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2019 Annual Patreon Collection

Kevin Glusing



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2019 Patreon Exclusive Collection

Kevin Glusing

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It's 2019!

Well, sort of. Actually, when this book is officially released, it will be close to April of 2020. Rather than cut the book short by 3 months because of when we started creating content last year, we decided it was better to just have our annual volumes release in April. This is great because it ties in with the celebration of my dad's birthday (something I try to make special every year already), and it gives us a full breadth of content that we can clean up and present in a timely fashion, rather than rushing during the end of the holiday season (which itself would be impossible). So, there you go.

Alright, then. What is all of this?

I'm glad you asked. This collection of content has been compiled over the last year from the work we produced specifically for our Patreon backers.

Why Not Include Preview Content?

This version of the 2019 collection contains only the exclusive content created during the year for Patreon.

At the request of our backers, their version of the 2019 Annual Collection includes all of the preview content we hosted over on Patreon during our 2019 run. By sharing a sneak peek at some of the work we've done on other projects, we look forward to interesting you in checking those out as well down the line.

You Have My Interest, What Can I Expect Inside?

All of the content collected within these pages has been playtested, balanced, and created with our Patreon patrons in mind. Much of it was requested by a handful of our \$20 and up patrons, who not only made coming up with new ideas that much more fun, but also kept me on my toes with some of the crazy requests they made. I have been so very lucky to work with each of them (You rock, seriously!!)

Content Themes & Conversions

A lot of the content we created this year was based on, or in homage to, other games, movies, and worlds. We created all of it while trying to both keep in mind its origins and fitting it into the mold created by the Shattered Worlds and Realms of Magic we introduced in *The Book of Many Things Volumes 2 and 3*.

Some of the themes we hit on during 2019 include:

- Alice in Wonderland
- Animorphs
- Arrow
- Castlevania
- Danny Phantom
- Full Metal Alchemist
- Guyver
- Iron Man
- Magic: the Gathering
- Naruto
- Pokémon
- Sailor Moon
- Sesame Street
- South Park
- Stargate



- Sword Art Online
- Tank Girl
- That Time I Got Reincarnated as a Slime
- World of Warcraft
- Xenogear
- X-Men

Some of the content we've created homages to include:

- Playable skeletons
- Anime roleplaying character classes

Where Can I Get These Other Books?

You can find links to all of our books on our website at

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In addition, we sell our products on the Drivethru RPG, the Open Gaming Store, and the Paizo store.

www.opengamingstore.com/collections/samurai-sheepdog

www.drivethrurpg.com/browse/pub/5246/Samurai-Sheepdog

paizo.com/companies/samuraiSheepdog

Finally, we added a lot of the content required to use the previews to d20pfsrd.com and d20animesrd.opengamingnetwork.com, so you can still enjoy what's inside this book if you haven't had a chance to pick up the rest yet.

Races



Cheshin

"We're all mad here. I'm mad. You're mad."

A race of consummate liars, the cheshin were once fey no different from fairies or gremlins. Their tricks got the better of them when they stole the sun from the god of light and she cursed them to never enjoy its rays again.

But the cheshin weren't so easily tamed. To overcome their curse, they disguised themselves as cats, scurrying around in the dark and continuing their ill-advised games of chance and trickery. In this way, the cheshin also drew the attention of the shadow fey, who slaughtered the smaller race until they fled the Overrealm as well; an act that trapped them in their feline forms.

Twice cursed and with nowhere else to go, the cheshin hid themselves away in forests, haunting the woods and playing mean-spirited pranks on those who brave their roads. Occasionally, a particular traveler will pass through, piquing the interests of a cheshin who will leave the forest to follow the poor individual; helping or impeding their adventures along the way.

Physical Description: The cheshin's stolen forms range from mangy to well kept to balding in places. This is because without their connection to the Overrealm, the cheshin's forms deteriorate quickly.

Base	Base		Weight
Height	Weight	Modifier	Modifier
2 ft. 6 in.	25 lbs.	2d6	x2 lb.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
14 years	30	35	60	+2d10 years

Society: Cheshin are a race of individuals with no particular leadership structure. One or more cheshin will sometimes group up for a particular game or adventure, but after a while, working together becomes about as good an idea as herding cats.

Relations: Despite their impish natures, cheshin have at times proven to be loyal, if sometimes unreliable allies. To be a true friend to a cheshin is to understand that its jokes won't always be funny, or safe.

Alignment and Religion: The cheshin are chaotic even by fey standards, and some believe they were among the first affected when the Chaos began bleeding into the Overrealm, which would go a long way toward explaining their insatiable need to sow discord. The race has as much time for gods as it does kings, and a cheshin with attention span-enough to worship a deity is a truly rare sight.

Adventurers: While they care little for heroics, cheshin do love adventure; particularly when it could lead to mischief.

Names: While among their own, cheshin have no need for names anybody could pronounce, but their time on the material plane has taught some to take on monikers that will garner attention and notoriety, such as the name of a local king or other member of nobility.

Cheshin Racial Traits (10 RP)

+2 Dexterity, +2 Charisma, -2 Constitution: Cheshin are naturally agile and likable, if a little eccentric at times, but they're lack of durability is the reason behind their natural defenses.

Small: Cheshin are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks..

Base Movement: Cheshin have a base speed of 30 feet.

Type: Cheshin are fey.

Low-Light Vision: Cheshin can see twice as far as humans in conditions of dim light.

Gregarious: When a cheshin successfully uses Diplomacy to win over an individual, that creature takes a -2 penalty on attempts to resist any of the cheshin's Charisma-based skills for the next 24 hours.

Light Blindness: Abrupt exposure to bright light blinds cheshin for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Lucky, Greater: Cheshin gain a +2 racial bonus on all saving throws.

Vanish (Sp): Cheshin can cast *vanish* twice per day. A cheshin's caster level is equal to its character level with this spell.

Shadow Travel (Sp): When a cheshin reaches 9th level in any combination of classes, she gains the following spell-like ability (the caster level is equal to the cheshin's character level):

1/day—*shadow walk* (self only)

When a cheshin reaches 13th level in any combination of classes, she gains the following spell-like ability (the caster level is equal to the cheshin's character level):

1/day—*plane shift* (self only to the Shadow Plane or the Material Plane only)

Languages: Cheshins begin play speaking Common and Sylvan. Cheshins with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Cheshin, Curse-Broken Racial Traits (+15 RP)

Curse-broken cheshin have somehow removed part of the curse that was placed on them, granting the cheshin a taste of its original power. The cheshin gains the traits below in addition to those gained by a normal cheshin.

Each of the following racial traits can also be chosen as a feat by a normal cheshin.

Fey Damage Resistance: Cheshin gain DR 5/cold iron.

Gifted Linguist: Cheshin gain a +4 racial bonus on Linguistics checks, and they learn one additional language every time they put a rank in the Linguistics skill.

Nimble Faller: Cheshin land on their feet even when they take lethal damage from a fall. Furthermore, they gain a +1 bonus to their CMD against trip attempts.

Silver-Tongued: Cheshin gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

Fey Form I

School transmutation (polymorph)

Components V, S

Range personal **Target** you

Duration 1 minute/level (D)

You assume the form of a Small creature of the fey type. This grants you a +2 size bonus to your Dexterity and Constitution scores. You also gain a climb speed 30 feet and scent.

When you cast a 1st-level invoker spell you know, it requires no verbal or somatic components and can't be countered.

Swift as Shadows: Cheshin reduce the penalty for using Stealth while moving at full speed by 5, and reduce the Stealth check penalty for sniping by 10.

Alternate Racial Traits

Climb Speed: Some cheshin have a climb speed of 20 feet, and gain the +8 racial bonus on Climb checks that a climb speed normally grants. This replaces nimble faller.

Shadow Magic: Cheshin add +1 to the DC of any saving throws against spells of the shadow subschool that they cast. Cheshin with a Charisma score of 11 or higher also gain the following spell-like abilities (the caster level is equal to the cheshin's character level):

1/day—*ghost sound, pass without trace, ventriloquism*

This trait replaces vanish.

Cheshin Favored Class Bonuses

New classes introduced here are marked with an asterisk (*). Classes introduced in volumes 1 and 2 are marked with ^{v1} and ^{v2}, respectively.

Bard: Add a +1/3 bonus to all untrained Knowledge checks.

Invoker ^{v1}: Add one spell known from the bard spell list as an invoker spell.

Necromancer ^{v1}: Gain +1/3 of a new cruelty.

Gamer ^{v2}: Add a +1/2 bonus on Perform (oratory) checks.

Potentialist ^{v2}: Add a +1/2 bonus on Escape Artist checks.

Rogue: Add a +1 bonus on Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls, and other magical writings.

Witch: Add +5 feet to the range of one hex with a range other than “touch.”

Cheshin Archetype

The following archetype is available to any cheshin invoker.

Cursed Trickster (Invoker Archetype)

Cheshin who wish seek a return to their normal selves can work toward that end by forming a pact with one of the shadow fey. Over time, the cheshin's devotion lessens the strength of its curse, eventually allowing it to take its true form for a short time.

Shadow Fey Pact: A cursed trickster has made a pact with the shadow fey, which functions as the trickster's otherworldly patron. Instead of adding spells to its invoker spell list, a cursed trickster gains the following racial traits as it gains invoker levels.

1st—Gifted Linguist

4th—Silver-Tongued

7th—Fey Damage Resistance

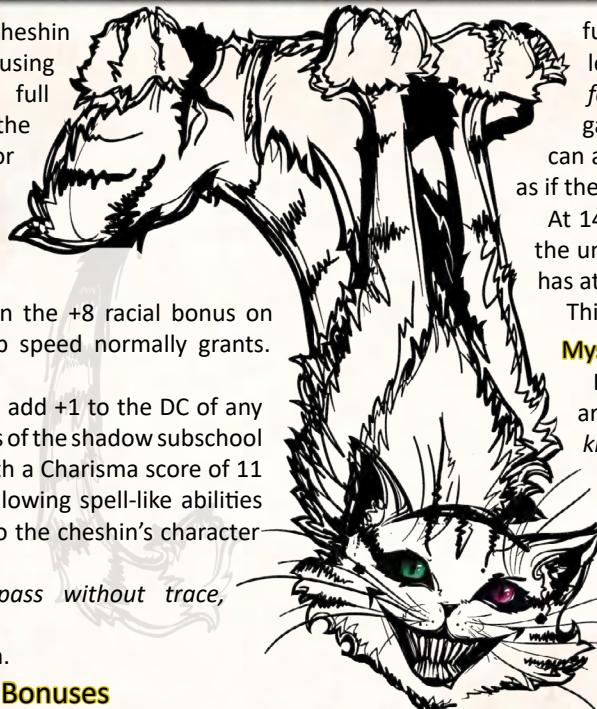
10th—Nimble Faller

13th—Swift as Shadows

In addition, at 1st level, a cursed trickster gains darkvision out to 60 feet. When in deep shadows, it gains fast healing 2 for 1 round. The cursed trickster can regain up to 2 hit points per invoker level each day with this ability, after which its fast healing is suppressed until it rests for at least 8 hours.

At 5th level, as long as a cursed trickster has at least one 2nd-level spell slot remaining, it can cast *hideous laughter* and *magic mouth* as full-round actions.

At 9th level, a cursed trickster can take its true form as a



full-round action as long as it has at least one 3rd-level or higher spell slot remaining. This functions as *fey form I*, with the trickster becoming a small fey, gaining a climb speed 30 feet and scent. The trickster can also cast 1st-level and lower invoker spells it knows as if they were spell-like abilities for its true form.

At 14th level, a cursed trickster can invoke the lords of the unseen as a bonus invocation that it can use while it has at least one 6th-level spell slot remaining.

This alters and replaces otherworldly patron.

Mystic Arcanums - Cursed Trickster

Deadly Game (Sp): When you select this mystic arcanum, you gain the ability to cast *phantasmal killer* once per day. When you do, you can make a Bluff check as a move action, replacing the Will DC with your result. The Fortitude DC remains unchanged.

Enthrall (Sp): When you select this mystic arcanum, you can turn an unwilling creature into your thrall as a spell-like ability. A successful Will save (DC 10 + 1/2 your invoker level + your Charisma modifier) negates this effect. On a failed save, the creature is affected by *geas-quest*, as the spell. In addition to any other conditions that would end the geas, it ends if you successfully use this ability on another creature. When the effect ends or a creature saves against it, that creature becomes immune to your *geas* for 24 hours.

You can only select this mystic arcanum if you are a 15th-level or higher invoker who possesses the lesser enthrall mystic arcanum.

Enthrall, Lesser (Sp): When you select this mystic arcanum, it functions as the enthrall mystic arcanum, except that a creature which fails its save is affected by *lesser geas*, as the spell. If you have both this and the enthrall mystic arcanum, you can have up to 2 creatures enthralled, so long as one of them has 7 or fewer hit dice.

Fey Origins (Sp): When you select this mystic arcanum, you gain the 5th-level Faerie Court otherworldly patron class feature. Once per day, when you take damage, you can use an immediate action to turn invisible until the start of your next turn and teleport up to 60 feet to an unoccupied space. This functions as both *vanish* and *dimension door*, except as noted above. You also qualify for the controlled glamer and hostile juxtaposition faerie court mystic arcanums.

Maddening Insight (Su): When you select this mystic arcanum, you gain a bonus on all Sense Motive checks equal to half your invoker level. When you succeed at any Knowledge, Linguistics, or Sense Motive check by 5 or more, you can cast *confusion* as an immediate action, targeting a single creature within 15 feet of you.

Story Teller: When you select this mystic arcanum, you can select 1 bard spell from each of the enchantment and illusion schools of each level you can cast. You learn those spells as invoker spells.

When you gain access to a new level of invoker spells, you also learn 1 bard spell of that level from each school, as stated above.

Dathomin

Request by Ronald G. Paris.

The dathomin are a wholly evil race with few redeeming qualities. A matriarchal society, the women of the race practice deadly arcane magic, while the males act as warrior guardians whose control of the same magic pales by comparison.

Physically similar in appearance, the dimorphism between male and female dathomins lies in their manipulation of magic, which on their world is the driving force behind their power.

Physical Description: Except for the varying shades of red, black, and white their skin takes, dathomin are easily mistaken for one another. Even between male and female, it can be hard to distinguish members of the race until they overwhelm their enemy with spells or in combat.

Base	Base	Weight	
Height	Weight	Modifier	Modifier
5 ft. 4 in.	130 lbs.	2d10	x4 lbs.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
13 years	60	120	180	+6d10 years

Society: The dathomin are raised in a matriarchal society, with the high priestess' council standing above all others. Males handle most physical tasks within society, including child rearing to the age at which females are sent for lessons in magic and males are sent to academy for war training.

Relations: Dathomin believe might is right, whether that be expressed as physical or magical power. They seek to get along with those they cannot dominate outright, but are quick to talk down to or otherwise degrade anybody they deem weaker than them.

Alignment and Religion: Dathomin are widely accepted as an inherently evil race, and their pain-based religion emphasizes that with harsh lessons and potentially deadly punishment for breaking its tenets. Even when performing seemingly good acts, there is almost always an agenda for doing so.

Adventurers: A dathomin who adventures does so with their own agenda. While they are willing to work with anybody, it's very unlikely that good-aligned members of society (particularly paladins) would be willing to work with them. Consider this when playing a dathomin.

Dathomin Racial Traits (10 RP)

+2 Strength (male) or +2 Dexterity (female), +2 Charisma,

-2 Wisdom: Dathomin vary greatly in their physical strength and agility, despite bearing no obvious physical difference.

Medium: As Medium creatures, dathomin have no bonuses or penalties due to their size.

Base Speed: A dathomin's base movement speed is 30 feet. Female dathomin ignore debris and overgrowth less than 1-foot tall, while males add +10 feet to their movement when using the charge, run, or withdraw actions.

Humanoid: Dathomin are humanoids with the dathomin subtype.

Darkvision: A dathomin can see in the dark up to 60 feet.

Dathomin Duality: Dathomin females begin play with the ability to cast one 1st-level cleric spell of their choice up to 3 times per day, or a 2nd-level witch spell twice per day. Males can instead cast any of *bear's endurance*, *bull's strength*, or *cat's grace*, but only once per day. The dathomin's caster level is equal to its character level with these spells.

Religious: All dathomin are very religious, gaining a +2 racial bonus on all Knowledge (religion) checks. They always treat Knowledge (religion) as a class skill.

Dathomin Weapon Training: Dathomin males are proficient with either one exotic weapon or all simple and martial weapons in one weapon group of their choice.

Natural Witchcraft: Dathomin witches and witchblades treat their Intelligence score as 2 higher for the purpose of class features and spells.

Abandoned Racial Traits

Dathomin children who fail the initial testing that would place them where their society deems appropriate are very often exiled and left to die. While this practice keeps the race's cultural divide strong, it has also given rise to a faction of dathomin who follow a different set of teachings. These dathomin are often more willing and able to work with others while giving up their predilection for selfishness and evil tendencies.

Abandoned dathomin have the same racial traits as others of their race, except as noted here. The occasional dathomin may gain one of these traits as an alternate to their own, but having more than one often risks failing their society's test and becoming abandoned themselves.

+2 Constitution, +2 Charisma, -2 Wisdom: Abandoned are neither as strong, nor as agile, as other dathomin, but they do know how to survive.

Base Speed: Abandoned dathomin have Fleet as a bonus feat, which makes their base movement speed 35 feet while wearing light or no armor and not carrying a medium or heavy load.

Burst of Insight: Abandoned dathomin begin play with the ability to cast *fox's cunning* as a spellcaster of their character level. They can begin and end the duration of the spell as a standard action, spending it in one-minute increments. Each time they begin the duration anew, the abandoned can choose one skill in which to gain a +2 racial bonus for 1 minute. This replaces dathomin duality, religious, and dathomin weapon training.

Religious Balance: An abandoned dathomin always treats Knowledge (nature) and Knowledge (religion) as class skills.

Dathomin Favored Class Bonuses

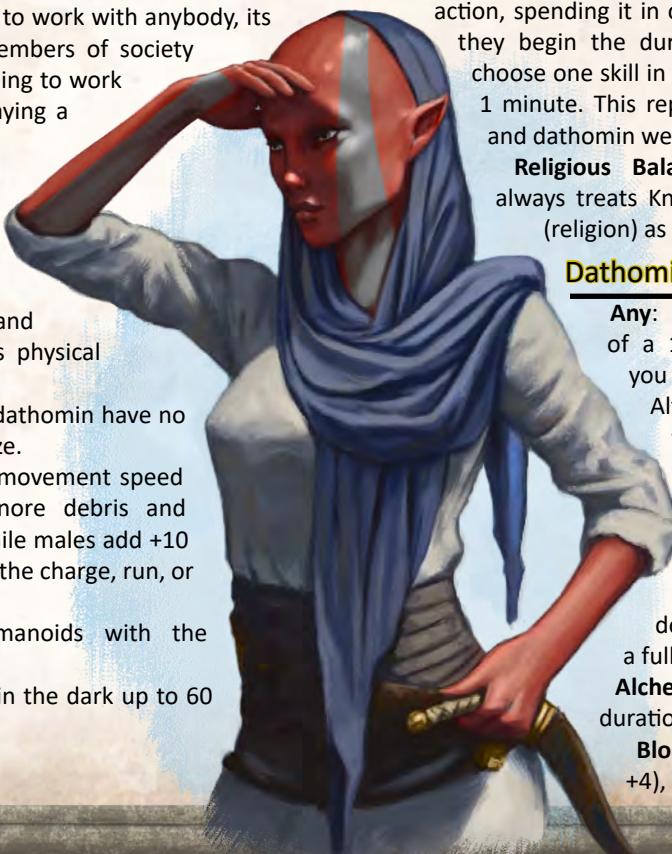
Any: Gain 1/3 (female) or 1/4 (male) of a 1st or 2nd-level witch spell that you can cast using dathomin duality.

Alternatively, gain +1/5 of a use of that racial trait per day.

Accelerist ^{v1}: Gain +1/3 Dex, -1/3 Str (male only, max +2, -2), or add +10 minutes to the duration of the alchemy accelerant. The penalty to Str does not take effect until it reaches a full -1 or -2.

Alchemist: Add +10 minutes to the duration of mutagen.

Blood Stalker ^{v3}: Gain +1/4 Wis (max +4), or gain 1/3 of a new cruelty.



