ability of the same name. At twentieth level, any condition of illumination that would normally grant concealment instead grants you total concealment.

**Terror (Su):** As a standard action, you can make a *mêlée* touch attack that causes a creature to be assailed by nightmares only it can see. The creature provokes an attack of opportunity from you or an ally of your choice. Creatures with more Hit Dice than your wizard level are unaffected. This is a mind-affecting fear effect. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

## Necromancer

**Enhanced Undead (Ex):** Any time a necromancer using this variant creates an undead creature (such as with *animate dead*, *create undead*, or *create greater undead*), all undead creatures created gain a +4 enhancement bonus to Strength and Charisma. This ability does not affect the number or Hit Dice of animated creatures that the necromancer can create or control.

**Grave Touch (Sp):** As a standard action, you can make a *mêlée* touch attack that causes a living creature to become shaken for a number of rounds equal to half your wizard level (minimum 1). If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer Hit Dice than your wizard level. You can use this ability at-will.

**Bolster (Sp):** As a standard action, you can touch an undead creature and infuse it with necrotic energy. It gains a +1 profane bonus on all attack rolls and saving throws, as well as 1 temporary hit point per Hit Die and a +2 bonus to its turn resistance. The

bonus on attack rolls and saving throws increases by +1 for every 5 wizard levels you possess. These bonuses last for a number of rounds equal to half your wizard level (minimum 1 round). The bonuses and temporary hit points are immediately dispelled if the creature is within the area of a consecrate spell. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Healing Grace (Su):** Whenever you cast a spell that has targets, affects creatures in an area, or requires an attack roll, you may heal creatures affected by the spell a total of 1 point of damage per level of the spell. This healing may be spread out between the targets of the spell in any way you choose. If you assign any of the healing to an undead creature, it instead takes 1 point of damage for each point assigned. At eleventh level, the amount of damage cured increases to 2 points of damage per level of the spell. This healing occurs when the spell is cast and has no effect on creatures that enter its area after the spell is in place. At twentieth level, the amount of damage cured increases to 3 points of damage per level of the spell. The spell itself is unaffected by this ability, and takes effect normally in addition to the healing.

**Life Sight (Su):** You gain blindsight to a range of 10 feet for a number of rounds per day equal to your wizard level. This ability only allows you to detect living creatures and undead creatures. This sight also tells you whether a creature is living or undead. Constructs and other creatures that are neither living nor undead cannot be seen with this ability. The range of this ability increases by 10 feet at 12th level, and by an additional 10 feet for every four levels beyond 12th. These rounds do not need to be consecutive. You must be at least eighth level to select this ability.

**Power over Undead (Su):** As a standard action, you can enslave undead within 30 feet. Undead receive a Will save to negate the effect. The DC for this Will save is equal to 10 + half your wizard level + your Charisma modifier. Undead that fail their saves fall under your control, obeying your commands to the best of their ability, as if under the effects of *control undead*. Intelligent undead receive a new saving throw each day to resist your command. You can control any number of undead, as long as their total Hit Dice do not exceed your wizard level. If an undead creature is under the control of another creature, you must make an opposed Charisma check whenever your orders conflict. You may use this ability at-will. At 20th level, undead cannot add their turn resistance to the save against this ability.

**Resilience of Unlife (Ex):** The bodies of necromancers are often weak and feeble affairs, riddled with the necrotic corruption they use to bring animation to the dead. Some necromancers are able to use their formidable will to overcome this disadvantage. Necromancers with this ability can, like the undead, apply their Charisma modifier instead of their Constitution modifier to their hit points. You must be at least seventh level to select this ability.

**Share Essence (Sp):** As a standard action, you can share your vital energy with a living creature that you touch. You take 1d6 points of nonlethal damage + 1 for every two wizard levels you possess. You cannot take an amount of nonlethal damage

equal to or greater than your current hit point total; any excess is prevented. The recipient gains a number of temporary hit points equal to the amount of damage you received (prevented damage is not counted). These temporary hit points disappear 1 hour later. You may not use this ability to grant yourself temporary hit points. You can use this ability a number of times per day equal to 3 + your Intelligence modifier. This ability has no effect if you are immune to nonlethal damage.