Cleric: Gain +1/4 Wis (max +4), or add +1/3 to the amount of damage dealt when the cleric uses channel energy.

Darkseeker ^{v1}: Gain +1/4 Wis (max +4), or add a +1/2 bonus on Bluff checks to feint and Knowledge (religion) to recognize an obscure deity's symbol or clergy.

Druid: Gain +1/4 Wis (max +4), Add +1/4 damage to any bite attacks gained by a form taken with wild shape.

Fighter: Gain +1/4 Str (female only, max +2), or add a +1/2 circumstance bonus on critical hit confirmation rolls with a weapon of the fighter's choice (max +4). This bonus does not stack with Critical Focus.

Invoker ^{v1}: Gain +1 temporary hit point when using the 1st-level Council of Fiends otherworldly patron ability.

Midnight Legate ^{v1}: Gain +1/3 Str, -1/3 Dex (female only, max +2, -2), or add a +1/2 to damage rolls the legate makes with weapon attacks against an opponent he is flanking or an opponent that is denied its Dexterity bonus to AC. The penalty to Dex does not take effect until it reaches a full -1 or -2.

Monk: Gain +1/4 Wis (max +4), or add +1/3 to damage rolls the monk makes with weapon attacks against an opponent he is flanking or an opponent that is denied its Dex bonus to AC.

Necromancer ^{v1}: Add +1/3 to the amount of damage dealt or healed when the necromancer uses channel negative energy.

Pythia ^{v2}: Add +1/4 damage to any bite attacks gained by a form taken with wild shape.

Ranger: Gain +1/4 Str (female only, max +2), +1/4 Dex (male only, max +2), or add +1/4 dodge bonus to Armor Class against the ranger's favored enemies.

Rogue: Gain +1/4 Dex (male only, max +2), or add +1/3 to damage rolls the rogue makes with weapon attacks against an opponent he is flanking or an opponent that is denied its Dex bonus to AC.

Shifter: Gain +1/4 Wis (max +4), or add +1/4 damage to any bite attacks gained by a form taken with wild shape.

Sorcerer: Add +1/4 to the sorcerer's caster level when casting spells with the evil descriptor.

Witch: Gain +1/3 Int, -1/3 Cha (max +2, -2). The penalty to Cha does not take effect until it reaches a full -1 or -2.

Witchblade ^{v1}: Add +1/3 to damage rolls the witchblade makes with weapon attacks against an opponent he is flanking or an opponent that is denied its Dex bonus to AC.

Dathomim Feats

Embrace Darkness

Prerequisites: Evil alignment, and you must either be a dathomim, taught by a dathomim, or taught by another creature with Embrace Darkness. If not gained at 1st level, this feat requires 1 month of downtime to learn.

Benefit: Creatures within 60 feet of you cannot benefit from good effects, including the healing provided by abilities such as channel energy or lay on hands. This does not affect conjuration (healing) spells cast by good creatures unless the spell itself has the good descriptor. You can suppress and reactivate this ability as a standard action.

Good creatures are allowed a Will save (DC 10 + 1/2 your character level + your Charisma modifier) to ignore this effect for 24 hours.

Garner Power

Prerequisites: Dathomim, dathomim duality or burst of insight.

Benefit: You gain one additional use of your dathomim duality per day. If you have the burst of insight alternate racial trait, you can use that trait for 1 additional minute each day.

Special: You can select this feat more than once. Its effects stack.

Dathomim Double Weapons Master

Choose one double weapon for which you have already selected the Weapon Focus feat. You are a master with that weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, and you must either be a dathomim, taught by a dathomim, or taught by another creature with Dathomim Double Weapons Master. If not gained at 1st level, this feat requires 1 month of downtime to learn.

Benefit: When wielding the chosen weapon as a double weapon, you add your full Strength bonus to the off-hand damage and 1-1/2 times your Strength bonus to the main-hand damage. When wielding the chosen weapon as a two-handed weapon, you add double your Strength bonus to the damage.

Power of the Ichor

Prerequisites: Int 13, character level 7th, dathomim, dathomim duality.

Benefit: Choose a 3rd-level or lower spell from the witch spell list. You can cast that spell once per day. This expends one use of your dathomim duality.

Power of the Ichor, Greater

Prerequisites: Improved Power of the Ichor, Power of the Ichor, Int 15, character level 11th, dathomim, dathomim duality.

Benefit: Choose a 5th-level or lower spell from the witch spell list. You can cast that spell once per day. This expends one use of your dathomim duality.

Power of the Ichor, Improved

Prerequisites: Power of the Ichor, Int 15, character level 9th, dathomim, dathomim duality.

Benefit: Choose a 4th-level or lower spell from the witch spell list. You can cast that spell once per day. This expends one use of your dathomim duality.

Dathomim Race Trait

Redeemed [dathomim, race]

You are one in a million, born to a race of villainous beings, but able to see their flaws and correct them in yourself. There is something more to you, and your "people" fear it. You were most certainly abandoned as a child, and they may have even tried to destroy you, but fate has interceded. Now you can begin the walk down a better path toward your true self.

Prerequisites: Good alignment, dathomim.

Benefit: You gain a +1 trait bonus on all Diplomacy checks, and Diplomacy is always a class skill for you. You also qualify to choose the dathomim noble path, gaining its convergence and progressing it as you have the time and ability to do so.

Dathomim Twinblade

A perfect instrument of death, the dathomim twinblade sports a pair of long, thin, and razor-sharp blades on either side of an equally long central shaft. The most honored of dathomim warriors craft their own twinblade, which is blessed by the high priestess' council and enchanted as brilliant energy blades.

Weapon Groups: double, light blades

Type: Exotic, two-handed piercing or slashing.

Damage: 1d6/1d6 (medium); **Critical:** 19-20 x2

Special: Finesse. A creature with Exotic Weapon Proficiency (twinblade) and Dathomim Double Weapons Master threatens a critical hit on a natural 18-20.

Freeblades

Request by Ronald G. Paris.

In their research on building new realities where those displaced by the war between order and the Chaos, the collective discovered the shattered world of Xencrest. On Xencrest, living constructs, known as blades, are created by a master architect, nurtured, and eventually grow into continent-sized landmasses. During an unrelated crisis on their world, the blades' creator could no longer reliably create more of their kind, and they were forced to find new ways to grow and procreate.

Years of trial and error taught the freeblades that their interactions with actual, living races, and the experiences they gain through them are the catalyst that allows them to eventually transcend and become living continents themselves.

To that end, the freeblades of Xencrest were eager to join the Collective and aid in their efforts. It is speculated, though not confirmed, that the New World to which the refugees have been moved in recent years is one such evolved freeblade, granted additional power by the gods to become not only a continent, but an entire world.

Physical Description: When a blade is first formed, it takes on a metallic or crystalline, child-like appearance resembling the first creature with whom it interacts. This is a defense mechanism, since most creatures tend not to outright kill the young of their own kind. Once its initial form is established, the freeblade grows over a matter of months into an adult, at which point it either retains its kinship or takes on a form more representative of its personality (this is not always a voluntary process).



* This is based on Strength score before it is modified by the age penalty. Effects that increase Strength can extend the lifespan of a freeblade for their duration.

An adult freeblade does not age or grow in a traditional sense. As its experiences compound, the freeblade gains density, eventually becoming slower and more plodding as it cannot hold its own weight. Stronger freeblades can adventure for longer simply because they can carry themselves for a greater span of time.

Adult	Middle Age	Old	Venerable	Maximum Age
1 year	2x Str*	3x Str	5x Str	+Str years

A freeblade that is unable to move itself will most often sink into the ground, becoming one with the area and transforming it into a magical location befitting creatures with whom it shared its youth (represented as members of a race or class). The further experiences of creatures within this magical location feed and extend the freeblade's influence further, until it can eventually transcend and become a continent of its own. Freeblade transcendence is a one-time *planeshift* that places the freeblade in its own location. Those that do not lose their sense of self in the great span of time it requires to transcend are able to control this *planeshift* to a degree. On Xencrest, the transcended blades float endlessly around that reality's world tree, providing new homes for the creatures that helped them when they were still young.

Society: Freeblades grow up in the societies to which they are initially introduced, taking on the beliefs and mannerisms of those creatures. As their experience in the world ages them into middle age, their views are shaped by the people surrounding them.

Relations: Freeblades build relationships much like the race with whom they most closely associate. For this reason alone, many are human-like in their aspirations and interactions.

Alignment and Religion: More than most races, a freeblade's personality, alignment, and religious choices are formed by the creatures around them. They are always willing to change their outlook if it means more life experiences. The gods who receive prayers from freeblades have come to understand that the same one may pray to several of them at once, or bounce between religions. As freeblades themselves do not truly experience an afterlife, this doesn't interfere with gaining the blessings or other benefits of a deity.

Adventurers: The entirety of a freeblade's being is tied to its experience while it lives, so they seek as much as possible through lives of adventure and exploration. While an individual freeblade may seek fame or glory, even that ultimately leads to their final goal of transcendence.

Freeblade Racial Traits (11 RP)

+2 to any one ability score: Freeblades are as varied and different as humans, though they might grow into one particular ability score over another depending on their society. A freeblade among dwarves, for example, might gain +2 Constitution.

Medium: As Medium creatures, freeblades gain no bonus or penalty from their size.

Base Speed: A freeblade's base movement speed is 30 feet. When it reaches old age, the freeblade's speed reduces to 20 feet, but it is never modified by armor or encumbrance. When it becomes venerable, the freeblade's speed becomes 15 feet instead.

Humanoid Construct: Freeblades are humanoids with the elemental subtype. They count as humanoids and constructs when an effect could target either.

Density to Weight: As a freeblade grows in power and experience, so too does its density increase. A freeblade's effective weight is multiplied by 1/2 of its character level while it remains conscious, or by its full level when paralyzed or unconscious. This can become a factor for the freeblade when on some surfaces.

Sleepless: A freeblade does not sleep to rest, but it must still remain inactive for at least 8 hours before regaining spells and other benefits of rest, just like any other creature. It takes no penalty to Perception checks while resting.

Freeblade Immunities: To help prevent freeblades from destroying buildings when randomly put to sleep by a spell, their architect built in a failsafe which grants them immunity to magic sleep effects. Consequently, their constructed nature also grants them a +2 racial saving throw bonus against enchantment spells and effects.

Natural Weaponry: At creation, a freeblade chooses one weapon. It has proficiency with that weapon, and can create a perfect replica of such a weapon as a full-round action out of the same material from which the freeblade is constructed. Once this choice is made, it can only be changed with 2 weeks of downtime spent learning a new weapon.

The weapon must be primarily of that material, and the freeblade can create only one normal-quality weapon of that type at a time. The weapon can be given to other creatures to wield, in case the freeblade chooses not to wield one itself.

True Purpose: When first constructed, every blade is given a purpose that it uses to bond with other creatures. The blade can take advantage of its own purpose at a weaker strength, or share its purpose with a creature it designates at the beginning of each new day. The freeblade must be able to interact with the creature when it grants its true purpose, but once it does, the effect lasts for 24 hours, even if the two are separated across planes.

A freeblade's true purpose can be a feat that it gains at 1st level. The freeblade shares the benefit of this feat with the creature it designates. The chosen feat can be any feat, so long as the freeblade qualifies to take it. It grants its feat to its ally, even if the ally does not meet the prerequisites.

For example, A freeblade that takes Power Attack at 1st level can gain Cleave as its true purpose, then grant Cleave to an ally it designates each day.

Languages: Freeblades begin play speaking Common. Freeblades with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Alternate Racial Traits

Elemental Purpose: The true purpose of some freeblades grants them elemental power. Choose air, earth, fire, or water. The freeblade gains that subtype as well as the elemental and native subtypes. It counts as both a humanoid and an outsider when an effect could target either. In addition, the freeblade gains one spell with the associated descriptor (air = electricity, earth = acid, fire = fire, and water = cold) that it can cast. If the spell is a 1st-level spell, it can cast that spell twice per day. If the spell is a 2nd-level spell, it can cast that spell once per day. The freeblade can also grant that spell to its designated creature to cast instead. The caster level for the chosen spell is equal to the freeblade's character level, and the spell save DC (if any) uses the higher of its Constitution modifier or its Charisma modifier.

This alters the freeblade's type and replaces true purpose.

Freeblade Favored Class Bonuses

A freeblade's favored class bonuses are drawn from the race with which it most closely associates, so a freeblade fighter raised amongst elves would add +1 to its CMD when resisting a disarm or sunder attempt, while one raised by dwarves would add +1 to its CMD when resisting a bull rush or trip instead.

Freeblade Feats

Compatibility Matrix

Your architect built in you a means of more closely relating to specific members of society.

Prerequisites: Freeblade, at least 1 shared class feature with its designated creature.

Benefit: You grant the benefits of your favored class bonus to your designated creature.

Special: Favored class bonuses granted in this way do not stack. You cannot give a designated creature +1 hit point or +1 skill rank to the same skill if it already gains that benefit from its own favored class.

Greater Purpose

Your experiences have made your purpose more potent than other freeblades.

Prerequisites: Freeblade, true purpose or elemental purpose racial trait.

Benefit: Choose a second feat you know other than your true purpose feat. You can grant your designated creature both feats each day.

Special: If you have elemental purpose, you can instead select an additional spell with the appropriate descriptor that you or your designated creature may cast with its own total uses per day.

Throw Your Weight Around

You can use your greater density to your advantage.

Prerequisites: Str 13, freeblade.

Benefit: You gain a natural slam attack that deals 1d6 bludgeoning damage plus 1-1/2 times your Strength modifier on a hit, with a x3 critical multiplier.

Freeblade Weapon Mastery

You are an expert at using the weapons with which you were created.

Prerequisites: Freeblade, natural weaponry racial trait.

Benefit: You gain a +1 bonus on all attack rolls with your natural weaponry. You also count as a fighter of your character level -4 (minimum 1) for the purpose of qualifying to gain fighter feats with your natural weaponry.

Special: This feat counts as, and does not stack with Weapon Focus.

Shared Purpose

You are capable of spreading your true purpose to more creatures.

Prerequisites: Freeblade, true purpose or elemental purpose racial trait.

Benefit: You can select up to 2 creatures as designated creatures and grant them both the same feat, chosen from your true purpose feat or the feat gained with Greater Purpose, if you have it.

Special: If you have elemental purpose, you can choose up to 2 designated creatures who can cast the same spell, chosen from your elemental purpose spell or the spell gained with Greater Purpose, if you have it.

Humans, Melni

Request by Ronald G. Paris.

In the war between order and The Chaos, it is well documented that many worlds had been shattered by the struggle, while others were spared and have become bastions of safety against the tears that still threaten to destroy the fabric of the multiverse. Less well known are the worlds where the Chaos won, driving order away. In their arrogance, the Collective has labeled these realities shattered alongside the others, yet they remain, intact, full of life, but no longer bound to the strictures of law.

Of these chaotic worlds, Melni was the first. What started as an experiment in creating a world without order became the central reality from which chaotic races would break through to other planes during their conquest.

In the years since the war's end, Melni has developed its own twisted sense of order and law, founding nations and coming into its own. The humans of that world still revere chaotic power, and their arrogance is firmly backed by their magical talents.

Physical Description: Crystalline protrusions grow from the humans of Melni, who use them to draw power from other creatures, particularly the demons of their world. The more "growths" on such a human, the more prominent his bloodline and the magic he commands. When a Melni human dies, their shards are harvested to be used as implements, material components, or in the forging of weapons.

Base Height	Base Weight	Modifier	Weight
m 4 ft. 8 in.	100 lbs.	2d10	x5 lbs.
f 4 ft. 3 in.	80 lbs.	2d10	x5 lbs.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
15 years	35	53	70	+2d20 years

Society: Humans on Melni see themselves as a superior people, bonded to the world in a way that no other race enjoys. They freely take what they want, unless doing so would put them directly in harm's way. Those with greater perceived power rule over any whom they can dominate, even superficially.

Relations: The demonic bonding process through which humans on Melni go makes it difficult for non-chaotic races to accept them. While an individual Melni human might learn to get along with his allies, it can be trying to enter a new region where he must again uphold whatever semblance of law to which they subscribe.

Like any human, Melni can develop closer relationships, but these are often formed sporadically as a result of some event important to the Melni, but which was otherwise inconsequential, and may or may not be reciprocated.

Alignment and Religion: Humans on Melni don't worship their chaotic gods with any structured religion. Instead, they see them as mentors to eventually be challenged and usurped. A Melni may pray to a god if the reward for doing so is greater power, but given the opportunity, that same human would drive one of his shards into the deity's heart, bonding with them and taking their magic for himself.

In spite of their seemingly malefic practices, The Melni are not inherently evil. Good Melni are actually very common, bonding with willing creatures in a parasitic manner through which both can grow and become something more. While they lack the ability to keep order within their own space, they recognize the need for it in common living among other races. Sometimes,



such Melni can even turn their chaotic nature into a greater force for order because of their willingness to bend the rules without breaking them outright.

Adventurers: A Melni human who adventures does so for the promise of power. Always in search of a greater bond, these humans feign bravery well enough to often believe it themselves. In truth, however, they are both as flawed and capable as the humans of any reality.

Language: On Melni, the common language is harmonic, with greater tone and depth given to feminine nouns, as women are the creators of life. Female names always begin with full use of the mouth, while males blend seamlessly into the rest of their sentences. Melni sentence structure never begins with a vowel or passive letter, which is seen as weakness. They are bold, and assertive. While this translates easily enough to the common tongue of other worlds, it can make a Melni's speech pattern seem stilted, or at times angry even when in a good mood.

Male Names: Audemar, Alcot, Elard, Eudes, Irin, Orembrors, Udo.

Female Names: Bamre, Fi, Moraia, Piree, Phyrim.

Melni Racial Traits (10 RP)

+2 Intelligence, +2 Wisdom, -2 Constitution: Melni humans are an intelligent, insightful lot, who make up for their lack of physical health by bonding with other creatures.

Soul Bond: Coming of age is not determined by number of years lived on Melni, since even the children of their race can be smarter than the average human on other worlds. Instead, they recognize one as an adult when he forms his first bond.

During creation, a Melni chooses between Strength, Dexterity, or Charisma, representing his bond to one of the demons of his world. He gains a +2 racial bonus to one of those ability scores, and a -2 penalty to another. Once this choice is made, it cannot be changed.

Medium: As Medium creatures, Melni have no bonuses or penalties due to their size.

Base Speed: A Melni's base movement speed is 30 feet.

Human: Melni are humanoids with the human subtype.

Enchantment Resistance: Melni gain a +2 racial bonus on saving throws made against enchantment spells and effects.

Knowledgeable: Melni can choose 2 of the following skills and gain a +2 racial bonus with each. Craft (alchemy), Knowledge (arcana), Knowledge (planes), or Spellcraft.

Studied: Melni can choose one skill at creation. That skill is always a class skill for the Melni.

Languages: Melni humans begin play speaking Common. Melni humans with high Intelligence scores can learn any languages they want (except Druidic and other secret languages).

Half-Melni Racial Traits (8 RP)

Half-Melni are viewed by their pure-blood progenitors as a blessing and a failing. They are a blessing upon the other race they call their own, and a failing of the society of Melni. Only those worthy of the Melni are allowed by the race to bear their children, but for a non-Melni to prove worthy is a slight against those who failed to meet the standards of the rightful parent.

Those with the heritage of the Melni coursing through their veins are held to the same standards as pureblood Melni, and given opportunity to sit among them as peers, if only to be watched closely.

+2 to One Ability Score: Half-Melni gain a +2 racial bonus to one ability score of their choice to represent their varied nature.

Soul Bond: Like their Melni parent, a half-Melni can soul bond with a demon of that world, granting them a +2 racial bonus to Strength, Dexterity, or Charisma, and a -2 penalty to another of those scores. The half-Melni cannot gain a +4 bonus to an ability score in this way.

Medium: A half-Melni's size gives no bonuses or penalties.

Humanoid: Half-Melni are humanoids with the human subtype.

Bonded Magic: If a half-Melni is a sorcerer with the abyssal, celestial, or elemental bloodline, it treats its Charisma score as 2 points higher for all sorcerer spells and class abilities. Furthermore, a half-Melni able to cast domain spells that correspond to its bond casts its domain powers and spells at +1 caster level. This trait does not give half-Melni early access to level-based powers; it only affects powers that they could already use without this trait.

Focused Skill: Half-Melni are more focused than their kin. They choose one skill at creation, which is always a class skill for them. They also gain +1 skill rank per level in that skill.

Languages: Half-Melni begin play speaking Common. Melni humans with high Intelligence scores can learn any languages they want (except Druidic and other secret languages).

Alternate Racial Traits

The following racial traits can be selected in place of the typical Melni human racial traits.

Bonded Magic: This functions as the half-Melni racial trait. It replaces studied.

Fortified Bond: A Melni human will sometimes bond with the land instead of with one of the demons of their world. These Melni gain Fortified Bond as a bonus feat at creation. This replaces soul bond.

Demon-Born: A Melni-human is sometimes born already bonded to a demon, often the result of a pact made by their parents. These Melni are treated as outsiders with the native and demon subtypes. They gain darkvision out to 60 feet and resistance 5 to their choice of acid, electricity, or fire. This replaces humanoid and knowledgeable.

A half-Melni who is demon-born replaces focused skill.

Elemental Bond: Melni can sometimes form a bond with the elements in place of that with a demon. These Melni can choose two elements from acid, cold, electricity, or fire. They always replace one element with the other when creating effects or casting spells of that type. The other effects of such spells are unchanged (a spell that typically slows because of cold may slow due to exhaustion instead, and so on). This alters and replaces soul bond.

Natural Armor: Some Melni put more focus into developing their natural crystals to provide better physical protection at the expense of their education. This grants the Melni a +1 natural armor bonus, but they can only choose one skill in which to gain a bonus with knowledgeable. This trait alters knowledgeable.

Melni Favored Class Bonuses

Alchemist: Add +10 minutes to the duration of mutagen.

Blood Stalker: Choose one—Gain 1/3 of a new cruelty; or add +10 minutes to the duration of mutagen.

Cleric: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.

Invoker: Gain a +1/2 bonus on 2 Knowledge checks of the invoker's choice.

Necromancer: Gain 1/3 of a new cruelty.

Priest of Volwrym: Creatures that hit the priest or one of his allies with an active shield or barrier effect take +1 force damage.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Witch: Add a +1/2 bonus to the save DC of the witch's hexes (max +4). This doesn't stack with feats that grant a similar bonus.

Wizard: Choose acid, cold, electricity, or fire damage. Add +1/2 point of the chosen energy damage to spells that deal the chosen energy damage cast by the sorcerer.

Melni Human Feats

Fortified Bond

Rather than bonding with a demonic entity, you have bonded with the land, increasing your survivability, but reducing your standing among the people of Melni.

Prerequisite: Melni human.

Benefit: You do not suffer the Melni's -2 penalty to Constitution, but your bond to the world imposes a -2 penalty on checks made to influence the attitude of other creatures.

Melni Weapon Training

You are trained in the use of the bone-carved, bonded weapons of the Melni, and wrap your spears in sharp, gripping barbs.

Prerequisites: Proficiency with bows and spears, Melni human.

Benefit: When wielding a composite bow, you can add your Intelligence modifier in place of Strength to the weapon's damage. When wielding a weapon in the spear weapon group, it gains the grapple and trip special features.

Mechanins

Request by Lance McComber.

Mechanins hail from a world where organic life has long been replaced by living metal, and constructs thrive with the sentience of an advanced, technological race. Unfortunately, for all their shared intellect, the mechanins warred like any other race, which ultimately led to the destruction of their homeworld and the breaking of the race into different factions.

One faction has left their ruined home in search of resources, taking what they can from those they can dominate. The other, more peaceful mechanins, seek a new reality to call home, preferring to work with whatever natives they find and assimilating into their society.

Mechanin Racial Traits (10 RP)

+2 to One Ability Score: Mechanin characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Medium: As Medium creatures, mechanins have no bonuses or penalties due to their size.

Base Speed: A mechanin's base movement speed is 30 feet.

Constructed Outsider: 1 point. Mechanins are outsiders with the augmented, construct, and native subtypes. They count as both constructs and native outsiders when targeted by an effect that could target either.

Darkvision: 2 points. A mechanin can see in the dark up to 60 feet.

Heat-Vision: 1 point. As a swift action, a mechanin can detect heat, such as from living creatures, forges, and other sources of warmth, within 60 feet. This lasts until the mechanin deactivates it as a swift action. While active, the mechanin takes a -4 penalty on all Perception checks made to see anything other than the presence of heat.

Immunities: 2 points. Mechanins are immune to paralysis, phantasms, and poison.

Vulnerability: -3 points. Mechanins are vulnerable to electricity damage. When dealt electricity damage, a mechanin is slowed, as the spell, for a number of rounds equal to the effect's level. A successful Fortitude save against the effect's DC (or 20, whichever is higher), ends the slow, and the mechanin can attempt this save at the end of each of its turns.

Alternate Form (Sp): 6 points. Every mechanin has the ability to adopt a covert form that allows them to blend into their surroundings. A mechanin that spends 5 uninterrupted minutes studying another creature learns how to change into that creature as a full-round action. The mechanin can assume its original form as part of a move action.

This counts as *shapechange* with a spell level equal to half the mechanin's character level, and the mechanin can usually only possess one such alternate form at a time.

Taking an alternate form does not grant a mechanin any ability to act like the creature into which it changes, but prior knowledge of the creature, or studying it for at least 1 hour, grants a +4 circumstance bonus on Bluff checks to pretend to be one.

Languages: 1 point. Mechanins begin play speaking Common. Mechanins with high Intelligence scores can learn any languages they want (except Druidic and other secret languages).

Alternate Racial Traits

The following racial traits can be selected in place of the typical mechanin racial traits. Alternatively, the mechanin can learn these traits by spending a feat without replacing their other racial traits.

Built-In Weaponry: Some mechanins are built for war. They possess the ability to incorporate a weapon into their being. This functions as a permanent glove of storing. It replaces darkvision.

Living Form: While in its alternate form, the mechanin loses its electricity vulnerability. This replaces immunities.

Natural Armor: Some Mechanins are more heavily armored than their kin, which grants the mechanin a +2 natural armor bonus. This replaces immunities.



Vehicle Form (Sp): If the mechanin can spend 5 uninterrupted minutes studying a Large, Medium, or Small vehicle, it learns how to change into that vehicle as a full-round action. This otherwise functions as the alternate form racial trait and counts as a *mimic object* spell with a spell level equal to half the mechanin's character level.

This counts as, and replaces, alternate form.

Weapon Form (Sp): If the mechanin can spend 5 uninterrupted minutes studying a Large, Medium, or Small-sized weapon, it learns how to change into that weapon as a full-round action. This otherwise functions as the alternate form racial trait and counts as a *mimic object* spell with a spell level equal to half the mechanin's character level.

This counts as, and replaces, alternate form.

Mechanin Favored Class Bonuses

Accelerist: Reduce the mechanin's electricity vulnerability by 10%. If the mechanin doesn't have vulnerability, gain +1 electricity resistance instead (max +10).

Alchemist: Add +10 minutes to the duration of mutagen.

Arcane Tinkerer: Gain 1/6 of a new infusion.

Barbarian: Add 1 to the mechanin's base speed. In combat this has no effect unless the mechanin has selected this reward 5 times (or another increment of 5); a speed of 34 feet is effectively the same as a speed of 30 feet, for example. This bonus stacks with a class's fast movement feature and applies only under the same conditions as that ability.

Fighter: Add +1 to the fighter's CMD when resisting a bull rush or drag attempt.

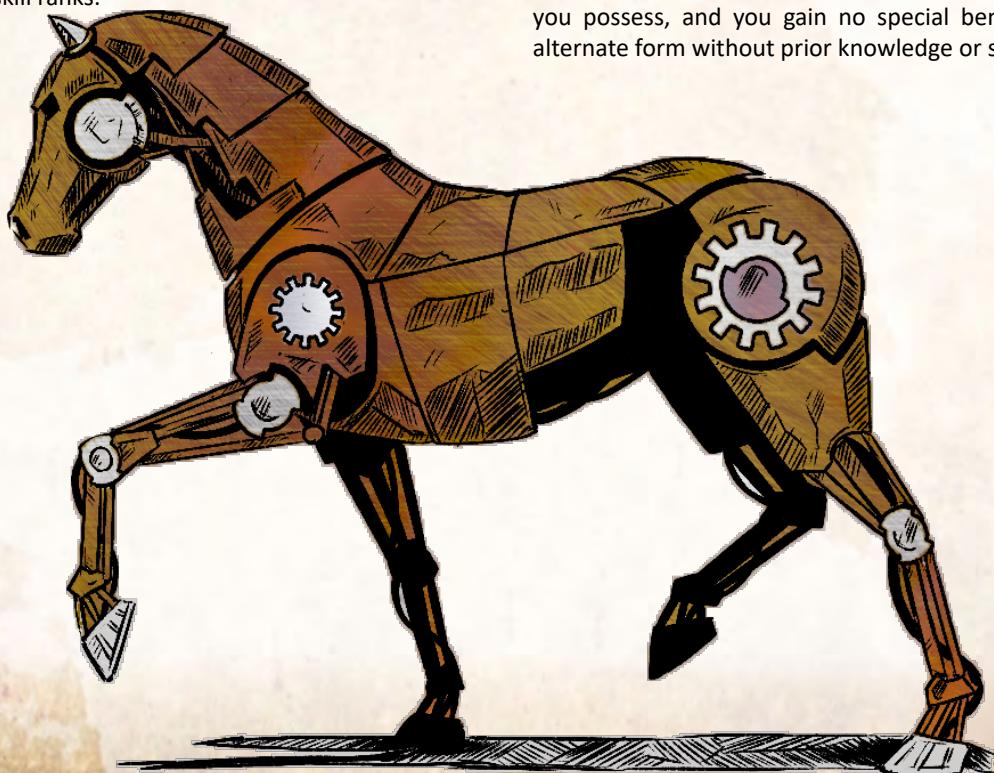
Gearbreaker: Gain 1/6 of a new customization.

Investigator: Add one extract formula from the investigator's formula list to the formula book. This formula must be at least 1 formula level below the highest level the investigator can create.

Jin-Ku Bounty Hunter: Add +1 round to the duration of morph.

Monk: Add a +1/2 bonus on the monk's saving throws to resist death attacks.

Ranger: Add +1 skill rank to the ranger's animal companion. If the mechanin ever replaces his companion, the new companion gains these bonus skill ranks.



Rogue: Add a +1/2 bonus on Disable Device checks regarding mechanical traps and a +1/2 bonus to trap sense regarding mechanical traps.

Mechanin Feats

Additional Form

You can manipulate your form in multiple ways, allowing for a greater breadth of transformations.

Prerequisites: Mechanin.

Benefit: You can learn one additional alternate form at a time.

Special: You can select this feat more than once. Its effects stack.

Organic Construct

While your body is made of material that functions like metal, it is still alive. The oil coursing through your system is as blood through another living being.

Prerequisite: Mechanin.

Benefit: You do not suffer vulnerability to electricity, and you are not slowed when dealt electricity damage.

Quick Transformation

You can more quickly change in and out of your alternate form.

Prerequisites: Mechanin, alternate form.

Benefit: You can assume your alternate form as a standard action, and you can return to your original form as a free action once per round.

Superior Transformation

You have much greater control over your alternate form.

Prerequisites: Mechanin, alternate form.

Benefit: When assuming an alternate form, you gain a +10 bonus on all checks to act as that creature. If taking the form of a vehicle, you can drive yourself and operate any functions of the vehicle, such as attached weapons. If taking the form of a weapon, you can make attacks as if wielding the weapon. You treat disarm attempts as trip and sunder as a normal attack. You can also load yourself, assuming you have the ammunition available to do so.

Normal: You function as the vehicle or weapon whose form you possess, and you gain no special benefit for taking your alternate form without prior knowledge or study.

Mind Worms

Request by Lance McComber.

Mind worms exist across many different realities. They are agents of chaos; the ultimate spies, able to perfectly overwhelm and control their hosts, with almost no way to recognize their true nature before it is too late.

On the majority of worlds, mind worms are seen as a parasite. Hosts are often presumed dead when discovered, since removing an unwilling mind worm is nigh impossible with the limited technology available. Some have even proven resistant to magic.

Given the infinite nature of the multiverse, there are those who see the merger of mind worm and host as a benefit. A symbiotic relationship is formed, where the host provides a suitable body, while the mind worm provides increased physical capability.

Physical Description: On their own, mature mind worms are just that; worms capable of burrowing into a creature's body and encasing its nervous system, often through the spine. The mind worms on some worlds might more closely resemble slugs, as opposed to snake-like tubes with row-upon-row of teeth.

Immature mind worms are not as large, and their control over a host is not as strong. Unwilling hosts of immature mind worms can resist them, albeit for only a short time.

Base	Base		Weight
Length	Weight	Modifier	Modifier
2 ft. 0 in.	10 lbs.	2d6	x1 lbs.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
30 years	100	170	240	+6d12 years

Society: Mind worm society consists of families that each include a queen and her subjects. The queen is unique to a family because she can change the DNA of her spawn before producing them so they can better occupy a new type of host. The queen's subjects bring potential hosts to her so that she may possess them and learn their genetic makeup in order to facilitate her children's transformation.

While operating within hosts, mature mind worms are capable of blending in perfectly, even giving the host a sense of freedom until time to enact their plan.

Relations: On worlds where mind worms coexist with their hosts, relations exist between families, with any potential upset or fighting occurring between groups. On other worlds, mind worms may go unnoticed entirely, or be actively sought out by the best possible means—which can, and often do, end in witch hunts.

Alignment and Religion: Mind worms are inherently chaotic, but ultimately neutral when good and evil come into question. While seen as evil by the majority of the realities, there are some who believe the race has its uses; particularly their ability to retain memory across generations through a shared queen.

Adventurers: Mind worms often seek adventure on behalf of their queen and family. They may work with a group while scouting potential new hosts, or they might work toward converting their allies to hosts as well.



Mind Worm Racial Traits (10 RP)

+2 Strength, +2 Dexterity, +2 Constitution, +4 Intelligence, -2 Wisdom: Mind worms are an advanced race, but without hosts, they can lack attentiveness and perception.

Small: As Small creatures, mind worms gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks..

Base Speed: A mind worm's base movement speed is 20 feet. Without limbs, they must slither, like snakes, or swim to their destination. Some mind worms can eventually learn to jump, or even fly in limited capacity.

Aberration: Without a host, mind worms are aberrations, and they allow their host to count as an aberration when it would benefit them.

Darkvision: A mind worm can see in the dark up to 60 feet.

No Limbs: A mind worm without a host cannot lift or retrieve objects larger than Diminutive using its mouth or tail, it can only push or pull them. It can activate objects and magic items around which it can wrap its body.

Bite: A mind worm has a natural bite attack it can use that deals 1d3 piercing damage on a hit. On a critical hit, the mind worm can choose to deal no damage, and instead end its turn by grappling a living target with a +4 racial bonus to the attempt (a mind worm that grapples a target unaware of it succeeds automatically). On its next turn, the mind worm can use a full-round action to pin the grappled target and infest it (see infestation). The target receives a Fortitude save to prevent being physically controlled, and a Will save to avoid mental control. The DC of both saves is $10 + 1/2$ the mind worm's character level + its Constitution modifier; and the mind worm gains a +4 racial bonus to this DC against a creature unaware of it, since it can alter its chemistry to lessen the body's natural reaction to infestation.

Collected Memory: Each mind worm's family retains the memories of its predecessors through its connection to their shared queen. This grants the mind worm a +2 racial bonus on all skill checks with up to 3 Craft, Knowledge, or Profession skills of its choice.

Languages: Mind worms begin play speaking Common. Mind worms with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Infestation

After burrowing into and overcoming the will of a host it has pinned, a mind worm can control the host at any time, acting as a member of that race until it leaves the host or is somehow removed.

An infested host retains its own Strength, Dexterity, and Constitution scores, but replaces its own racial bonuses or penalties (if any) with those of the mind worm (+2 to each). It uses the mind worm's Intelligence, Wisdom, and Charisma. If the host has at least one rank in any skill, the mind worm gains a +2 competence bonus on checks made with that skill.

Racial Traits: A host retains its racial traits, and gains darkvision and collected memory from the mind worm. It counts as both its own type and an aberration when it would benefit the host (this usually means spells like *hold person* don't affect the host of a mind worm).

Class Features: A mind worm retains its own class while within a host. When not distracted or engaged in rigorous activity, such as combat, the mind worm gains a bonus equal to half its character level on all Bluff checks to act as a member of the host's class (if any).

Alternate Racial Traits

Blood Worm: Blood worms are stronger than other mind worms, but not as mobile or astute. They gain +4 Strength, -2 Dexterity, -2 Wisdom. When infesting a host, they grant that creature their own ability score bonuses and penalties over its own, as the creature is physically transformed to be stronger. The host gains low-light vision, if it didn't have it already, and counts as an aberration if it would benefit. This alters infestation and replaces darkvision.

Corpse Worm: The mind worms of some world have adapted to a harsher environment, becoming scavengers in search of a reasonable shell amongst the dead. These corpse worms automatically succeed at infesting dead creatures, reanimating and preserving them to an extent. A corpse worm can reanimate a creature that has been dead no longer than one day per character level. With regular care, the host will last up to 1 month per character level before it must be replaced. Spells such as *gentle repose* extend this duration by their own.

This alters and replaces bite.

Infiltrator: Infiltrator mind worms are naturally blind, with no ability to bite their enemies. Instead, they act as leeches, latching onto passing creatures and working their way in through an ear canal or other orifice which leads to the brain or nervous system. Infiltrator society began as a co-dependency with another race on their planet that lacked higher brain function and intellect. As they grew beyond their own world, the infiltrators began to capture new hosts, helping their otherwise helpless kin by placing them into the incapacitated creature.

An infiltrator trades its own class features for those of its host, up to its character level. This allows the infiltrator to better act as the host, giving it an almost perfect ability to mimic the host's mannerisms and talents. An infiltrator automatically succeeds at Bluff checks to pretend to be its host, except while within a *zone of truth* or similar effect or spell. It can also apply its own favored class bonuses over those of the host.

This replaces bite and darkvision.

Mind Worm Favored Class Bonuses

Alchemist: Gain a +1/4 bonus on all Will saves.

Barbarian: Gain a +1/4 bonus on all Will saves.

Bard: Add +1/2 to the bard's bardic knowledge bonus.

Bloodrager: Gain a +1/4 bonus on all Will saves.

Brawler: Gain a +1/4 bonus on all Will saves.

Cavalier: Gain a +1/4 bonus on all Will saves.

Cleric: Add a +1/2 bonus on Knowledge (dungeoneering) checks relating to aberrations. At +3, Knowledge (dungeoneering) becomes a class skill.

Fighter: Gain a +1/4 bonus on all Will saves.

Gunslinger: Gain a +1/4 bonus on all Will saves.

Hunter: Gain a +1/4 bonus on all Will saves.

Ranger: Gain a +1/4 bonus on all Will saves.

Rogue: Gain a +1/4 bonus on all Will saves.

Shifter: Gain a +1/4 bonus on all Will saves.

Slayer: Gain a +1/4 bonus on all Will saves.

Sorcerer: Add a +1/3 bonus on all Perception checks.

Swashbuckler: Gain a +1/4 bonus on all Will saves.

Wizard: Add a +1/2 bonus on Knowledge (dungeoneering) checks relating to aberrations.

Mind Worm Feats

Greater Symbiosis

Prerequisites: Symbiotic relationship, mind worm, a willingly infested host with at least 1 level in a class not shared by the mind worm.

Benefit: You can choose a second class feature to use once per day, or you can use the class feature chosen with Symbiotic Relationship up to 3 times per day.

Immature Worm

Prerequisite: Mind worm.

Benefit: You grant your host an additional +2 bonus to one ability score of your choice, but it gains a new Fortitude or Will save (its choice) to resist your control for a number of rounds equal to 30 – your character level once per week.

Paralytic Infestation

Prerequisites: Mind worm, bite racial trait with the ability to infest a host.

Benefit: You are not required to pin a grappled opponent before attempting to infest them.

Normal: You must spend a full-round action to pin an opponent and attempt to infest it.

Potent Infestation

Prerequisites: Mind worm, bite racial trait with the ability to infest a host.

Benefit: You gain a +2 bonus to the Fortitude and Will DC of your bite when attempting to infest a host. This bonus does not stack with the bonus gained against a creature unaware of you.

Special: You can select this feat twice. Its effects stack.

Symbiotic Relationship

Choose one class feature gained by a willing host gained at a level not greater than your character level.