**Shadow of Undead (Ex):** As you advance in levels you gain certain qualities that are typified by the undead. This process doesn't turn you into an undead creature. At sixth level, the necromancer gains a +2 bonus on all saving throws made to resist sleep, stun, paralysis, poison, or disease. This bonus increases to +4 at sixteenth level. At tenth level, the necromancer gains a +4 bonus on saving throws made to resist ability damage, ability drain, or energy drain. At twentieth level, the necromancer gains 25% resistance to critical hits, as the light fortification armour special ability. You must be at least sixth level to select this ability.

**Undead Familiar (Su):** Your familiar is an undead creature. In addition to all the other powers and abilities bestowed on the familiar it also has the advantages and disadvantages of the undead type.

## Transmutation

**Augment (Sp):** As a standard action, you can touch a creature and grant it either a +2 enhancement bonus to a single ability score of your choice or a +1 bonus to natural armor that stacks with any natural armor the creature might possess. At tenth level, the enhancement bonus to one ability score increases to +4. The natural armor bonus increases by +1 for every five wizard levels you possess, to a maximum of +5 at 20th level. This augmentation lasts a number of rounds equal to half your wizard level (minimum 1 round). You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Battle shaping (Su):** As a swift action, you grow a single natural weapon. The natural weapon has a +1 enhancement bonus on attack and damage rolls for every four wizard levels you possess, and is considered magical. You can grow a claw, a bite, or a gore attack. These attacks deal the normal damage for a creature of your size. At eleventh level, you can shape two natural weapons. You may not grow additional limbs or a tail with this ability. You can use this ability at-will.

**Change Shape (Sp):** You can change your shape for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This ability otherwise functions like *beast shape II* or *elemental body I*. At 12th level, this ability functions like *beast shape III* or *elemental body II*. You must be at least eighth level to select this ability.

**Perfection of Self (Su):** At 8th level, as a swift action you can grant yourself an enhancement bonus to a single ability score equal to half your wizard level

(maximum +10) for one round. You may use this ability for a number of times per day equal to your wizard level. You must be at least eighth level to select this ability.

**Physical Enhancement (Su):** You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. You can change this bonus to a new ability score when you prepare spells. At 20th level, this bonus applies to two physical ability scores of your choice.

**Spell Versatility (Ex):** You can adapt magic of other schools to your own style of spellcasting. Select one spell of a school other than Transmutation. That spell is now treated as a Transmutation spell for you, allowing you to gain access to it at a lower level and gain any other benefits that apply to your transmutations. For each five wizard levels you gain, you may select one additional spell. The spell must be of a level that, if it were a Transmutation, you would be able to cast it.

**Subtle Transmutation (Sp):** Select one creature you can transform into by way of the *Polymorph* or *Shapechange* spell. You can take on the usual benefits and disadvantages of this form, but you do so without changing your appearance. Even if some of the racial qualities you gain are dependent upon a gross physical transformation (e.g. large wings, gills or many legs) you still gain the ability. A *true seeing* spell still reveals that you are under the effects of a transmutation. You may take this ability multiple times, each time apply it to a different creature in your polymorph repertoire. Each time you cast a *Polymorph* spell to assume this creature you may choose whether to take on the normal transformation, or the subtle transformation. Once chosen, you remain in this form until the spell's duration expires. You must be at least twelfth level to select this ability.

**Telekinetic Fist (Sp):** As a standard action you can strike with a telekinetic fist, targeting any foe within 30 feet as a ranged touch attack. The telekinetic fist deals 1d4 points of bludgeoning damage + 1 for every two wizard levels you possess. You can use this ability at-will.

**Transmutable Memory (Ex):** You are able to transmute the spell patterns in your mind, transforming one spell into another. Select a spell that you have prepared, but not yet cast. You can, as a swift action, transform that into any other spell you know and you have cast. The transmuted spell must be the same or lower level than the spell it replaces. You can use this ability at-will, but no more than once between short rests. At eleventh level you can use it twice between short rests. At twentieth level you can use it three times between short rests.