Prerequisites: Mind worm, a willingly infested host with at least 1 level in a class not shared by the mind worm.

Benefit: Once per day, you can use the chosen class feature as a character of your level. If you are an infiltrator mind worm, you can instead choose a feature from your own class. For this purpose a single spell slot of the appropriate level is considered a class feature.

Monstorin, Dira

Concept by Indira Ott and Timothy Ott Sr.

For years, the researchers of the Kingdom have studied lagomorphs, their growth patterns, and the regions they call home. The curious nature of lagomorphs, and how they can grow into so many different forms has always fascinated breeders and researchers alike.

The fairy monsters known as dira are fey-like creatures discovered by their namesake when she and her family were visiting the edge of the elven lands on her world. The dira lived around one of the world's recently revealed henges, drawing nourishment and power from it in order to grow stronger over time.

Dira who become monstrin retain their fey qualities while losing some of their gifts until they can learn again to control their new form and power.

Dira Racial Traits (12 RP)

+2 to One Ability Score: Like other lagomorphs, diras are adaptable, though many tend to possess increased Charisma.

Small: Diras are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Slow Speed: Diras have a base speed of 20 ft.

Gliding Wings: Diras take no damage from falling (as if subject to a constant non-magical *feather fall* spell). While in midair, diras can move up to 5 feet in any horizontal direction for every 1 foot they fall, at a speed of 60 feet per round. A dira with gliding wings cannot gain height with these wings alone; it merely coasts in other directions as it falls. If subjected to a strong wind or any other effect that causes it to rise, a dira can take advantage of the updraft to increase the distance it can glide.

Sprinter: Diras add +10 feet to their speed when using the charge, run, or withdraw actions.

Fey: Diras are fey.

Low-Light Vision: Diras can see twice as far as humans in conditions of dim light.

Lucky: Diras gain a +1 racial bonus to all saving throws.

Skills: Diras gain a +2 racial bonus on all Heal checks.

Spell Resistance: Diras gain spell resistance equal to 11 + their character level.

Languages: Common. Diras with high Intelligence scores can choose from the following: Draconic, Elven, Gnome, Halfling, or Sylvan. Mannas can choose any language.

Pronodira Racial Traits (+10 RP)

Pronomonstorian retain their intelligence while regaining some of the more monstrous qualities of their base creature. These racial traits are gained in addition to those above. Alternatively, a dira can select these racial traits as feats.

Fairy Magic: Dira sorcerers with the fey bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Dira clerics with the air, charm, good, healing, or luck domains (or any related subdomains) use their domain powers and spells at +1 caster level. This trait does not give diras early access to level-based powers; it only affects powers that they could already use without this trait.

Fey Damage Resistance: Pronodira gain DR 5/cold iron.

Flying Wings: Pronodira gain a fly speed of 30 feet with clumsy maneuverability.

Rabbit's Foot: A pronodira's racial bonus on all saving throws increases to +2.

Dira Favored Class Bonuses

Cleric: Add +1 on caster level checks made to overcome the spell resistance of fey.

Druid: Add +1 on caster level checks made to overcome the spell resistance of fey.

Dúlra: Add +1 on caster level checks made to overcome the spell resistance of fey.

Otherworlder: Add a +1/3 enhancement bonus to the otherworlder's Charisma score. This bonus stacks with itself, but not other enhancement bonuses, such as from a headband of alluring charisma.

Paladin: Add +1/6 to the morale bonus on saving throws provided by the paladin's auras.

Runemaster: Gain 1/6 of a new runic tattoo (max 1 per extract level up to 5th). These tattoos can be chosen from any druid spell that could be made into a potion.

Sorcerer: Add +1 on caster level checks made to overcome the spell resistance of fey.

Theian Noble: Gain a +1/3 bonus in each noble studies skill.

Monstorin, Taurinor

On the world of Eldura, the ancestrals are a powerful group of monsters who represent the constellations in the sky. Like all monsters, they can choose to change themselves permanently, becoming monstrin.

Taurinor monstrin act as elite guards on the island region of Minot within Monsterholm. They are similar to the minotaurs around them in form, but their abilities beyond that are vastly different.

Physical Description: From a distance, taurinor look like minotaurs in armor. As one approaches, however, they quickly learn that the armor is actually a part of the race.

Base Height	Base Weight	Modifier	Weight Modifier
m 6 ft. 0 in.	400 lbs.	2d10	x5 lbs.
f 5 ft. 11 in.	400 lbs.	2d10	x5 lbs.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
15 years	200	300	400	+1d% years

Society: Taurinors live among minotaurs, and are treated equally by their kin. In times of war, they are looked to for guidance in military tactics and combat mastery.

Relations: Taurinors get along with others of their kind, and they can tolerate most other races. Of all races, they seem to take the most issue with halflings for reasons no taurinor cares to explain in any detail. Gnomes they get along with, so it isn't anything to do with size or fighting ability.



Alignment and Religion: As former ancestrals, taurinors see themselves as above religion, though some have been known to at least pay respects to the gods of war when going into battle. Like the gorgons on which they pattern themselves, taurinor are generally neutral, but lean toward order more often than chaos.

Adventurers: Taurinor adventurers seek to free themselves of the burdens of being ancestrals. They see it as a form of entertainment to be enjoyed, even while taking it seriously when doing so is necessary. Their metallic forms aren't the best when trying to sneak about, but rogues and other, more subtle classes still appreciate having them to hide behind when the fighting starts.

Names: Taurinor take their names from the minotaurs with whom they traditionally live. As an honorific, some also accept more regal names, whether or not they possess such titles otherwise.

Taurinor Racial Traits (11 RP)

+2 Strength, +2 Constitution, -2 Dexterity: Strong and tough, taurinors lack mobility.

Medium: A taurinor's size gives no bonuses or penalties.

Slow Movement: Taurinors have a base speed of 20 feet. They are never encumbered by armor or a heavy load.

Darkvision: Taurinors gain darkvision out to 60 ft.

Monstrous Humanoid: Taurinors are monstrous humanoids.

Improved Overrun: Taurinors gain Improved Overrun as a bonus feat.

Gore: All taurinors gain a gore attack which deals 1d8 piercing damage.

Resistances: Taurinor have acid resistance 5 and a racial bonus on saving throws against poison effects equal to their Hit Dice.

Languages: Common and Terran. Taurinors with high intelligence can choose any language (except secret languages).

Ancestral Racial Traits (+9 RP)

Ancestral monstornor can sometimes regress back to their ancestral state, becoming much more powerful than their normal forms would suggest. These racial traits can also be gained as racial feats with taurinor as a prerequisite.

Armored Hide (Ex): Ancestral taurinors gain +2 natural armor.

Damage Reduction (Ex): An ancestral taurinor begins each morning with Damage Reduction 5/magic. After reducing an amount of damage equal to 5x its character level in the same day, a taurinor's Damage Reduction is suppressed until it rests for at least 8 hours.

Poison Breath (Su): Ancestral taurinors can breath paralyzing gas out in a 15-ft. cone a number of times per day equal to their Constitution modifier (minimum 1). A successful saving throw (DC $10 + 1/2$ the taurinor's character level + its Constitution modifier) is required for reduced effects. At 1st level, the gas reduces a creature's speed by 10 feet (to a minimum of 5 ft.)

At 5th level, the taurinor can use its breath weapon to deal 2d6 damage (treat as poison), and the targets are staggered for 1 round on a failed save. At 9th level, the taurinor can use its breath weapon to create a *slow* effect on targets that fail their Fortitude save.

Taurinor Favored Class Bonuses

Taurinor gain favored class bonuses as if they were minotaurs.

Taurinor Racial Feats

Ancestral Fortification [Taurinor]

Prerequisite: Taurinor, armored hide and damage reduction racial traits.

Benefit: You gain medium fortification, which grants you a 50% chance to ignore successful critical hits. After ignoring one critical hit in this way each day, you cannot do so again until you rest for at least 8 hours.

Distilled Poison [Taurinor]

Prerequisites: Taurinor, poison breath racial trait.

You can turn 1 use of your breath weapon into 2 doses of poison with the same chosen effect.

Improved Poison Breath [Taurinor]

Prerequisites: Character level 7th, taurinor, poison breath racial trait.

Benefit: When using your poison breath to deal damage, you deal 4d6 damage instead, and targets that critically fail their save are staggered for 1 minute instead.

Petrifying Breath: Character level 15th, taurinor, poison breath.

Benefit: When a creature fails its Fortitude save against your poison breath, you can spend an additional use of poison breath as an immediate action to petrify that creature, as with a *stone to flesh* spell.

Strengthened Hide [Taurinor]

Prerequisites: Taurinor, damage reduction racial trait.

Benefit: Your damage reduction is no longer suppressed after taking damage each day.

Special: You can select this feat twice. The second time, increase your Damage Reduction to 10/magic.



Skerum

Request by Lance McComber.

With the introduction of the Realms of Magic, many peculiar races have found their way into the shattered worlds. One such people is the skerum; a race of sentient skeletons who come into existence without having previously been a living creature. They are, in essence, a new soul living within a dessicated body. While undead by any stretch of the imagination, the skerum still seek to find a place in the societies of the living. Such endeavors are met with varied levels of success and failure.

Physical Description: Skerum hold the same general shape and size of humanoid skeletons, particularly humans. What skin they do have is often stretched thin over their bones, and no physical musculature can be seen. They can naturally grow hair, which is often gray in color, but can be darker or lighter. As living skeletons, they weigh much less than other creatures of their size category (1/3 of the weight), including most elves.

When first created, a skerum is fully grown, but it takes up to a year for them to fully develop as adults. During this period, other skerum help the "newborn" by keeping it safe, fed, and cared for. New skerum without guidance are often mistaken as typical skeletons and dealt with by the living as such.

Society: With the complications they face interacting with the living, most skerum join communities of wraithlings and deathless out of necessity, but the race's need for interaction drives some to seek a home in other cultures to whom they can prove their worth as adventurers or laborers.

Relations: Because of their physical similarities to one of the more common undead types, skerum have a lot of difficulty making meaningful connections with the living. They have to work harder, and tread carefully when challenging the beliefs and opinions of those creatures.

Alignment and Religion: Skerum, by nature of their personalities, are typically good, or at worst neutral. They are quick to seek out and handle evil members of their race in order to prevent further ruining their already tentative place in society. As for religion, the skerum have no specific deity they follow and are free to choose who or what they might worship.

Adventurers: The majority of skerum who live beyond their formative year turn to adventuring to keep themselves busy and fed. They get along well with those who are willing to give them a chance, including most necromancers, rogues, and witches. Clerics and paladins who take the opportunity to detect a skerum's alignment and learn more about them frequently take the race under their wing, advocating for them in matters of civil standing.

Skerum Racial Traits (13 RP)

+2 Dexterity, - Constitution, +2 Charisma, -2 Wisdom:

Skerum are quick and outgoing, but as undead, they have no Constitution score. They use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves (when applicable), and any special ability that relies on Constitution.

Medium: A skerum's size grants no bonuses or penalties.

Base Movement: A skerum's base speed is 30 feet.

Undead: Skerum have the undead type. They can be turned, commanded, and destroyed in the same way as other undead, and are damaged by positive energy. Negative energy heals a skerum.

Darkvision: Skerum have darkvision out to 60 feet.

Living Dead: Skerum share many traits with typical undead (see below), but there are some exceptions that their enemies are not always immediately aware of. A Knowledge (religion) check (DC 15 or opposed by the skerum's Disguise check) reveals that the skerum is not a typical undead. For every 2 by which this DC is beat, a creature learns one specific difference.

Skerum can be targeted by charm, compulsion, and morale effects. They can be dealt Strength and Dexterity ability damage or drain, and they must eat and drink in order to avoid wasting away and becoming mindless skeletons if they starve or die of thirst. While some can keep their energy up with rare meats, some draw on the life force of other creatures for sustenance.



Undead Traits: Skerum still gain the following traits:

- They are immune to bleed damage, Constitution damage or drain, death effects, disease, exhaustion, fatigue, paralysis, patterns, phantasms, poison, sleep effects, and stunning.
- They are not subject to nonlethal damage or energy drain.
- They do not need to sleep and are immune to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- They do not risk death from massive damage, but are immediately destroyed when reduced to 0 hit points or fewer.

Resurrectable: Unlike most undead, skerum are affected by *raise dead* and *reincarnate* spells or abilities, as well as *resurrection* and *true resurrection*.

Skeletal Resistance: Skerum have DR 5/bludgeoning.

Stigma: Skerum naturally resemble skeletons, and despite their outgoing nature, they find it difficult to interact with the living. They suffer a -4 penalty on Handle Animal and Diplomacy checks made to influence a creature's attitude. Humanoids that would start with an indifferent attitude start as unfriendly when interacting with a skerum, and animals that would start unfriendly start as hostile.

Alternate Racial Traits

Dessication: Skerum who at one time or another went too long without food or drink may have become dessicated. Dessicated skerum have +2 Dexterity, +2 Intelligence, -2 Strength, -4 Charisma, and a gain +2 racial bonus on Perception checks. They can become fatigued and exhausted, and they have two primary, natural claw attacks that deal 1d4 damage on a hit. This alters the skerum's ability scores and undead traits.

Sorcerous: Most skerums are created seemingly randomly when souls are placed into the remnants of a body by an agent of Chaos. Sometimes, however, they can be created through a botched resurrection, or even "born" of arcane necromancy. Sorcerous skerums are created through the latter process. They gain +4 Charisma, -2 Strength, -2 Dexterity, and are unable to be resurrected with *raise dead* or *reincarnation*. They can still be returned to life using *resurrection* or *true resurrection*. This alters the skerum's ability scores and replaces resurrectable.

Favored Class Bonuses

Any: Add a +1/2 bonus on Disguise checks.

Alchemist: Gain +2 hit points for the duration of mutagen.

Generational Hero: Gain a +1/2 bonus to confirm critical hits with bows or crossbows. This bonus does not stack with Critical Focus.

Inquisitor: Gain a +1/2 bonus to confirm critical hits with energy blast. This bonus does not stack with Critical Focus.

Invoker: Add one spell known from the necromancer spell list as an invoker spell.

Monk: Deal +1/6 slashing damage with unarmed attacks.

Paladin: Add +1/2 hp to the paladin's lay on hands ability (whether using it to heal or harm).

Priest of Volwrym:

Ranger: Gain a +1/2 bonus to confirm critical hits with bows or crossbows. This bonus does not stack with Critical Focus.

Rogue: Gain 1/6 of a new rogue talent.

Sorcerer: Add one spell known from the necromancer spell list as a sorcerer spell.

Volwrym Marksman: Gain a +1/2 bonus to confirm critical hits with bows or crossbows. This bonus does not stack with Critical Focus.

Witch: Add one spell known from the necromancer spell list as a witch spell.

Witchblade: Add +1/2 hp to the witchblade's hand of justice ability (whether using it to heal or harm).

Skerum Archetype and Class Option

Pumpkin King (Sorcerer Archetype)

On worlds where skerum are more widely accepted, they are free to study the potent magical gifts that gave them life. In their pursuit of understanding their creation and purpose, these pumpkin kings unlock latent power reminiscent of invokers and necromancers.

Energy Blast (Sp): At 1st level, a pumpkin king can create an energy blast as an invoker of his sorcerer level. Beginning at 3rd level, he can expend a sorcerer spell slot as a move action in order to increase his blast's damage by +2d6 per spell level. At 9th level, he can do this as a swift action instead. This replaces the bloodline powers gained at 1st, 3rd, and 9th level. The pumpkin king can gain those powers at later levels, in exchange for the powers he would gain instead.



Invocations: At 3rd level, and every odd level thereafter, a pumpkin king can learn an invocation in place of a bloodline spell. He can still learn those spells at a later interval, but he must give up the next highest bloodline spell to do so. This alters bloodline spells.

Spectral Hand (Sp): At 5th level, a pumpkin king learns and can cast *spectral hand* at will as a standard action. This replaces the bloodline power gained at 5th level.

Damage Reduction (Ex): At 7th level, a pumpkin king gains DR 1/-, which means that even bludgeoning weapons deal 1 less damage to him. His Damage Reduction increases to 2/- at 13th level, and 3/- at 19th level. This replaces the bloodline feats gained at those levels.

Skerum Paladin (Lay on Hands Option)

Skerum paladins are more common than most would think. Returned to life to complete their mission, they pursue evil undead in particular, hoping to justify their own existence.

Lay on Hands (Su): As a standard action, a skerum paladin can heal himself with his lay on hands ability, despite it being a positive energy effect. In addition, he can use lay on hands against undead creatures as a swift action once per round.

Skerum Feats & Traits

Consume Essence (Race Trait)

Rather than eat normal food in order to maintain a semblance of being alive, you consume the essence of other creatures. As a full-round action, you can deal 1d3 nonlethal damage to a creature you have pinned. For each point of damage dealt in this way, you can skip one meal within the next 24 hours. A creature reduced to 0 or fewer hit points in this way falls unconscious until the damage is healed.

Craft Skerum (Item Creation)

Prerequisites: Character level 9th, able to cast *raise dead* or similar spell (either as a class spell or with a magic item).

Benefit: You can prepare a skeleton in your possession to accept your soul, or the soul of a willing ally, in the event of death. This process requires 1 week to prepare the receptacle (if casting *raise dead*), and any material components required to cast the requisite spell that will return you to life (these components must be available and are consumed even if you are casting the spell from an item). The preparation time is reduced to 4 days if you intend to cast *resurrection* instead, or 1 day if you intend to cast *true resurrection*.

Once the receptacle is prepared, it lasts for a number of weeks equal to your character level before you must prepare it again (this does not consume the components). Should the target die while in possession of the receptacle during this time, they are returned to life as if the spell were cast at the beginning of their next turn. The target's race becomes skerum, which will change their physical ability scores (as per *reincarnate*), and they gain a +2 racial bonus to Charisma that does not stack with other racial bonuses.

Drain Essence

Prerequisites: Skerum, consume essence race trait.

Benefit: Your consume essence deals negative energy damage equal to 1d6 + your Charisma modifier, and a creature reduced to 0 or fewer hit points in this way falls unconscious and is dying.

Drain Essence, Improved

Prerequisites: Drain Essence, skerum, consume essence race trait.

Benefit: You can use consume essence as a standard action melee attack with a x3 critical multiplier. It is considered a primary natural attack.

Mummification

Prerequisites: Cha 13, Disguise 3 ranks, skerum.

Benefit: Before interacting with a creature for the first time, you can attempt a Disguise check against its Perception as a free action. If you succeed, you suffer no penalties on Diplomacy or Handle animal checks with that creature, and its attitude starts the same as it would with a human.

Path to Undeath

Prerequisite: Skerum.

Benefit: You do not need to eat or drink, unless doing so to gain some benefit, such as from a potion or magical feast. The DC to distinguish you physically from a normal skeleton increases by 2.

Path to Undeath, Greater

Prerequisites: Improved Path to Undeath, Path to Undeath, skerum.

Benefit: You are immune to all mind-affecting effects. The DC to distinguish you physically from a normal skeleton increases by 2 (6 total).

Path to Undeath, Improved

Prerequisites: Path to Undeath, skerum.

Benefit: You can no longer be dealt Strength or Dexterity damage or drain. The DC to distinguish you physically from a normal skeleton increases by 2 (4 total).

Roll the Bones

Because they are harder to kill already, skerum rogues take greater risks in hopes of better rewards.

Prerequisites: Dex 13, Int 13, and you must either be a skerum, taught by a skerum, or taught by another creature with Roll the Bones. If not gained at 1st level, this feat requires 1 month of downtime to learn.

Benefit: As a swift action, you can roll 4d6. You gain the benefits listed here for each result you roll. Rolling the same result more than once extends the duration of its effect (but not any bonuses or penalties) by 1 round for each additional time it was rolled.

1-2 – You suffer a -2 penalty to AC for 1 round.

3 – You gain a +2 luck bonus on your first attack made during the round for 1 round.

4 – You gain a +2 luck bonus on all saving throws for 1 round.

5 – You deal +1d6 sneak attack damage for 1 round.

6 – Increase your critical threat range with all weapons you wield by 1 for 1 round. This applies after all other increases (such as from Improved Critical).

Special: This ability recharges at a rate of 1d6 per round. Its effects do not stack (you cannot extend an ability's duration by rolling again).

Skeletal Resistance, Improved

Prerequisites: Character level 5th, skerum, skeletal resistance racial trait.

Benefit: Your Damage Reduction becomes DR 5/bludgeoning and magic.

Classes



Arcane Tinkerer

"Magic is just science we don't understand yet."

— Arcane Tinkerer's Motto

Much like a wizard, the life of an arcane tinkerer is one of study. Where the spellcaster prepares esoteric incantations and powerful rituals, the tinkerer turns their study to the physical practices of crafting and modifying magical equipment. Although they do learn some simple spells themselves, arcane tinkerers use that knowledge for the purpose of building better armor, weapons, or mechanical companions.

Role: Arcane tinkerers are best when supporting their allies, but they are by no means helpless should they find themselves alone and in trouble. With a few simple twists of magic, an arcane tinkerer can quickly turn one magic item into something useful.

Alignment: Any.

Hit Die: d8.

Starting Wealth: $4d6 \times 10$ gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The Arcane tinkerer's class skills are Appraise (Int), Craft (Int), Disable Device (Dex), Heal (Wis), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Knowledge (history) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the arcane tinkerer.

Weapon and Armor Proficiency: Arcane tinkerers are proficient with all simple weapons and firearms. They are proficient with light and medium armor, as well as shields (but not tower shields).

Arcane Strike (Ex)

All arcane tinkerers begin play with Arcane Strike as a bonus feat. The tinkerer uses this feat in combination with his spells to channel arcane power into her devices, equipment, and infusions.

Table: Arcane Tinkerer

Level	Base							Imbued					
	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Items Known	Cantrips Known	Spells per Day	1st	2nd	3rd	4th	
1st	+0	+0	+0	+2	Arcane strike, basic tinkering, cantrips	—	4	—	—	—	—	—	
2nd	+1	+0	+0	+3	Attunement, imbue items (2)	4	5	—	—	—	—	—	
3rd	+2	+1	+1	+3	Tinkerer specialization, universal tool	4	5	—	—	—	—	—	
4th	+3	+1	+1	+4	—	5	6	1	—	—	—	—	
5th	+3	+1	+1	+4	Specialization feature	5	6	1	—	—	—	—	
6th	+4	+2	+2	+5	Imbue items (3)	6	7	1	—	—	—	—	
7th	+5	+2	+2	+5	—	6	7	1	1	—	—	—	
8th	+6/+1	+2	+2	+6	Trade expertise	7	8	1	1	—	—	—	
9th	+6/+1	+3	+3	+6	Specialization feature	7	8	2	1	—	—	—	
10th	+7/+2	+3	+3	+7	Attunement (2), imbue items (4)	8	9	2	1	1	—	—	
11th	+8/+3	+3	+3	+7	Flash of inspiration	8	9	2	1	1	—	—	
12th	+9/+4	+4	+4	+8	Trade expertise	9	9	2	2	1	—	—	
13th	+9/+4	+4	+4	+8	Specialization feature	9	9	3	2	1	1	—	
14th	+10/+5	+4	+4	+9	Attunement (3), imbue items (5)	10	9	3	2	1	1	—	
15th	+11/+6/+1	+5	+5	+9	Flash of inspiration (2 creatures)	10	9	3	2	2	1	—	
16th	+12/+7/+2	+5	+5	+10	Trade expertise	11	9	3	3	2	1	—	
17th	+12/+7/+2	+5	+5	+10	Specialization feature	11	9	4	3	2	1	—	
18th	+13/+8/+3	+6	+6	+11	Attunement (4), imbue items (6)	12	9	4	3	2	2	—	
19th	+14/+9/+4	+6	+6	+11	Flash of inspiration (3 creatures)	12	9	4	3	3	2	—	
20th	+15/+10/+5	+6	+6	+12	Attunement (constant) trade expertise	12	9	4	4	3	3	—	

Tools of the Trade

Arcane tinkerers are intimately familiar with all manner of tools. When using the appropriate tool or equipment, the tinkerer can make any skill check, even if untrained in that skill. If the tinkerer has at least 1 skill rank, he gains a +2 competence bonus on checks when using the appropriate tool or equipment. He always gains this bonus on Use Magic Device checks.

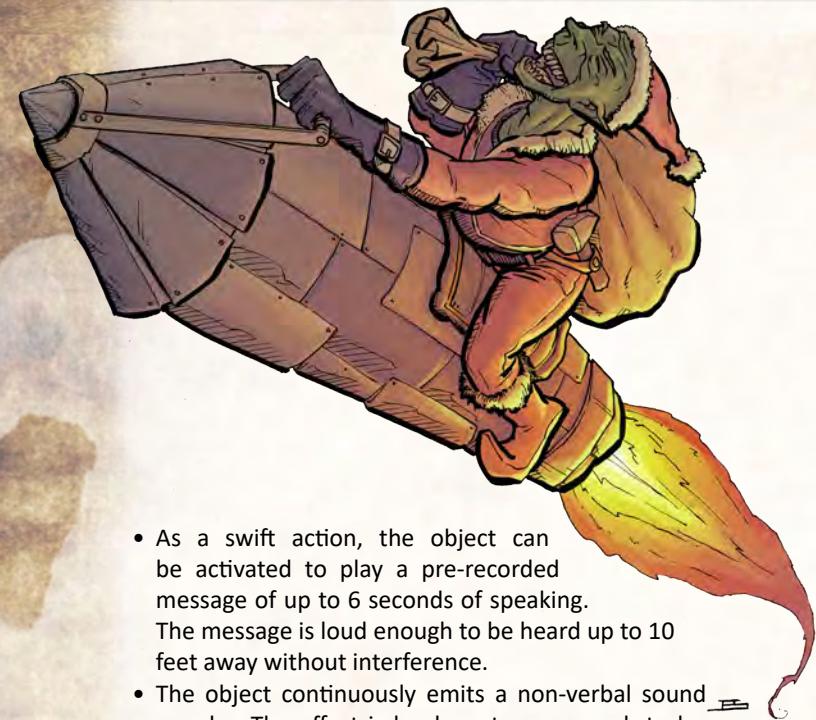
For this purpose, the following equipment and tools can be used with their associated feats. Other equipment or tools appropriate to a specific situation might apply (such as a pole to balance on a rope), at the GM's discretion.

Skill	Equipment/Tool
Acrobatics	leotard/tight-fitting clothes
Appraise	monocle or spectacles
Bluff	any object appropriate to the bluff
Diplomacy	ascot, cuff links, or similar apparel
Knowledge (any)	book (with appropriate knowledge)
Linguistics	book (with appropriate language)
Perception	monocle or spectacles
Ride	saddle or spurs
Sense Motive	at least 1 glove, monocle, or spectacles.
Sleight of Hand	at least 1 glove
Spellcraft	book (with appropriate knowledge)
Stealth	slippers or quiet shoes

Basic Tinkering (Sp)

At 1st level, an arcane tinkerer can use a standard action to imbue a few simple objects with magic to help on his adventures. He can apply basic tinkering to a number of objects up to his Intelligence modifier at any time. The effects are permanent until dismissed as a standard action, or until the tinkerer imbues a new object while at his maximum (the oldest imbued object loses its basic tinkering first).

- The object emits a 15-ft. cone of light, which produces bright light at 5 feet, normal light at 10 feet, and dim light at 15 feet.



- As a swift action, the object can be activated to play a pre-recorded message of up to 6 seconds of speaking. The message is loud enough to be heard up to 10 feet away without interference.
- The object continuously emits a non-verbal sound or odor. The effect is loud or strong enough to be perceived up to 10 feet away without interference.
- The object continuously displays a pre-determined image on one of its sides. This effect can contain a simple picture containing lines and shapes, and up to 25 words of text in one language the tinkerer knows.

Cantrips (Sp)

Arcane tinkerers learn a number of cantrips, or 0-level spells, as noted on Table: Arcane Tinkerer, under "Cantrips Known". These spells are cast like any other spell (see spellcasting, below), but they do not consume any slots and may be used again.

Attunement (Su)

At 2nd level, when an arcane tinkerer activates Arcane Strike, the effect lasts until he releases the weapon or dismisses it as a free action. When used in this way, the effect counts as an enhancement on the weapon, granting its bonus to both attacks and damage. The initial +1 bonus stacks with other enhancement bonuses that may already be on the item.

When activating Arcane Strike, the tinkerer can choose instead to apply its bonus as an enhancement bonus to his armor, shield, or saving throws (if he is wearing a cloak or other shoulder-slot item). Feats and other effects that apply because of Arcane Strike still function normally, so long as the tinkerer continues to wear or wield the attuned item.

Beginning at 10th level, an arcane tinkerer can apply his bonus to up to 2 items at a time. This increases to 3 items at 14th level, and up to 4 items at 18th level. At 20th level, the tinkerer no longer has to activate his Arcane Strike to gain the benefits of attunement, but can suppress or reactivate them as a free action.

Imbue Item (Su)

At 2nd level, an arcane tinkerer learns how to spend 1 minute to imbue a small number of items with temporary magical properties, as if they were unfinished items in the process of being crafted. He can imbue up to 2 such items per day at 2nd level, plus 1 additional item at 6th, 10th, 14th, and 18th level, up to a maximum of 6 items at 18th level. These items last until used up, or the tinkerer imbues another item once he has reached his limit. If he attempts to imbue more items than his limit, the oldest loses its power first.

Each tinkerer only knows the plans for a certain number of items he can imbue (see "Imbued Items Known" on Table: Arcane Tinkerer), and he keeps that knowledge in a spellbook he obtains at 2nd level for free, much like a wizard stores spells. The number of pages the plans for an imbued item uses in a spellbook is equal to half the effective caster level of the imbued item.

A list of sample plans for imbued items can be found at the end of this section.

Tinkerer Specialization

At 3rd level, an arcane tinkerer fully understands his basic tools and abilities, which allows him to branch out into a specialization of his choice. A full list of specializations can be found at the end of this section.

As the tinkerer advances in level, his specialized knowledge grows as well. He gains additional specialization features at 5th, 9th, 13th, and 17th level.

Universal Tool (Su)

At 3rd level, an arcane tinkerer can spend 5 minutes and create a tool appropriate to perform a single task out of whatever might be lying around. If no material is available, the tinkerer can create a magical tool, but doing so takes 1 hour of concentration.

Spellcasting (Sp)

Beginning at 4th level, an arcane tinkerer learns to cast arcane spells drawn from the tinkerer spell list. An arcane tinkerer must choose and prepare his spells ahead of time.

To learn, prepare, or cast a spell, the tinkerer must have an Intelligence score equal to at least $10 +$ the spell level. The Difficulty Class for a saving throw against an arcane tinkerer's spell is $10 +$ the spell level + the tinkerer's Intelligence modifier.

An arcane tinkerer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Arcane Tinkerer. In addition, he receives bonus spells per day if he has a high Intelligence score.

An arcane tinkerer may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the tinkerer decides which spells to prepare.

Spellbooks: An arcane tinkerer must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his spellbook except for *read magic*, which all arcane tinkerers can prepare from memory. An arcane tinkerer can add his spells to the spellbook in which he keeps the plans for his imbued items, or he can purchase a separate book for his spells. At 4th level, he adds two 1st-level tinkerer spells of his choice to his spellbook, plus a number of additional 1st-level tinkerer spells equal to his Intelligence modifier. At each new arcane tinkerer level, he gains one new tinkerer spell of any spell level or levels that he can cast (based on his new arcane tinkerer level) for his spellbook. At any time, an arcane tinkerer can also add spells found in other spellbooks to his own.

An arcane tinkerer can learn spells from a wizard's spellbook, just as a wizard can from an arcane tinkerer's spellbook. The spells learned must be on the tinkerer spell list, as normal. An alchemist can learn formulae from an arcane tinkerer's spellbook, if the spells are also on the alchemist spell list. An arcane tinkerer can likewise learn spells from an alchemist.

Trade Expertise (Ex)

At 8th level, an arcane tinkerer chooses one skill. When using an appropriate tool or equipment to make that skill check, the arcane tinkerer can take 10 on the check, even if distracted or in danger. He can choose additional skills at 12th, 16th, and 20th level.

Alternatively, the tinkerer can Gain Signature Skill as a bonus feat for the chosen skill. He must have at least 5 skill ranks in that skill to choose this option.

Flash of Inspiration (Ex)

Starting at 11th level, an arcane tinkerer can use an immediate action to add a circumstance bonus equal to his Intelligence modifier to the check when he or a creature he can see within 30 feet makes a skill check.

At 15th level, the tinkerer can extend this bonus to up to 2 creatures making the same skill check with one immediate action. At 19th level, he can extend the bonus to up to 3 creatures making the same skill check.

Arcane Tinkerer Specializations

Each of the following specializations grants an arcane tinkerer benefits at 3rd, 5th, 9th, 13th, and 17th level. In addition, some imbued item plans require a specific specialization to learn.

Alchemy

An alchemy tinkerer can seem at first glance to be no more than a standard alchemist. Where the two differ is in the utilization of their tools and the alchemical supplies available to them.

Alchemy Spells: 1st—*pass without trace, ray of enfeeblement*; 2nd—*acid arrow, soften earth and stone*; 3rd—*gaseous form, mass cure light wounds*; 4th—*elemental body I, fire shield*

Alchemist's Training (Ex): At 3rd level, an alchemy tinkerer can wield or throw alchemical items (such as alchemist's fire and tanglefoot bags) with proficiency. He can craft twice as many items in the same amount of time, if he has the materials to do so.

In addition, the alchemy tinkerer can learn all 1st through 4th-level alchemist extracts as tinkerer spells of the same level.

Brew Potion: At 5th level, an alchemy tinkerer gains Brew Potion as a bonus feat, and can brew up to 2 of the same potion at a time if he has the materials to do so. He can brew additional potions in this way at 9th, 13th, and 17th level.

Artillery

An artillery tinkerer appreciates black powder and large explosions. They gain access to more destructive wands through their imbued items, as well as bombs similar to some alchemists.

Artillery Spells: 1st—*burning hands, shield*; 2nd—*scorching ray, shatter*; 3rd—*fireball, wind wall*; 4th—*flame strike, wall of force*

Bombs (Su): At 3rd level, an artillery tinkerer gains proficiency with bombs, and can use a number of bombs each day equal to his arcane tinkerer level + his Intelligence modifier. This otherwise functions as the alchemist bombs class feature. The damage of an artillery tinkerer's bomb increases by 1d6 points at 5th, 9th, 13th, and 17th level.

Artillery tinkerers can learn new types of bombs with the Extra Discovery feat as if they were alchemists. An artillery tinkerer's bomb becomes inert if used or carried by anyone else.

Machinery

A machinery tinkerer puts his focus on creating useful equipment and allies who can fight beside him in combat. He is more combat-oriented than other arcane tinkerers, but loses out on some of his more magical options as a result.

Battle-Tinkering: A machinery tinkerer's base attack bonus is equal to his arcane tinkerer level.

Machinery Spells: 1st—*magic weapon, shield*; 2nd—*find traps, flame blade*; 3rd—*greater magic weapon, summon monster III*; 4th—*fire shield, summon monster IV*

Mechanical Companion: At 5th level, a machinery tinkerer creates a mechanical companion that travels with and fights alongside him. This counts as a ranger's animal companion, except the tinkerer can imbue his companion and grant it his Arcane Strike bonus as if it wore or wielded the appropriate item.

The tinkerer's effective druid level with his mechanical companion is equal to his arcane tinkerer level –3.

Sample Imbued Item Plans

The plans here are meant as samples of those an arcane tinkerer can learn. Items of a similar value/purpose can be learned as well, with GM permission. The effective caster level of an imbued item is always that item's caster level, regardless of the tinkerer's own level.

Imbued items can begin as another magic item, which is suppressed while imbued. Letting go of an imbued item (or otherwise discarding it) ends the effect.

2nd-level Tinkerer Plans

Alchemist's Solution: Creates one or more of the same alchemical item worth up to 750 gp. Alchemy tinkerers can instead create a wand containing one 1st-level or lower tinkerer conjuration (healing) spell with up to 2 charges at 3rd level, 3 at 10th level, or 4 at 14th level. The first time he uses this wand each day, the tinkerer expends a tinkerer spell slot of the same level.

Arm Blade: Attaches a light or one-handed weapon to the arm, freeing up the hand to hold another object (but not wield another weapon or shield). Cannot be used with stored wand.

Armor Enhancement (+1): Grants a +1 enhancement bonus to a shield or suit of armor (does not require masterwork), or grants a +1 special ability to a magic shield or armor (or one benefiting from the tinkerer's Arcane Strike bonus).

Auto-Loader: Reduces one firearm's reload time to a move action (or a free action with Rapid Reload). The firearm is reloaded without the need to have one or more hands free.

Bag of Holding (type I): Allows a bag to hold up to 250 lbs., or 30 cubic ft., of items (nothing sharp).

Brooch of Shielding: Grants a neck-slot item the ability to absorb up to 101 points of damage from *magic missile* spells.

Cloak of Protection (+1): Creates a cloak that grants a +1 enhancement bonus to the wearer's saving throws.

Goggles of Night: Grants darkvision out to 60 feet to an eye-slot item.

Helmet of Water Breathing: Grants water-breathing to a head-slot item.

Missive Stones: Creates a pair of stones that can be used to convey whispered messages within 3 miles of each other.

Prosthetic Limb: Creates a replacement arm or leg that functions exactly as the missing limb while worn. This also allows the wearer to benefit from hand or feet-slot items, if they couldn't otherwise.

Rope of Climbing: With a command word, this rope crawls up to 10 feet per round until it reaches its destination, then latches securely onto a protrusion, allowing the rope to be climbed (DC 10) or leveraged to pull up to 3,000 lbs. up or down safely, if the protrusion can support at least 1,500 lbs by itself.

Wand of Evocation (1st): Artillery tinkerers can create a wand containing one 1st-level or lower wizard evocation spell with up to 2 charges at 3rd level, 3 at 10th level, and 4 at 14th level. The first time he uses this wand each day, the tinkerer expends a tinkerer spell slot of the same level.

Weapon Enhancement (+1): Grants a +1 enhancement bonus to a weapon (does not require masterwork), or grants a +1 special ability to a magic weapon (or a weapon benefiting from the tinkerer's Arcane Strike bonus).

6th-level Tinkerer Plans

Armor Enhancement (+2): Grants a +2 enhancement bonus to a shield suit of armor (does not require masterwork), or grants a +2 special ability to a magic shield or armor (or one benefiting from the tinkerer's Arcane Strike bonus).

Bag of Holding (type II): Allows a bag to hold up to 500 lbs., or 70 cubic ft., of items (nothing sharp).

Boots of Elvenkind: Grants a +5 competence bonus on Acrobatics checks to a pair of feet-slot items.

Boots of Fey Travel: Grants the wearer of these feet-slot items the ability to teleport up to 15 feet as a move action, as the *dimension door* spell.

Boots of Striding and Springing: Grants +10-ft. movement and a +5 competence bonus on Acrobatics checks to jump to a pair of feet-slot items.

Bracers of Archery, Lesser: Grants the wearer of this pair of wrist-slot items a +1 competence bonus on attack rolls when wielding a bow.

Cloak of Elvenkind: Grants a +5 competence bonus on Stealth checks to a shoulder-slot item.

Cloak of Protection (+2): Creates a cloak that grants a +2 enhancement bonus to the wearer's saving throws.

Eyes of Charming: Grants the wearer of an eye-slot item the ability to cast *charm person* (one target per round) merely by meeting a target's gaze. Those targets failing a DC 16 Will save are charmed as per the spell.

Gloves of Larceny: Grants a +5 competence bonus on Sleight of Hand checks to a pair of hand-slot items.

Homunculus: Creates a homunculus that can perform simple tasks for one designated creature. The homunculus has 1 hp and an AC of 13. It has a +10 bonus on a number of skill checks equal to the tinkerer's Intelligence modifier, and a +5 bonus on all other skill checks. The homunculus cannot know more than the tinkerer knows when created.

Lantern of Revealing: Creates a lantern that reveals invisible creatures within 25 feet, as *invisibility purge*.

Pipes of Haunting: Those within 30 feet who hear the tune played by these pan pipes must succeed on a DC 13 Will save or become frightened for 4 rounds. Creatures with 6 or more Hit Dice are unaffected. Pipes of haunting can be sounded twice a day.

Ring of Water Walking: Grants a ring a constant *water walk* effect.

Stored Wand: Attaches a wand to the arm, freeing up the hand to hold another object or wield a weapon or shield. Cannot be used with arm blade.