**Weapon of Choice (Ex):** You have the ability to transform any weapon (including natural weapons) into an substance so that they overcome a creature's damage reduction. As a standard action you can transform your own (or an ally's) weapon into adamantine, silver, cold iron or any other physical substance at the GM's discretion. The effect lasts for a number of rounds equal to your wizard level, and can be used a number of times per day equal to 3 + your Intelligence modifier. The

weapon is also considered magical during this duration. You can imbue a weapon with a property from the ethical axis – i.e. law, chaos, good or evil.

## Universalist (Mage)

**Academician (Ex):** You are never more at home than when cloistered in a dark and dusty library, surrounded by scrolls and tomes of ancient times. You may add half your level (minimum 1) to all Profession (Researcher) skill checks, and you may use the skill untrained. In addition, you gain a +1 bonus on all raw Intelligence checks. This bonus increases by +1 at levels five, ten, fifteen and twenty.

**Bound Focus (Su):** The mage has forged an unbreakable bond between himself and his magical focus. As a move action he can cause his attuned focus to teleport to his hand. This is a Teleportation effect. There is no limit on the range of this power, although it cannot cross planar boundaries. If the focus is in the possession of another, then they can make a Will saving throw (DC 10 + half your level + your Intelligence modifier) to retain the item. However, even if they make the saving throw you can always try again the following round.

**Bound Spellbook (Su):** You have forged an unbreakable link between yourself and your spellbook or spellbooks. The spellbooks must have been entirely scribed by yourself, and bear your arcane mark upon them. As a move action you can instantly teleport one or more of your collection of spellbooks to your hand (or at your feet if you're too feeble to lift them). If the spellbook is in the possession of another, then they can make a Will saving throw (DC 10 + half your level + your Intelligence modifier) to retain the item. However, even if they make the saving throw you can always try again the following round. Summoning the spellbook is a Teleportation effect. There is no limit on the range of this power, but it cannot cross planar boundaries. You have no power to return your spellbook to its original location once it is summoned.

**Enhanced Familiar (Ex):** You may add your Intelligence modifier to your wizard level when calculating your familiar's level-dependent benefits.

**Hand of the Apprentice (Su):** You cause your mêlée weapon to fly from your grasp and strike a foe before instantly returning to you. As a standard action, you can make a single attack using a mêlée weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Intelligence modifier on attack and damage rolls instead of your Dexterity and Strength. You can use this ability at will.

**Indestructible Spellbook (Su):** The magical energy brimming in a mage's spellbook makes the object completely indestructible by mortal means. The spellbook gains immunity to all energy types, and cannot be bent, torn, ripped or otherwise broken. Environments that would otherwise destroy or ruin the spellbook (such as bright

sunlight or the ocean depths) have no effect upon it. Intervention by a deity or by powerful epic magic may still destroy the spell book at the GM's discretion.

**Magical Valet (Sp):** You are blessed with a permanent unseen servant (as the spell) that serves you to the best of its ability. The valet has all the weaknesses and limitations of the *unseen servant* spell with the exception that it is perpetually active. If the servant is destroyed, the wizard can recreate him as a standard action. If the wizard has the Magical Valet and the Enhanced Familiar abilities then he may select this magical valet as his familiar instead of a normal or improved creature. The valet does not receive the usual benefits of the Enhanced Familiar ability, but does gain a single *mêlée* attack that deals 1d4 + strength bonus damage.

**Metamagic Specialist (Su):** Select one metamagic feat that you know. Add +1 to the saving throw DC of all spells enhanced by this feat. This bonus increases to +2 at tenth level, and +3 at twentieth level. You can select this ability more than once. Each time you select it, you must choose a different metamagic feat.

**Spell Thematics (Sp):** Your spells have a distinctive visual or auditory effect that makes them unique. Choose a theme for your spellcasting, such as "fire" or "screaming skulls" or "puppies". All spells you cast have this theme in the manifestation of their effects, although this does not actually change the spell in any way. You cannot use this feat to make your spell manifestations invisible, and it never causes your spells to deal more damage because of the visual change. (You may still cast spells without this thematic manifestation if you so choose).