Wand of Evocation (2nd): Artillery tinkerers can create a wand containing one 2nd-level or lower wizard evocation spell with up to 2 charges at 6th level, 3 at 10th level, and 4 at 14th level. The first time he uses this wand each day, the tinkerer expends a tinkerer spell slot of the same level.

Weapon Enhancement (+2): Grants a +2 enhancement bonus to a weapon (does not require masterwork), or grants a +2 special ability to a magic weapon (or a weapon benefiting from the tinkerer's Arcane Strike bonus).

10th-level Tinkerer Plans

Animate Object: Creates an animated object, as the spell, which lasts for 10 rounds.

Armor Enhancement (+3): Grants a +3 enhancement bonus to a shield or suit of armor (does not require masterwork), or grants a +3 special ability to a magic shield or armor (or one benefiting from the tinkerer's Arcane Strike bonus).

Bag of Holding (type III): Allows a bag to hold up to 1,000 lbs., or 150 cubic ft., of items (nothing sharp).

Belt of Giant Strength (+2): Grants the wearer of this waist-slot item a +2 enhancement bonus to Strength.

Boots of the Winterlands: Grants the wearer of these feet-slot items a constant *endure elements* effect and the ability to travel safely across snow and icy surfaces, without leaving tracks.

Bracers of Archery, Greater: Grants the wearer of this pair of wrist-slot items a +2 competence bonus on attack rolls and a +1 competence bonus on damage rolls when wielding a bow.

Cloak of Protection (+3): Creates a cloak that grants a +3 enhancement bonus to the wearer's saving throws.

Helmet of Telepathy: Grants a head-slot item the ability to speak with other creatures telepathically up to 60 feet away. Relaying messages requires a full-round action to receive and convey the message between any number of creatures with a helm and up to one creature without.

Ring of Mind Shielding: Grants the wearer of this ring constant immunity to *detect thoughts*, *discern lies*, and any attempt to magically discern the wearer's alignment.

Wand of Evocation (3rd): Artillery tinkerers can create a wand containing one 3rd-level or lower wizard evocation spell with up to 3 charges at 10th level, and 4 at 14th level. The first time he uses this wand each day, the tinkerer expends a tinkerer spell slot of the same level.

Wand of Healing: Creates a wand containing one 5th-level or lower cleric conjuration (healing) spell with up to 3 charges at 10th level, and 4 at 14th level. Each time he uses this wand, the tinkerer expends a 4th-level tinkerer spell slot.

Weapon Enhancement (+3): Grants a +3 enhancement bonus to a weapon (does not require masterwork), or grants a +3 special ability to a magic weapon (or a weapon benefiting from the tinkerer's Arcane Strike bonus).

Winged Boots: Grants the wearer of these feet-slot items the ability to fly for up to 5 minutes, 3 times per day.

14th-level Tinkerer Plans

Armor Enhancement (+4): Grants a +4 enhancement bonus to a shield or suit of armor (does not require masterwork), or grants a +4 special ability to a magic shield or armor (or one benefiting from the tinkerer's Arcane Strike bonus).

Bag of Holding (type IV): Allows a bag to hold up to 1,500 lbs., or 250 cubic ft., of items (nothing sharp).

Belt of Giant Strength (+4): Grants the wearer of this waist-slot item a +4 enhancement bonus to Strength.

Boots of Speed: Grants the wearer of these feet-slot items *haste* for up to 10 rounds each day. The duration need not be consecutive.

Cloak of Protection (+4): Creates a cloak that grants a +4 enhancement bonus to the wearer's saving throws.

Dimensional Shackles: Creates a pair of wrist-slot items with a constant *dimensional anchor* effect when worn.

Horn of Blasting: Creates a horn that can be played normally, or used as a standard action to deal 5d6 points of sonic damage to creatures in a 40-foot cone. Creatures affected are deafened for 2d6 rounds (Fortitude DC 16 halves the damage and negates the deafness). Crystalline objects and creatures take 7d6 sonic damage with no save unless held by a creature (Fortitude DC 16 negates). If a horn of blasting is used magically more than once

in a given day, there is a 20% cumulative chance with each extra use that it explodes and deals 10d6 points of sonic damage to the person sounding it.

Periapt of Health: Grants the wearer of this head-slot item immunity to all diseases, including supernatural diseases. Existing diseases are not removed.

Ring of the Ram: Creates a ring that the wearer can use to attack a creature up to 50 feet away as a standard action, with an attack bonus equal to the wearer's caster level + their Intelligence modifier. A hit deals 2d6 points of damage. Alternatively, the ring can be used to cast *knock* on a locked door as a 9th-level spellcaster.

Homunculus, Greater: Creates a homunculus that can perform simple tasks for one designated creature. The homunculus has 1 hp and an AC of 13. It has a +20 bonus on a number of skill checks equal to the tinkerer's Intelligence modifier, and a +10 bonus on all other skill checks. The homunculus cannot know more than the tinkerer knows when created.

Wand of Evocation (4th): Artillery tinkerers can create a wand containing one 4th-level or lower wizard evocation spell with up to 4 charges at 14th level. The first time he uses this wand each day, the tinkerer expends a tinkerer spell slot of the same level.

Wand of Healing, Greater: Creates a wand containing one 7th-level or lower cleric conjuration (healing) spell with up to 4 charges at 14th level. Each time he uses this wand, the tinkerer expends a 4th-level tinkerer spell slot.

Weapon Enhancement (+4): Grants a +4 enhancement bonus to a weapon (does not require masterwork), or grants a +4 special ability to a magic weapon (or a weapon benefiting from the tinkerer's Arcane Strike bonus).

Arcane Tinkerer Favored Class Bonuses

Android: Add +1/4 of a machinery tinkerer spell to your spellbook.

Arbiter ^{v1}: Add +1/4 of a cleric abjuration spell of a level you can cast to your spellbook. That spell is a tinkerer spell for you.

Dwarf: Gain 1/6 of an additional imbued item (max 1).

Energivore ^{v2}: Add +1/4 of an alchemy tinkerer spell to your spellbook.

Farrealmer ^{v1}: The tinkerer can brew 1/6 of a mutagen. At 1, the tinkerer gains the mutagen alchemist class feature as an alchemist of its arcane tinkerer level and can instead add +10 minutes to its duration.

Gnome: Add +1/4 of a new tinkerer spell to your spellbook.

Goblin: Add +1/4 of an artillery tinkerer spell to your spellbook.

Human: Gain 1/6 of an additional attunement (max 1).

Moggish ^{v2}: Add +1/4 of a machinery tinkerer spell to your spellbook.

Samsaran ^{v2}: Gain a +1/3 bonus to confirm a critical hit with a firearm. This bonus doesn't stack with Critical Focus.

Seeker ^{v1}: Gain +1/6 of an imbued item plan.

Vulture-Man ^{v1}: Add +1/4 of an alchemist extract of a level you can cast to your spellbook. That spell is a tinkerer spell for you.

Xendauni ^{v1}: Add +1/4 of a wizard transmutation spell of a level you can cast to your spellbook. That spell is a tinkerer spell for you.

Arcane Tinkerer Spell List

0-Level Tinkerer Spells (Cantrips)

Acid splash, arcane mark, dancing lights, detect magic, detect poison, flare, guidance, know direction, light, mage hand, mending, message, open/close, prestidigitation, purify food and drink, ray of frost, read magic, resistance, stabilize

1st-Level Tinkerer Spells

Alarm, animate rope, cure light wounds, detect animals or plants, detect secret doors, detect snares and pits, detect undead, disguise self, endure elements, feather fall, enlarge person, expeditious retreat, faerie fire, grease, hold portal, identify, jump, longstrider, magic stone, reduce person, sanctuary, shillelagh, shocking grasp, sleep, unseen servant, vanish, web

2nd-Level Tinkerer Spells

Aid, alter self, arcane lock, bear's endurance, blur, bull's strength, chill metal, cure moderate wounds, deep slumber, false life, fox's cunning, heat metal, invisibility, knock, lesser restoration, levitate, magic mouth, pyrotechnics, resist energy, rope trick, see invisibility, silence, sound burst, spider climb, warp wood, whispering wind

3rd-Level Tinkerer Spells

Arcane sight, blink, blot, continual flame, cure serious wounds, dispel magic, displacement, flame arrow, fly, glyph of warding, haste, keen edge, invisibility purge, invisibility sphere, neutralize poison, poison, protection from energy, slow, snare, stinking cloud, tiny hut, water breathing, water walk

4th-Level Tinkerer Spells

Black tentacles, cloak of dreams, cure critical wounds, discern lies, enervation, faithful hound, fire trap, freedom of movement, lesser globe of invulnerability, locate creature, minor creation, mnemonic enhancer, private sanctum, rainbow pattern, restoration, rusting grasp, secret chest, stoneskin, stone shape



Table: Forge Master

Base						Forges per Day					
Level	Bonus	Attack	Fort	Ref	Will	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+0	+2	Gifts of the forge, innocent creation, mutagen, 1 summon creation I	—	—	—	—	—
2nd	+1	+0	+0	+0	+3	Discovery	2	—	—	—	—
3rd	+2	+1	+1	+1	+3	Summon creation II	3	—	—	—	—
4th	+3	+1	+1	+1	+4	Shared mutagens	3	1	—	—	—
5th	+3	+1	+1	+1	+4	Summon creation III, will of the forge	4	2	—	—	—
6th	+4	+2	+2	+2	+5	Discovery	4	3	—	—	—
7th	+5	+2	+2	+2	+5	Summon creation IV	4	3	1	—	—
8th	+6/+1	+2	+2	+2	+6	Greater shared mutagens	4	4	2	—	—
9th	+6/+1	+3	+3	+3	+6	Summon creation V	5	4	3	—	—
10th	+7/+2	+3	+3	+3	+7	Discovery, will of the forge	5	4	3	1	—
11th	+8/+3	+3	+3	+3	+7	Summon creation VI	5	4	4	2	—
12th	+9/+4	+4	+4	+4	+8	Greater mutagen	5	5	4	3	—
13th	+9/+4	+4	+4	+4	+8	Summon creation VII	5	5	4	3	1
14th	+10/+5	+4	+4	+4	+9	Discovery, persistent mutagen	5	5	4	4	2
15th	+11/+6/+1	+5	+5	+5	+9	Summon creation VIII, will of the forge	5	5	5	4	3
16th	+12/+7/+2	+5	+5	+5	+10	Grand mutagen	5	5	5	4	3
17th	+12/+7/+2	+5	+5	+5	+10	Summon creation IX	5	5	5	4	2
18th	+13/+8/+3	+6	+6	+6	+11	Discovery	5	5	5	5	4
19th	+14/+9/+4	+6	+6	+6	+11	Gate	5	5	5	5	4
20th	+15/+10/+5	+6	+6	+6	+12	True mutagen, will of the forge	5	5	5	5	5

Forgemaster

Dedicated to Kota Proctor.

Forgemasters are superior craftsmen, able to create life itself using their understanding of alchemical practices combined with magical expertise. Each forgemaster keeps one of their creations as a pet that they enhance over time while also being able to summon a variety of minions forged during their downtime and stored in an extra-dimensional space to which only the forgemaster has access.

Role: Forgemasters can hold their own in combat, but prefer to overwhelm enemies with a combination of their own fluid battle tactics while their creations draw attention and cause havoc.

Alignment: Any.

Hit Die: d8.

Parent Classes: Alchemist and unchained summoner.

Starting Wealth: $4d6 \times 10$ gp (average 140 gp.)

Class Skills

The forgemaster's class skills are Appraise (Int), Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (planes) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are class features of the forgemaster.

Weapon and Armor Proficiency

A forgemaster is proficient with all simple and martial weapons, light armor and shields (except tower shields).

Gifts of the Forge (Su)

Forgemasters are masters of creating magical grafts in which they can store spell effects. In effect, a forgemaster "casts" her spells by applying a forge she knows to herself or one of her creations. When a forgemaster creates a forge, she infuses the graft with a tiny fraction of her own magical power—this enables the creation of powerful effects, but also binds the effects to the creator.

A forgemaster can forge two special types of grafts—forges and mutagens. Mutagens are transformative grafts that the forgemaster applies to herself or one of her creations to enhance their physical abilities. Forges are drawn from the alchemist's extract list. They are more varied in their application and purpose. In many ways, they behave like spells in scroll form, and as such their effects can be dispelled by effects like *dispel magic* using the forgemaster's level as the caster level.

Forges per Day: A forgemaster can create only a certain number of forges of each level per day. Her base daily allotment of extracts is given on Table: Forgemaster. In addition, she receives bonus extracts per day if she has a high Charisma score, in the same way a sorcerer receives bonus spells per day. When a forgemaster forges a graft, she infuses the components in the forge with magic siphoned from her own magical aura. A forge immediately becomes inert if it leaves the forgemaster's possession, reactivating as soon as it returns to her keeping—a forgemaster cannot normally pass out her forges for allies to use (unless she possesses the infusion discovery). A forge, once created, remains potent for 1 day before becoming inert, so a forgemaster must re-prepare her forges every day. Forging a graft takes 1 minute of work—most forgemasters prepare many forges at the start of the day or just before going on an adventure, but it's not uncommon for a forgemaster to keep some (or even all) of her daily forge slots open so that she can prepare extracts in the field as needed.

Applying Forges: A forgemaster can utilize spell-trigger items if the spell appears on the alchemist's formulae list, but not spell-completion items (unless she uses Use Magic Device to do so). A forge is "cast" by applying it, as if reading a scroll—the effects of a forge exactly duplicate the spell upon which its formula is based, save that the spell always affects only the forgemaster or one of her creations. The forgemaster uses her level as the caster level to determine any effect based on caster level. Creating forges consumes raw materials, but the cost of these materials is insignificant—comparable to the valueless material components of most spells. If a spell normally has a costly material component, that component is expended during the application of that

Forges Known

Level	1st	2nd	3rd	4th	5th	6th
1st	2	—	—	—	—	—
2nd	3	—	—	—	—	—
3rd	4	—	—	—	—	—
4th	4	2	—	—	—	—
5th	4	3	—	—	—	—
6th	5	4	—	—	—	—
7th	5	4	2	—	—	—
8th	5	4	3	—	—	—
9th	5	5	4	—	—	—
10th	6	5	4	2	—	—
11th	6	5	4	3	—	—
12th	6	5	5	4	—	—
13th	6	6	5	4	2	—
14th	6	6	5	4	3	—
15th	6	6	5	5	4	—
16th	6	6	6	5	4	2
17th	6	6	6	5	4	3
18th	6	6	6	5	4	4
19th	6	6	6	6	5	4
20th	6	6	6	6	5	5

particular forge. Forges cannot be made from spells that have focus requirements (forgemaster forges that duplicate divine spells never have a divine focus requirement). A forgemaster can prepare a forge of any alchemist formula she knows.

To learn or apply a forge, a forgemaster must have an Charisma score equal to at least $10 + \text{the forge's level}$. The Difficulty Class for a saving throw against a forgemaster's forge is $10 + \text{the forge level} + \text{the forgemaster's Charisma modifier}$.

Forges Known: A forgemaster begins play knowing two 1st level formulae of her choice. Unlike forges per day, the forgemaster does not gain additional forges known for having a high Charisma score. At each new forgemaster level, the forgemaster learns new formulae, as indicated on Table: Forges Known.

Upon reaching 5th level, and at every third forgemaster level after that (8th, 11th, and so on), a forgemaster can choose to learn a new forge in place of one she already knows. In effect, the forgemaster "loses" the old forge in exchange for the new one. The new forge's level must be the same as that of the forge being exchanged, and it must be at least one level lower than the highest-level forgemaster spell the forgemaster can apply. A forgemaster may swap only a single forge at any given level, and must choose whether or not to swap the forge at the same time that she gains new forges known for the level.

A forgemaster need not prepare her forges in advance. She can apply any forge she knows at any time, assuming she has not yet used up her allotment of forges per day for the forge's level.

Innocent Creation

Forgemasters love all of their creations, but none so much as their innocent creation. Innocent creations are often forged early in the first years of being a forgemaster, and are sometimes the catalyst that leads an otherwise innocent child down the path to becoming a forgemaster herself.

Innocent creations function as unchained summoner eidolons, except the forgemaster chooses one of the special subtypes for her innocent creation below. At each new forgemaster level, the forgemaster can change her innocent creation's subtype. Alternatively, she can spend 1 week of downtime and 50 gp per forgemaster level to change her innocent creation's subtype at any time.

A forgemaster does not gain a life link with her creation, and the innocent creation cannot travel more than 100 feet away from the forgemaster without immediately returning to its home plane. A forgemaster can use discoveries (see below) to regain some of these functions and extend the length of her connection to her innocent creation.

Mutagen (Su)

At 1st level, a forgemaster learns how to forge a special graft that can be applied to herself or one of her creations as a standard action. It takes 1 hour to forge a mutagen, and once forged, it remains potent until used. A forgemaster can only maintain one mutagen at a time—if she forges a second mutagen, any existing mutagen becomes inert. As with any forge, a mutagen that is not in a forgemaster's possession becomes inert until a forgemaster picks it up again.

When a forgemaster forges a mutagen, she selects one physical ability score—either Strength, Dexterity, or Constitution. Upon being applied, the mutagen causes the forgemaster or her creation to grow bulkier and more bestial, granting a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 10 minutes per forgemaster level. In addition, while the mutagen is in effect, the target takes a -2 penalty to one of their mental ability scores. If the mutagen enhances the target's Strength, it applies a penalty to their Intelligence. If it enhances Dexterity, it applies a penalty to Wisdom. If it enhances Constitution, it applies a penalty to Charisma.

A forgemaster can gain the effects of another forgemaster's mutagen if she applies it. (Although if the other forgemaster forges a different mutagen, the effects of the "stolen" mutagen immediately cease.) The effects of a mutagen do not stack. Whenever a forgemaster applies a mutagen, the effects of any previous mutagen immediately end.

Summon Creation

While resting, a forgemaster's consciousness is drawn into an extra-dimensional space she uses to craft monstrous creations that can be summoned while the forgemaster is awake. The forgemaster suffers a -10 circumstance penalty on all Perception checks while asleep and requires at least 1 full round to awaken. If her body is killed while the forgemaster is within her extra-dimensional space, her spirit remains there until properly returned to life. Spells such as *breath of life* can return the forgemaster to life if cast within 1 hour per forgemaster level of her dying.

While within her extra-dimensional space, a forgemaster can craft and store up to a number of creations equal to $2 + \text{the forgemaster's class level} + \text{her Charisma modifier}$.

At 1st level, a forgemaster's creations can be any creature found on the *summon monster I* or *summon nature's ally I* lists. The forgemaster can also apply her mutagen and any of her forges per day to these creations. Mutagens and forges expended in this way are not regained until the target creation is summoned and its duration ends. The durations of those effects do not begin until the creation is summoned.

While awake, a forgemaster can summon her creations, as if casting the appropriate spell. If summoning multiple creations at a time, the forgemaster subtracts them from her total, summoning fewer than her roll would allow if she has no remaining creations stored.

At 3rd level, and every odd forgemaster level thereafter, the forgemaster's effective summon spell level increases by 1, allowing her to craft more powerful creations in her extra-dimensional space.

The forgemaster's summon spells are considered to be part of her forge list for the purposes of spell trigger and spell completion items. In addition, the forgemaster can expend uses of this ability to fulfill the construction requirements of any magic item she creates, so long as she can use this ability to cast the required spell.

At 19th level, this ability can be used as *gate*, *summon monster IX*, or *summon nature's ally IX*, as an unchained summoner of the forgemaster's class level.

Discoveries

At 2nd level, and every 4 levels thereafter, a forgemaster gains a discovery, as an alchemist of her forgemaster level. The forgemaster can choose any discovery that would affect an alchemist's elixirs and apply them to her forges. She can also choose any mutagen discovery.

At 4th level, a forgemaster automatically learns the shared mutagens discovery. She also learns greater shared mutagens at 8th level, greater mutagen at 12th level, grand mutagen at 16th level, and true mutagen at 20th level.

Will of the Forge (Su)

At 5th level, a forgemaster's will drives her to survive against effects that might otherwise harm her. She gains a +3 bonus that can be spread as she chooses between her Fortitude and Reflex saving throws. She gains an additional +3 bonus to spend in this way at 10th, 15th, and 20th level (maximum +6 in both).

Forgemaster Innocent Creation Subtypes

Battle

Starting Statistics: Size Medium; Speed 30 ft.; AC +2 natural armor; Saves Fort (good), Ref (poor), Will (poor); Attack slam (1d8); Ability Scores Str 16, Dex 12, Con 13, Int 3, Wis 10, Cha 11.

Base Form: Biped (limbs [arms], limbs [legs], slam).

Base Evolutions: Starting at 1st level, battle creations gain the grab evolution, which the innocent creation can use when it hits a creature within its reach with a melee attack. They also gain proficiency with all simple weapons.

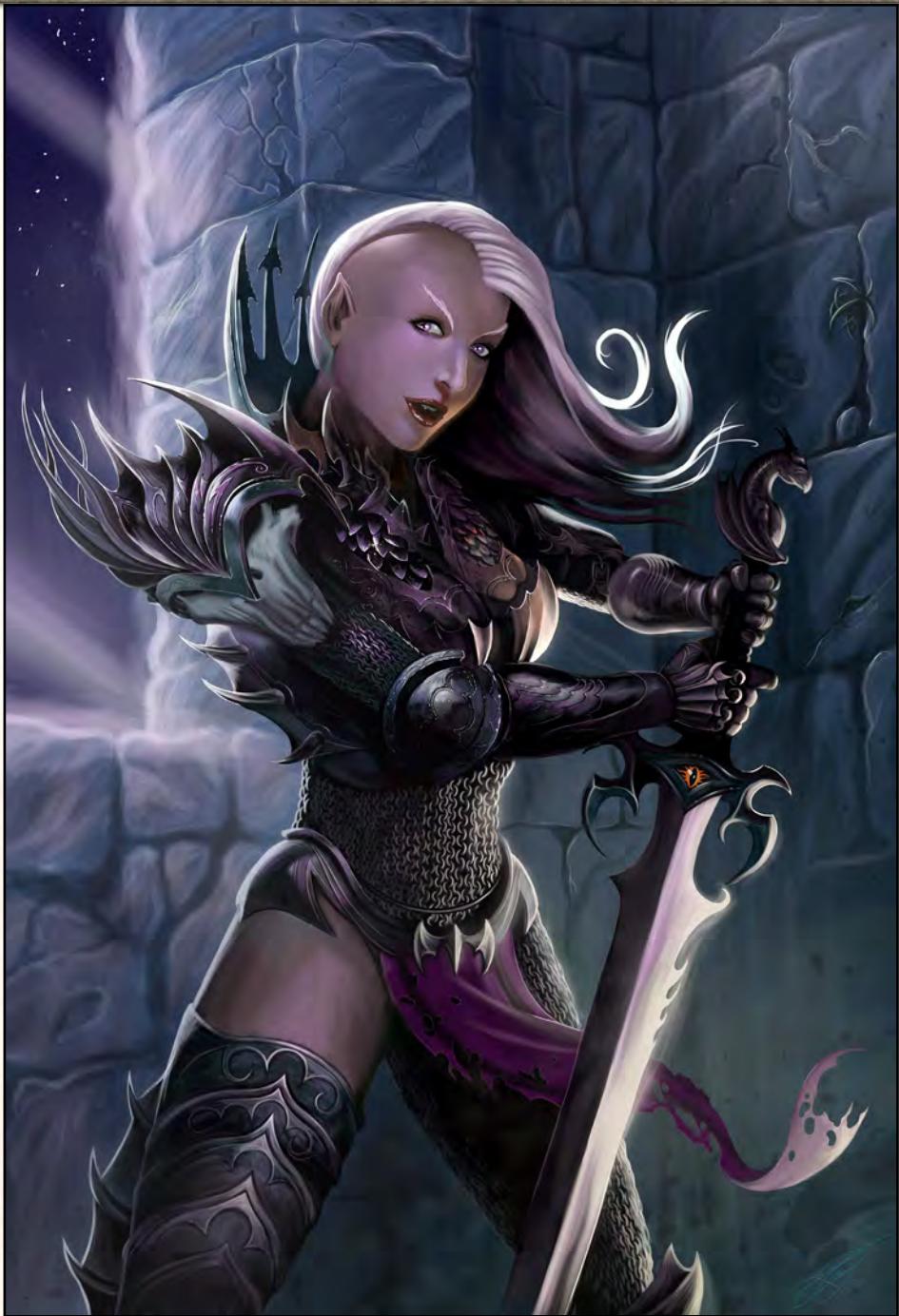
At 4th level, battle creations gain proficiency with all martial weapons, and weapon focus with one weapon or their slam attack as a bonus feat.

At 8th level, battle creations grow to Large Size, which increases their Strength by +2 and their natural reach to 10 feet. They also gain Weapon Specialization as a bonus feat with the same weapon or slam attack.

At 12th level, battle creations gain DR 5/magic and darkvision out to 90 feet. They also add 1 point to their evolution pools.

At 16th level, battle creations' damage reduction increases to DR 10/magic and they gain the spell resistance evolution.

At 20th level, battle creations increase the range of their darkvision to 120 feet. They treat their slam and any weapon they wield as magical and adamantine for the purpose of overcoming damage reduction.



Bird

Size Medium; Speed 10 ft., lesser fly 20 ft. (average); AC +2 natural armor; Saves Fort (bad), Ref (good), Will (good); Attack slam (1d8); Ability Scores Str 7, Dex 14, Con 12, Int 11, Wis 13, Cha 10

Base Form: Biped (claws, limbs [legs], limbs [wings]).

Base Evolutions: Starting at 1st level, bird creations gain the lesser flight evolution and the skilled (Acrobatics) evolution.

At 4th level, bird creations gain Flyby Attack as a bonus feat, and their darkvision increases to 90 feet.

At 8th level, bird creations gain the flight evolution, which grants the innocent creation a fly speed of 30 ft. with good maneuverability.

At 12th level, bird creations gain the mount evolution. A Medium or smaller creature can ride or be carried by a bird creation as if the innocent creation were Large. They also gain the grab and rend evolutions they can use when they hit with their claws.

At 16th level, bird creations' fly speeds increase to 50 ft. with perfect maneuverability. This is a supernatural ability. If suppressed, the innocent creation can still fly at 30 ft. with good maneuverability. In addition, their darkvision increases to 120 feet.

At 20th level, bird creations gain the whirlwind ability, with a maximum height of 15 feet and dealing 1d6 points of damage.

Fairy

Size Small; Speed 20 ft.; AC +1 natural armor; Saves Fort (bad), Ref (bad), Will (good); Attack slam (1d6); Ability Scores Str 7, Dex 13, Con 10, Int 12, Wis 11, Cha 14

Base Form: Biped (limbs [arms], limbs [legs], slam).

Base Evolutions: Starting at 1st level, fairy creations gain the basic magic and magic attacks evolutions, as well as DR 1/cold iron.

At 4th level, fairy creations' damage reduction increases to DR 3/cold iron, and they can cast one 2nd-level or lower druid spell a number of times per day equal to their Charisma modifier. Once the spell is chosen, it can only be changed when the forgemaster can change her innocent creation's evolutions.

At 8th level, fairy creations damage reduction increases to DR 5/cold iron, and they gain the flight evolution.

At 12th level, fairy creations can cast their 2nd-level or lower druid spell two additional times per day. They can also choose one 4th-level or lower druid spell and cast that instead by spending 2 uses of this ability.

At 16th level, fairy creations' damage reduction increases to DR 10/cold iron and they gain the spell resistance evolution.

At 20th level, fairy creations can cast their 2nd-level or lower druid spell two additional times per day. They can also choose one 6th-level or lower druid spell and cast that instead by spending 3 uses of this ability.

Devil

Starting Statistics: Size Medium; Speed 30 ft.; AC +2 natural armor; Saves Fort (good), Ref (poor), Will (poor); Attack 2 claws (1d4); Ability Scores Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11.

Base Form: Biped (claws, limbs [arms], limbs [legs]).

Base Evolutions: Starting at 1st level, devil creations gain the resistance (fire) evolution and the skilled (Bluff) evolution. They also gain a +4 bonus on saving throws against poison.

At 4th level, devil creations gain acid resistance 10 and cold resistance 10.

At 8th level, devil creations gain the skilled (Diplomacy) evolution and gain immunity to poison.

At 12th level, devil creations gain DR 5/good. They also gain see in darkness (see the devil subtype).

At 16th level, devil creations lose the resistance (fire) evolution, and instead gain the immunity (fire) evolution. They also gain telepathy.

At 20th level, devil creations gain regeneration 5 (good weapons, good spells). They are still banished to Hell as normal for innocent creations if they take enough damage.

Mage

Size Medium; Speed 30 ft.; AC +1 natural armor; Saves Fort (bad), Ref (bad), Will (good); Attack slam (1d6); Ability Scores Str 11, Dex 12, Con 7, Int 16, Wis 10, Cha 13

Base Form: Biped (limbs [arms], limbs [legs], slam).

Base Evolutions: Starting at 1st level, mage creations gain the basic magic and magic attacks evolutions. They also gain the ability to cast *magic missile* as a spell-like ability three times per day. The caster level for all of a mage creation's spell-like abilities is equal to its Hit Dice.

Lesser Flight (1 point evolution)

The eidolon gains the ability to fly, whether with wings (Ex) or by magical means (Su), but it can only fly up to 5 feet off the ground (a medium or small creature can reach it with a melee attack). The eidolon's fly speed is 20 ft. or equal to its base speed, whichever is higher. Its maneuverability is still based on the eidolon's size. For an additional 1 point, the eidolon can also fly over liquid surfaces as long as it remains only up to 5 feet above that surface.

If it moves over a space where the ground or surface is further than 5 feet beneath it, the eidolon can make an Acrobatics or Fly check (DC 15) to "jump" back to a safe location as a free action. Failure indicates that the eidolon falls until it is no more than 5 feet above the ground. Failure by 5 or more indicates that it falls completely and takes falling damage, ignoring the first 10 feet.

At 4th level, mage creation can cast *blur* as a spell-like ability three times per day.

At 8th level, mage creations can cast one 3rd-level or lower wizard spell of the forgemaster's choice up to 3 times per day. Once this choice is made, it can only be changed when the forgemaster can change her innocent creation's evolutions.

At 12th level, mage creations can cast one 4th-level or lower wizard spell of the forgemaster's choice up to 3 times per day.

At 16th level, mage creations can cast one 5th-level or lower wizard spell of the forgemaster's choice up to 3 times per day.

At 20th level, mage creations can cast one 6th-level or lower wizard spell of the forgemaster's choice up to 3 times per day.

Pumpkin

Pumpkin creations are different from other innocent creations because they gain no statistics of their own. Instead, the forgemaster carries the pumpkin creation on her person. While a pumpkin creation is the forgemaster's innocent creation, she gains all of the benefits and none of the penalties of her mutagen. She can also still create a second mutagen for one of her creations (or an ally if she has the shared mutagen discovery). This mutagen functions normally.

Favored Class Bonuses

Angel ^{FM}: Add +1 hit point to the forgemaster's innocent creation.

Dhampir: Add +1/4 to the forgemaster's natural armor bonus when using mutagen.

Demon ^{FM}: Add +1 skill rank to the forgemaster's innocent creation.

Dwarf: Add a +1/4 natural armor bonus to the AC of the forgemaster's innocent creation.

Elf: Add one formula to the forgemaster's forges known. This formula must be at least one level lower than the highest-level formula the forgemaster can forge.

Human: Add +10 minutes to the duration of the forgemaster's mutagen.

Nadier ^{v3}: Add one formula to the forgemaster's forges known. This formula must be at least one level lower than the highest-level formula the forgemaster can forge.

Gun Bunny

In societies where alchemical experimentation and education have surpassed the era of gunslingers, those whose expertise lies in mastering firearms, explosives, and other technology are known as gun bunnies. With a dramatic flare and a large supply of ammunition, the gun bunny blasts onto the scene, ready to face down her enemies while staying out of their reach.

Role: Gun bunnies handle close and mid-range combat very well, and depending on their weapon of choice, their long-range combat capabilities may also flourish. Not often a group for crowd control or asking questions first, gun bunnies are at their best when they can get in, get the job done, and get out.

Alignment: Any.

Hit Die: d10.

Parent Classes: Alchemist and gunslinger.

Starting Wealth: $4d6 \times 10$ gp (average

140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The gun bunny's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Knowledge (engineering) (Int), Knowledge (local), Perception (Wis), Profession (Wis), and Sleight of Hand (Dex).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the gun bunny.

Weapon and Armor Proficiency: Gun bunnies proficient with all simple weapons and all firearms. They are proficient with light armor, but not with shields.

Diving Shot

Once per round, while standing, and when making an attack with a ranged weapon or using a full-attack action to make attacks with one or more ranged weapons, a gun bunny can move up to 10 feet without drawing attacks of opportunity as part of that action, but she is prone at the end of the movement.

Gunsmith (Ex)

At 1st level, a gunslinger gains one of the following firearms of her choice: blunderbuss, musket, or pistol. Her starting weapon is battered, and only she knows how to use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth $4d10$ gp when sold). The gunslinger also gains Gunsmithing as a bonus feat.

Bomb (Su)

Gun bunnies are adept at swiftly mixing their gunpowder, ammunition, and a spark emitter to create powerful bombs that they can hurl at their enemies. Starting at 2nd level, a gun bunny can use a number of bombs each day equal to her class level + her Intelligence modifier. 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

Table: Gun Bunny

Level	Base Attack Bonus	Fort Save			Ref Save	Will Save	Special
		Save	Save	Save	Special		
1st	+1	+0	+2	+0	Diving shot, gunsmith		
2nd	+2	+0	+3	+0	Bomb 1d6		
3rd	+3	+1	+3	+1	Nimble +1		
4th	+4	+1	+4	+1	Discovery, portable armory		
5th	+5	+1	+4	+1	Weapon training		
6th	+6/+1	+2	+5	+2	Bomb 2d6, fast bomb		
7th	+7/+2	+2	+5	+2	Nimble +2, launcher		
8th	+8/+3	+2	+6	+2	Discovery, portable armory (small city)		
9th	+9/+4	+3	+6	+3	Weapon training		
10th	+10/+5	+3	+7	+3	Bomb 3d6		
11th	+11/+6/+1	+3	+7	+3	Nimble +3		
12th	+12/+7/+2	+4	+8	+4	Discovery, portable armory (large city)		
13th	+13/+8/+3	+4	+8	+4	Weapon training		
14th	+14/+9/+4	+4	+9	+4	Bomb 4d6		
15th	+15/+10/+5	+5	+9	+5	Nimble +4		
16th	+16/+11/+6/+1	+5	+10	+5	Discovery, portable armory (metropolis)		
17th	+17/+12/+7/+2	+5	+10	+5	Weapon training		
18th	+18/+13/+8/+3	+6	+11	+6	Bomb 5d6		
19th	+19/+14/+9/+4	+6	+11	+6	Nimble +5		
20th	+20/+15/+10/+5	+6	+12	+6	Discovery, weapon mastery		

explosive material from being created and stored. In order to create a bomb, the gun bunny must use a small vial containing an ounce of liquid catalyst—the gun bunny can create this liquid catalyst from small amounts of chemicals from an alchemy lab, and these supplies can be readily refilled in the same manner as a spellcaster's component pouch. Most gun bunnies 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 gun bunny for years.

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. Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, a gun bunny's bomb inflicts 1d6 points of fire damage + additional damage equal to the gun bunny's Intelligence modifier. The damage of a gun bunny's bomb increases by 1d6 points at 6th, 10th, 14th, and 18th level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike). Splash damage from a gun bunny's 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 $10 + 1/2$ the gun bunny's level + the gun bunny's Intelligence modifier.

Gun bunnies can learn new types of bombs as discoveries (see the Discovery ability) as they level up. A gun bunny's bomb becomes inert if used or carried by anyone else.

Nimble (Ex)

Starting at 3rd level, a gun bunny gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the gun bunny to lose her Dexterity bonus to AC also causes the gun bunny to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 4th level (to a maximum of +5 at 19th level).

Discoveries

At 4th level, and then again every 4 levels thereafter (up to 20th level), a gun bunny makes an incredible discovery related to her bombs. Unless otherwise noted, a gun bunny cannot select an individual discovery more than once. Some discoveries can only be made if she has met certain prerequisites first, such as uncovering other discoveries. Discoveries that modify bombs that are marked with an asterisk (*) do not stack. Only one such discovery can be applied to an individual bomb.

Alternatively, a gun bunny may use a discovery to gain 1 gunslinger deed as a gunslinger of her gun bunny level -3. For each such deed the gun bunny gains, she also gains 1 grit point to use with it, up to a maximum of her Intelligence bonus. This does not grant the gun bunny the ability to regain grit points throughout the day.

Portable Armory (Su)

At 4th level, a gun bunny gains supernatural access to an equipment emporium based somewhere on her current plane. After taking 1 minute to establish a connection to this emporium, the gun bunny can buy and sell items at a 10% loss on the total value (if a magic item costs 2,000 gp, they can buy it for 2,200 gp or sell it for 800 gp, which is half -10% of the total value). When buying items, the emporium counts as a large town at 4th level, a small city at 8th, a large city at 12th, and a metropolis at 16th level. In addition, the % lost on an item's total value becomes 8% at 8th level, 5% at 12th, and 2% at 16th.

The items available for purchase are refreshed each time a gun bunny obtains a new level or spends a week during downtime to refresh her connection.

Weapon Training (Ex)

Starting at 5th level, a gun bunny can select one group of weapons, including firearms and thrown weapons (for her bombs). Whenever she attacks with a weapon from this group, she gains a +1 bonus on attack and damage rolls.

Every four levels thereafter (9th*, 13th, and 17th), a gun bunny becomes further trained in another group of weapons. She 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 gun bunny reaches 9th level, she 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 gun bunny also adds this bonus to any combat maneuver checks made with weapons from her group. This bonus also applies to the gun bunny's Reflex saves and Combat Maneuver Defense when defending against area effects, disarm, and sunder attempts made against weapons from this group.

Launcher (Ex)

At 7th level, a gun bunny wielding a ranged weapon can attach one of her bombs to that weapon as a move action. This allows her to shoot the bomb within one of the weapon's range increments.

Weapon Mastery (Ex)

At 20th level, a gun bunny chooses one weapon, such as the pistol, bombs, or rifle. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 ($\times 2$ becomes $\times 3$, for example). In addition, she cannot be disarmed while wielding a weapon of this type.

Gun Bunny Favored Class Bonuses

Android: The gun bunny reduces the amount of time needed to restore a broken firearm using the Gunsmithing feat by 5 minutes (maximum reduction of 50 minutes).

Aasimar: Add a +1/3 bonus on initiative checks when the gun bunny is not surprised (maximum +2).

Dhampir: Add a +1/4 bonus on attack rolls when making a utility shot or a dead shot. At +1, the gun bunny gains utility shot and 1 grit point per day as a gunslinger of her level. At +2, she gains dead shot and 2 grit points.

Goblin: Gain +1/6 of a bomb discovery as a gun bunny of the gun bunny's level.

Human: Add +1/3 on critical hit confirmation rolls made with firearms (maximum bonus of +5). This bonus does not stack with Critical Focus.

Tiefling: Reduce the misfire chance for one type of firearm by 1/4. You cannot reduce the misfire chance of a firearm below 1.



Kunoichi

On some worlds, ninja academies exist to train elite scouts and spies known as kunoichi—or shinobi to some. Before they can become masters of poison and subtlety, these ninjas must first train and pass a series of increasingly difficult exams, eventually achieving the rank of jonin. One who enters into training as a shinobi or kunoichi and continues down that path may even one day become kage.

Role: Kunoichi can fill the same roles as other ninja, but their formalized training gives them greater variety in their abilities.

Note: The kunoichi is an alternate class for the unchained rogue.

Alignment: Any.

Hit Die: d8.

Starting Wealth: $4d6 \times 10$ gp (average 140 gp.)

Class Skills

The kunoichi's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

Class Features

All of the following are class features of the kunoichi.

Weapon and Armor Proficiency

Kunoichi are proficient with all simple weapons, plus the kama, katana, kusarigama, nunchaku, sai, shortbow, short sword, shuriken, siangham, and wakizashi. They are proficient with light armor but not with shields.

Ninja School

When she is accepted into her entry-level rank, a kunoichi has a small subset of skills from which she must choose to specialize. Once she has made her choice, the kunoichi will not be accepted into another school until she increases her rank (see below).