For example, if your theme is "fire", then your magic missile spell might appear to produce bolts of fire, although the bolts still are a force effect and cause normal damage, not fire damage. If your theme is "screaming skulls," your fireball might manifest as a small screaming skull that impacts the target and explodes into a fiery ball that momentarily resembles a 20-foot-radius burning skull, although it causes damage exactly like a standard fireball (and doesn't cause any sonic damage, despite the screaming of the skull).

Because your spells are so idiosyncratic (no-one expects *Melf's Acid Puppy*) add +5 to the DC of any Spellcraft check made to identify a spell cast in this manner.

**Versatile Mage (Ex):** You may choose any one ability available to a specialist wizard. You may select Versatile Mage multiple times. Each time, select another ability available to a specialist wizard, however – you may not select more than one ability from any specialist school of magic. You must be at least tenth level to select this ability.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+1	Summon Familiar, Arcane School Power, Scribe Spell	0 and 1st-level spells
2	+1	+0	+0	+2	Bonus Feat	
3	+1	+1	+1	+2		2nd level spells
4	+2	+1	+1	+3	Arcane School Power	
5	+2	+1	+1	+3		3rd level spells
6	+3	+2	+2	+4	Bonus Feat	
7	+3	+2	+2	+4		4th level spells
8	+4	+2	+2	+5	Arcane School Power	
9	+4	+3	+3	+5		5th level spells
10	+5	+3	+3	+6	Bonus Feat	
11	+5	+3	+3	+6		6th level spells
12	+6/+1	+4	+4	+7	Arcane School Power	
13	+6/+1	+4	+4	+7		7th level spells
14	+7/+2	+4	+4	+8	Bonus Feat	
15	+7/+2	+5	+5	+8		8th level spells
16	+8/+3	+5	+5	+9	Arcane School Power	
17	+8/+3	+5	+5	+9		9th level spells
18	+9/+4	+6	+6	+10	Bonus Feat	
19	+9/+4	+6	+6	+10		10th level spells
20	+10/+5	+6	+6	+11	Arcane School Power	

# Spellsword

---

*The dream of melding magic and weaponplay is fulfilled in the person of the spellsword. A student of both arcane rituals and martial techniques, the spellsword gradually learns to cast spells in armour. Moreover, he can cast spells through his weapon, bypassing his opponent's defences. Feared by other martial characters because of his ability to use spells, and feared by spellcasters because of his ability to cast those spells while wearing armour, a spellsword often walks the world alone.*

Complete Warrior (2003) p79

## Game Rule Information

The Spellsword is based on the version that appears on the version that appears on p79 of *Complete Warrior* (2003) and p67 of *Tome and Blood* (2001). The standard House Rule changes to skill points, proficiencies and saving throws apply. Additionally, changes to the rules for spell failure have meant altering the way in which the Spellsword gains his abilities. As casting spells in armour isn't that special in the loun game, the spellcasting progression of the Spellsword has been improved.

**Hit Die:** d8 (5)

## Requirements

**Base Attack Bonus:** +4

**Feats:** Any three weapon group feats, Armour Proficiency (Light)

**Skills:** Knowledge (arcana) 3 ranks

**Spells:** Able to cast second level Arcane spells

**Special:** Must have defeated a foe through force of arms alone without resorting to spellcasting.

## Class Skills

The spellsword's class skills are: Athletics, Climb, Knowledge [all], Fly, Intimidate, Profession, Spellcraft, and Use Magic Device

**Skill Ranks per Level:** 4 + Int Mod

## Class Features

**Spellcasting:** At the indicated levels, a spellsword increases his spellcasting powers as if he had also gained a level in an arcane spellcasting class he belonged to before adding this prestige class. The spellsword may be an Acquired or Instinctive spellcaster depending on the original class choice.

Only caster level and access to spells are improved. The spellsword does not gain any other benefit a character of that class would have gained (such as bloodline abilities, school specialisation benefits or an improved familiar). However, if the spellsword was a specialist wizard he still treats spells in his specialism as one level lower, and all other spells as one level higher.

If a character had more than one arcane spellcasting class before becoming a spellsword, he must decide (at each level) to which class he adds this new level of spellcasting proficiency.

**Focus:** A spellsword may use his mêlée weapon as his spellcasting focus. If he already has a spellcasting focus, then either this object or his mêlée weapon can be used as an attuned focus. If the spellcaster doesn't need a focus, then selecting this class does not compel him to use one.

**Martial Spellcaster:** The spellsword gains a bonus Weapon Group feat, Armour Proficiency feat or Shield proficiency feat that she does not already possess. She does not have to meet any ability score prerequisites to choose the feat, although she must meet any other of the feats' prerequisites.

**Channel Spell (Sp):** Once per round, as a free action, the spellsword can channel any spell she can cast into her mêlée weapon. Channelling a spell in this way uses up a prepared spell (if an Acquired caster) or prompts a languor check (if an Instinctive caster) just as if the spell had been cast the normally.

Once the spell has been channelled, the Spellsword must attack with her weapon immediately. The channelled spell affects the next target that the spellsword successfully attacks with the weapon. If the spellsword makes no successful attacks by the end of her turn, then the channelled spell is lost.

If the attack is successful, then the channelled spell affects the target in addition to any damage from the weapon (saving throws and resistances apply normally). Even if the spell normally affects an area or is a ray, it affects only the target. The spell is discharged from the weapon, although the spellsword can attempt to channel a spell again on her next turn.

A spellsword can channel 1st level spells at second level, 2nd level spells at sixth level, and 3rd level spells at tenth level.

**Spellsword Cache (Sp):** At fourth level, the Spellsword learns how to store spells of up to 3rd level in her weapon. She effectively gains the equivalent of the Brew

Potion feat using an alternative medium (the weapon). All rules and expenses that apply to Brew Potion also apply to this ability, with the following exceptions:

Once cached, the spell remains intangible, resonating within the Spellsword's weapon until it is needed. To call on the desired spell, the spellsword holds her weapon forth as a standard action that draws an attack of opportunity. The spellsword absorbs the cached spell's effect through her weapon's pommel. By touching her weapon to another willing individual she can confer a cached spell on that target. Only the spellsword can unleash the power of a cached spell.

At any one time, the spellsword can store a number of spells equal to her level in this prestige class + the ability score that governs her spellcasting. The spells do not need to be stored in the same weapon, although they often are. Cached spells are never accidentally lost during combat. If the weapon is ever broken, all the spells cached therein are immediately ruined.

**Armoured Apotheosis (Ex):** At eighth level the Spellsword is so at home in armour that wearing it actually makes her a better spellcaster. A spellsword receives a +1 bonus to her arcane caster level while wearing medium armour, and a +2 bonus to her arcane caster level while wearing heavy armour (these bonuses do not stack).

**Multiple Channel Spell (Sp):** At ninth level spellsword can channel two spells into her mêlée weapon as a swift action. Both channelled spells affect the next target the spellsword successfully attacks with his weapon in the order spellsword desires. This ability otherwise functions as the Channel Spell ability.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+1	+1	+0	+1	Martial Spellcaster	+1 level of existing arcane class
2	+2	+2	+0	+2	Channel Spell I	+1 level of existing arcane class
3	+3	+2	+1	+2	Martial Spellcaster	
4	+4	+3	+1	+3	Spellsword Cache	+1 level of existing arcane class
5	+5	+3	+1	+3	Martial Spellcaster	+1 level of existing arcane class
6	+6	+4	+2	+4	Channel Spell II	
7	+7	+4	+2	+4	Martial Spellcaster	+1 level of existing arcane class
8	+8	+5	+2	+5	Armoured Apotheosis	+1 level of existing arcane class
9	+9	+5	+3	+5	Multiple Channel Spell	
10	+10	+6	+3	+6	Channel Spell III	+1 level of existing arcane class

# Pious Templar

---

*Sworn to the defence of a temple site, the pious templar is a holy warrior blessed by her deity with combat prowess and great endurance. She bears her deity's favoured weapon into battle and fights her deity's enemies without question or hesitation. In addition to defending the temple itself, a pious templar may be charged with additional duties, including a campaign to attack foes on their own home ground.*

Complete Divine (2004) p50

## Game Rule Information

The pious templar is based on the versions that appear on p50 of *Complete Divine* (2004) and p72 of *Defenders of the Faith* (2001). The standard House Rule changes to skill points, proficiencies and saving throws apply to the pious templar. The new progression for the pious templar is given in full below. I have done away with the templar's unique spell list; the class now improves an existing divine spellcasting class. I have also smoothed out the progression so that the templar now receives a benefit at every level.

**Hit Die:** d10 (6)

## Requirements

**Base Attack Bonus:** +5

**Skills:** Knowledge (Religion) 2 ranks

**Feats:** True Believer, Weapon Focus (with deity's favoured weapon)

## Class Skills

The pious templar's class skills are: Athletics, Climb, Craft, Heal, Knowledge [religion], Perception, Profession, Sense Motive, Swim

**Skill Ranks per Level:** 4 + Int Mod

## Class Features

**Spellcasting:** At the indicated levels, a pious templar increases his spellcasting powers as if he had also gained a level in an divine spellcasting class he belonged to before adding this prestige class. The pious templar may be an Acquired or Instinctive spellcaster depending on the original class choice.

Only caster level and access to spells are improved. The pious templar does not gain any other benefit a character of that class would have gained (such as domain powers, turn undead etc).

If a character had more than one divine spellcasting class before becoming a pious templar, he must decide (at each level) to which class he adds this new level of spellcasting proficiency.

**Mettle (Su):** A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial", "Fortitude half", or similar entries can be negated through this ability.

**Smite (Su):** Once per day, the pious templar can call out to her deity to aid her in the defence of the faith. As a swift action, the character chooses one target within sight to smite. The pious templar adds her Charisma bonus (if any) to her attack rolls and adds her pious templar level to all damage rolls made against the target of her smite. If the target of her smite is an ancient enemy of her faith, the bonus to damage on the first attack increases to 2 points of damage per level the pious templar possesses. Regardless of the target, smite automatically bypasses any Damage Reduction the creature might possess.

In addition, while smite is in effect, the paladin gains a deflection bonus equal to her Charisma modifier (if any) to her Armour Class against attacks made by the target of the smite.

The smite remains in effect until the target of the smite is dead, or the next time the pious templar takes an extended rest. The pious templar may make one smite attempt per day at level two, two smite attempts at level five, and three smite attempts at level eight.

If the pious templar has the Smite ability from any other class (such as paladin) then levels in that class and pious templar stack to determine the damage inflicted by the smite. The number of times that this power can be used per day also stack. When such a character uses Smite then he may use the most advantageous description of this ability. For example, a Paladin/Pious Templar may use any of his Smites against any creature, not just evil ones.

**Weapon Specialisation (Ex):** At third level, the pious templar gains Weapon Specialisation with his deity's favoured weapon as a bonus feat. If his deity doesn't have a favoured weapon, then he may apply this feat to any weapon.

**Damage Reduction (Ex):** Starting at fourth level, pious templars have the ability to shrug off some amount of injury from each blow or attack. A pious templar gains

damage reduction 1/--. At seventh level, this damage reduction rises to 2/--, and it rises again to 3/-- at tenth level.

**Bonus Feat:** At sixth level and again at ninth level, a pious templar gets a bonus feat. These bonus feats must be drawn from the list of combat feats (aka fighter bonus feats). If a pious templar selects a feat that requires her to apply its effects to a specific weapon (such as Improved Critical or Weapon Focus), she may only apply that feat to her deity's favoured weapon.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+1	+1	+0	+1	Mettle	+1 level of existing divine class
2	+2	+2	+0	+2	Smite 1/day	+1 level of existing divine class
3	+3	+2	+1	+2	Weapon Specialisation	
4	+4	+3	+1	+3	Damage Reduction 1/--	+1 level of existing divine class
5	+5	+3	+1	+3	Smite 2/day	+1 level of existing divine class
6	+6	+4	+2	+4	Bonus Feat	
7	+7	+4	+2	+4	Damage Reduction 2/--	+1 level of existing divine class
8	+8	+5	+2	+5	Smite 3/day	+1 level of existing divine class
9	+9	+5	+3	+5	Bonus Feat	
10	+10	+6	+3	+6	Damage Reduction 3/--	+1 level of existing divine class