Kunoichi gain school features at 1st level, 3rd level, and every 3 levels thereafter. A full list of schools can be found at the end of this section.

Sneak Attack (Ex)

If a kunoichi can catch an opponent when she is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The kunoichi's attacks deal extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the kunoichi flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two kunoichi levels thereafter. Bonus damage from sneak attacks is precision damage. Should the kunoichi score a critical hit with

a sneak attack, this precision damage is not multiplied. Ranged attacks count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (such as a sap or whip), a kunoichi can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, even with the usual -4 penalty.

The kunoichi must be able to see the target well enough to pick out a vital spot, and must be able to reach this spot. A kunoichi cannot sneak attack while striking a creature that has concealment.

Ki Pool (Su)

At 2nd level, a kunoichi gains a pool of ki points, supernatural energy she can use to accomplish amazing feats. The number of points in the kunoichi's ki pool is equal to 1/2 her kunoichi level + her Charisma modifier. As long as she has at least 1 point in her ki pool, she treats any Acrobatics skill check made to jump as if she had a running start. At 10th level, she also reduces the DC of Acrobatics skill checks made to jump by 1/2 (although she still cannot move farther than her speed allows).

Spending Points: By spending 1 point from her ki pool, a kunoichi can make one additional attack at her highest attack bonus, but she can do so only when making a full attack. In addition, she can spend 1 point to increase her speed by 20 feet for 1 round. Finally, a kunoichi can spend 1 point from her ki pool to give herself a +4 insight bonus on Stealth checks for 1 round. Each of these powers is activated as a swift action. A kunoichi can gain additional powers that consume points from her ki pool by selecting certain kunoichi tricks.

Regaining Points: The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the kunoichi possesses levels in another class that grants points to a ki pool, kunoichi levels stack with the levels of that class to determine the total number of ki points in the combined pool, but only one ability score modifier is added to the total. The choice of which score to use is made when the second class ability is gained, and once made, the choice is set. The kunoichi can now use ki points from this pool to power the abilities of every class she possesses that grants a ki pool.

Table: Kunoichi

Level	Base Attack Bonus	Fort	Ref	Will	
		Save	Save	Save	Special
1st	+0	+0	+2	+0	Ninja school, sneak attack +1d6
2nd	+1	+0	+3	+0	Ki pool, ninja trick
3rd	+2	+1	+3	+1	No trace +1, school feature, sneak attack +2d6
4th	+3	+1	+4	+1	Genin rank exam, ninja trick, uncanny dodge
5th	+3	+1	+4	+1	Sneak attack +3d6
6th	+4	+2	+5	+2	Ninja trick, no trace +2, school feature
7th	+5	+2	+5	+2	Light steps, sneak attack +4d6
8th	+6/+1	+2	+6	+2	Improved uncanny dodge, ninja trick
9th	+6/+1	+3	+6	+3	No trace +3, school feature, sneak attack +5d6
10th	+7/+2	+3	+7	+3	Chunin rank exam, master Tricks, ninja trick
11th	+8/+3	+3	+7	+3	Sneak attack +6d6
12th	+9/+4	+4	+8	+4	Ninja trick, no trace +4, school feature
13th	+9/+4	+4	+8	+4	Sneak attack +7d6
14th	+10/+5	+4	+9	+4	Ninja trick
15th	+11/+6/+1	+5	+9	+5	No trace +5, school feature, sneak attack +8d6
16th	+12/+7/+2	+5	+10	+5	Jonin rank exam, ninja trick
17th	+12/+7/+2	+5	+10	+5	Sneak attack +9d6
18th	+13/+8/+3	+6	+11	+6	Ninja trick, no trace +6, school feature
19th	+14/+9/+4	+6	+11	+6	Sneak attack +10d6
20th	+15/+10/+5	+6	+12	+6	Ninja trick, kage rank exam

Ninja Tricks

As a kunoichi continues her training, she learns a number of tricks that allow her to confuse her foes and grant her supernatural abilities. Starting at 2nd level, a kunoichi gains one ninja trick. She gains one additional ninja trick for every 2 levels attained after 2nd. Unless otherwise noted, a kunoichi cannot select an individual ninja trick more than once.

Tricks marked with an asterisk (*) add effects to a kunoichi's sneak attack. Only one of these tricks can be applied to an individual attack and the decision must be made before the attack is made.

No Trace (Ex)

At 3rd level, a kunoichi learns to cover her tracks, remain hidden, and conceal her presence. The DC to track a kunoichi using the Survival skill increases by +1. In addition, her training gives her a +1 insight bonus on Disguise skill checks and on opposed Stealth checks whenever she is stationary and does not take any action for at least 1 round. Every three levels thereafter, the increase to Survival DCs and the bonuses on Disguise and opposed Stealth checks increase by 1.

Rank Exams: Beginning at 4th level, a kunoichi qualifies to take her first exam. The kunoichi need not cease her training to take these tests; rather, she submits that she is ready and her mentors find time and opportunity to test her while she adventures. Many kunoichi do not even realize they were being tested until they receive their formal declaration of success or failure.

Upon completing her first exam, the kunoichi earns the rank of genin. She may choose to begin training in a second school, or advance her training in her current school.

Beginning at 10th level, a genin qualifies to take the chunin rank exam, and at 16th level, a chunin can take the jonin exam. At each new rank, she may again advance her training in a school or begin training in another.

At 20th level, a jonin may take the kage exam, which itself is administered by the mysterious kami of shadows and light. These fickle outsiders do not always answer the call of even the most powerful jonin, but should they deem her worthy, they administer whatever test they deem worthy of their time immediately. Should the jonin succeed, she is granted the rank of kage, and advances her rank in up to 4 schools, gaining access to any remaining abilities she may not yet have.

Uncanny Dodge (Ex)

Starting at 4th level, a kunoichi can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible.

She still loses her Dexterity bonus to AC if immobilized. A kunoichi with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

If a kunoichi already possesses uncanny dodge from a different class, she automatically gains improved uncanny dodge instead.

Accelerate Poison

You cast this spell on a single creature you touch as a standard action. If it fails its Fortitude save against the spell, you hasten the onset of poison in the target. If the poison normally has an onset time, its effects begin immediately. If the poison has no onset time, its frequency is doubled, requiring two saving throws and inflicting damage twice per round or minute, though its duration is halved. Accelerate poison does not change the cure condition for the poison. If the target is affected by more than one poison, you may choose which is affected if you administered the poison; otherwise, randomly determine which poison is affected.

Pernicious Poison

You cast this spell on a single creature you touch as a standard action. Your touch weakens the target's defenses against poison for up to 10 minutes per level. The target gains a -4 penalty on saves against poison, and poisons affecting the target continue for another 2 frequency increments (for example, black adder venom lasts 8 rounds instead of 6, and arsenic lasts for 6 minutes instead of 4). Attempts to cure the poisoned target with skill or magic take a -4 penalty.

Fast Movement (Ex)

At 5th level, a kunoichi's land speed is faster than the norm for her race by +10 feet. This benefit applies only when she is wearing no armor or light armor, and not carrying a heavy load. Apply this bonus before modifying the kunoichi's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the kunoichi's land speed.

Light Steps (Ex)

At 7th level, a kunoichi learns to move while barely touching the surface underneath her. As a full-round action, she can move up to twice her speed, ignoring difficult terrain. While moving in this way, any surface will support her, no matter how much she weighs. This allows her to move across water, lava, or even the thinnest tree branches. She must end her move on a surface that can support her normally. She cannot move across air in this way, nor can she walk up walls or other vertical surfaces. When moving in this way, she does not take damage from surfaces or hazards that react to being touched, such as lava or caltrops, nor

does she need to make Acrobatics checks to avoid falling on slippery or rough surfaces. Finally, when using light steps, the kunoichi ignores any mechanical traps that use a location-based trigger.



Social Talents

Any Guise (Su): You can use everyman to disguise yourself as any specific person, even a king or high priest. Furthermore, if the actual individual wouldn't normally be able to be found via magic (such as by being dead or protected from divinations designed to locate the individual), such divinations always find you instead.

Everyman (Su): You can take on the appearance of a specific individual whenever you assume a mundane guise. The individual must be a farmer, laborer, or peasant. While disguised as this individual, you receive a +20 circumstance bonus on Disguise checks to appear as that individual. Any spell or ability designed to locate the individual has a 50% chance of finding you instead of the actual individual, and divination spells and abilities used on you give results as if you are the actual individual. Although this doesn't grant you any special knowledge of the individual, you gain a +10 circumstance bonus on Bluff checks to properly play the part of the individual.

Many Guises (Ex): You can take on any number of mundane guises. Whenever you change your identity, you have a third option (instead of social or kunoichi): you can become mundane. The mundane identity is not a specific individual. Each one is created at the moment it is assumed, and quickly forgotten as soon as it is removed. While in a mundane identity, you does not gain the benefit of either your social or kunoichi identity, but instead appears as a member of your race, usually a common laborer, farmer, or peasant of any gender. Your alignment is treated as neutral when you is in your mundane identity. While in this identity, you receives a +20 circumstance bonus on Disguise checks to appear like an ordinary member of your race. Spells and abilities that are looking for you in either of your other identities fail while in your mundane identity. You must build the appearance for this identity using whatever clothing and tools you have at your disposal. While you can use magic (such as a hat of disguise), your mundane identity can never be anything other than an ordinary member of a society or large group (subject to GM discretion).

Mockingbird (Ex): You can mimic almost any sort of voice, or even animal calls and sound effects, and you can throw your voice at a distance. This functions similarly to a combination of the *ghost sound*, *ventriloquism*, and *vocal alteration* spells.

Morphic Mask (Su): Your physical form in your social identity can differ significantly from that of your kunoichi identity, within the norms for your race—this can include changes to your proportions, coloration, gender, and other physical characteristics. This increases your bonus on Disguise checks by 2 for every significant change, as per the Disguise skill. You always assumes the same form when using this ability. If you are a race with multiple natural forms, such as a kitsune or xendauni, you can alter each of your forms using this talent.

Quick Change (Ex): You learns to shift between your identities with ease. Instead of needing 1 minute to change your identity, you can now do so in 2 rounds.

Social Grace: You selects any one Intelligence-, Wisdom-, or Charisma-based skill other than Perception or Use Magic Device. Whenever you are in your social identity, you receive a circumstance bonus on checks with the selected skill. At 5th level and every 4 levels thereafter, you can select another skill (with the same restrictions) to gain this bonus.

Improved Uncanny Dodge (Ex)

At 8th level, a kunoichi can no longer be flanked. This defense denies another kunoichi (or rogue) the ability to sneak attack the kunoichi by flanking her, unless the attacker has at least four more kunoichi (or rogue) levels than the target does.

If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack when determining the minimum kunoichi (or rogue) level required to flank the character.

Master Tricks

At 10th level, and every two levels thereafter, a kunoichi can select a master trick in place of a ninja trick. Unless otherwise noted, a kunoichi cannot select an individual ninja trick more than once.

Tricks marked with an asterisk (*) add effects to a kunoichi's sneak attack. Only one of these tricks can be applied to an individual attack and the decision must be made before the attack is made.

Kunoichi Schools

The following schools are available to all kunoichi. When you pass the genin exam, you can either advance your current school or choose a new school and gains its initial benefits. When you pass the chunin and jonin exams, you can either advance one of your current schools by 1 step or again choose a different school and gain its initial benefits. When you pass the kage exam, you can advance up to 4 schools by 1 step each, gaining the initial benefits of any new schools you may choose in the process.

The competence bonuses gained by each school stack with each other, but only to a maximum of +6. Any spells or special abilities gained from a school treat your kunoichi level as your caster level.

Iga

As a member of the Iga, you learn how to manipulate seemingly magical power with a combination of fire and precise movement that you use to make it look as if you are teleporting around the field of battle.

When you join this school, increase your movement speed by +5 feet when in light or no armor and not carrying a heavy load. This speed bonus increases by +5 feet at 3rd, 9th, and 15th level. In addition, you gain a +1 competence bonus on Will saves. This bonus increases to +2 at 6th level, +4 at 12th level, and +6 at 18th level.

Rank Advancement: You gain the following abilities if you advance with the Iga instead of choosing another school.

- As a genin, when holding a lit torch or other source of fire, you can spend 1 ki point to cast *burning hands*. When you move, you can make a Bluff check to feint an enemy as a free action when moving past it (but not through its space).
- As a chunin, you gain the monk's abundant step ability and can spend 3 ki points to cast *fireball* by throwing a lit torch or other source of fire. The source is destroyed after.
- As a jonin, you can spend 5 ki points to cast *delayed blast fireball* by throwing a lit torch or other source of fire. The source is destroyed after.
- As a kage, you gain the monk's empty body ability.

Kouga

As a member of the Kouga, you are practiced in the proper application of medicine, which also makes you a responsible poisoner.

When you join this school, you add Heal to your list of class skills and become trained in the use of poison. You cannot accidentally poison yourself when applying poison to a weapon.

At 3rd, 9th, and 15th level, poisons applied to your weapons last for 1 additional attack before they are consumed. In addition, you gain a +1 competence bonus on Fortitude saves. This bonus increases to +2 at 6th level, +4 at 12th level, and +6 at 18th level.

Rank Advancement: You gain the following abilities if you advance with the Kouga instead of choosing another school.

- As a genin, you gain the monk's wholeness of body ability and can apply poisons to your weapons as a swift action.
- As a chunin, you can use your wholeness of body on a creature you touch as a standard action. You can also spend 2 ki points to cast *accelerate poison*.
- As a jonin, you can choose up to 2 mercies from the paladin class feature of the same name. You can apply one of these mercies each time you use wholeness of body. In addition, you can spend 2 ki points to cast *pernicious poison*.
- As a kage, you can spend 6 ki points to heal 10d6 points of damage with wholeness of body instead.

Rappa

As a member of the Rappa, you make others believe you are no more than a common bandit or thief. In truth, you are a highly educated individual who can make precision strikes as easily as informed decisions.

When you join this school, you gain Weapon Finesse as a bonus feat. At 3rd level, you gain a +2 competence bonus on initiative checks. This bonus increases to +4 at 9th level, and +6 at 15th level.

At 6th level, choose Acrobatics, Climb, Intimidate, Perception, or Stealth. You gain the skill unlock powers for that skill as appropriate for your number of ranks in that skill. If you are also a member of Iga, add Bluff to this list. If you are also a member of Kouga, add Heal to this list. If you are also a member of Sanka, add Survival to this list. If you are also a member of Suppa, add Disguise to this list.

At 12th and 18th level, you choose an additional skill from your list and gain skill unlock powers for that skill as well.

Rank Advancement: You gain the following abilities if you advance with the Rappa instead of choosing another school.

- As a genin, you gain the unchained rogue's finesse training feature, allowing you to add your Dexterity modifier to damage when using Weapon Finesse.
- As a chunin, you gain Skill Focus with one of the skills on your list above and finesse training with a second weapon.
- As a jonin, you gain finesse training with a third weapon and Improved Critical as a bonus feat with one of your finesse weapons.
- As a kage, you gain the unchained rogue's master strike ability.

Sanka

As a member of the Sanka, you work outside of the cities where other ninja dwell, preferring the cover of a canopy overhead, or the feeling of unworked ground beneath your feet.

When you join this school, you add half your kunoichi level to Survival checks made to follow tracks. At 3rd level, you gain darkvision out to 30 feet or increase your darkvision by 30 feet. At 9th level, you gain swift tracker. At 15th level, you can spend 1 ki point as a move action to see through magical darkness effects for up to 10 minutes as if you were using *true seeing*. In addition, you gain a +1 competence bonus on Fortitude saves. This bonus increases to +2 at 6th level, +4 at 12th level, and +6 at 18th level.

Rank Advancement: You gain the following abilities if you advance with the Sanka instead of choosing another school.

- As a genin, you gain evasion and a favored terrain of your choice, as the ranger ability of the same name.
- As a chunin, you gain camouflage, and an additional favored terrain.
- As a jonin, you gain improved evasion and an additional favored terrain.
- As a kage, you gain hide in plain sight and an additional favored terrain.

Suppa

As a member of the Suppa, you can easily pass yourself off as others, making it a challenge to determine who or what you really are.

When you join this school, you gain a social identity, as the vigilante class feature, and a +5 circumstance bonus to appear as your current identity, instead of the other. This bonus increases to +10 at 3rd level, +15 at 9th level, and +20 at 15th level. In addition, you gain a +1 competence bonus on Will saves. This bonus increases to +2 at 6th level, +4 at 12th level, and +6 at 18th level.

Rank Advancement: You gain the following abilities if you advance with the Suppa instead of choosing another school.

- As a genin, you gain the morphic mask social talent. You also gain the social grace social talent, but the bonus to skills from that talent is only +2.
- As a chunin, you gain the many guises and mocking bird social talents.
- As a jonin, you gain the quick change social talent, and the bonus to skills from social grace becomes +4.
- As a kage, you gain the everyman and any guise social talents.



Table: Magical Hero

Base						Forges per Day					
Level	Bonus	Attack	Fort	Ref	Will	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Cantrips, hero's relic, magical companion	1	—	—	—	—	—
2nd	+1	+0	+0	+3	High jump	2	—	—	—	—	—
3rd	+2	+1	+1	+3	Relic power	3	—	—	—	—	—
4th	+3	+1	+1	+4	Rejuvenation (1d10)	3	1	—	—	—	—
5th	+3	+1	+1	+4	Heroic transformation 1/day, hero's relic (+2)	4	2	—	—	—	—
6th	+4	+2	+2	+5	Relic power	4	3	—	—	—	—
7th	+5	+2	+2	+5	—	4	3	1	—	—	—
8th	+6/+1	+2	+2	+6	Heroic transformation 2/day	4	4	2	—	—	—
9th	+6/+1	+3	+3	+6	Relic power, hero's relic (+3)	5	4	3	—	—	—
10th	+7/+2	+3	+3	+7	Rejuvenation (2d10)	5	4	3	1	—	—
11th	+8/+3	+3	+3	+7	Fighter training, Heroic transformation 3/day	5	4	4	2	—	—
12th	+9/+4	+4	+4	+8	Relic power	5	5	4	3	—	—
13th	+9/+4	+4	+4	+8	Hero's relic (+4)	5	5	4	3	1	—
14th	+10/+5	+4	+4	+9	Heroic transformation 4/day	5	5	4	4	2	—
15th	+11/+6/+1	+5	+5	+9	Relic power	5	5	5	4	3	—
16th	+12/+7/+2	+5	+5	+10	Rejuvenation (3d10)	5	5	5	4	3	1
17th	+12/+7/+2	+5	+5	+10	Heroic transformation 5/day, hero's relic (+5)	5	5	5	4	4	2
18th	+13/+8/+3	+6	+6	+11	Relic power	5	5	5	5	4	3
19th	+14/+9/+4	+6	+6	+11	Greater spell access	5	5	5	5	5	4
20th	+15/+10/+5	+6	+6	+12	Master relic, rejuvenation (4d10)	5	5	5	5	5	5

Magical Hero

Magical heroes have been chosen by their companion for their character and strength, both expressed and within. They are truly good individuals who make every attempt to resolve a situation before resorting to violence, and while they may exert their power to demonstrate the futility of challenging them, they would never use it as a boast or brag.

Role: Magical heroes can be decent up front combatants and protectors of their allies, or they might stay at mid-range with their spells to harry enemies at a distance.

Alignment: Any good.

Hit Die: d8.

Parent Classes: Magus and witch.

Starting Wealth: $3d6 \times 10$ gp (average 105 gp.)

Class Skills

The magical hero's class skills are Acrobatics (Dex), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the magical hero.

Weapon and Armor Proficiency

A magical hero is proficient with all simple weapons, light armor and shields (except tower shields). A magical hero can cast sorcerer/wizard spells while wearing light armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a magical hero wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass magical hero still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells

A magical hero casts arcane spells drawn from the sorcerer/wizard spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a magical

hero must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class (DC) for a saving throw against a magical hero's spell is 10 + the spell level + the magical hero's Charisma modifier.

Spells per Day: Like other spellcasters, a magical hero can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Magical Hero. In addition, she receives bonus spells per day if she has a high Charisma score.

A magical hero need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

Spells Known: The magical hero's selection of spells is extremely limited. A magical hero begins play knowing four 0-level spells and two 1st-level spells of the magical hero's choice. At each new magical hero level, she gains one or more new spells, as indicated on Table: Magical Hero Spells Known. (Unlike spells per day, the number of spells a magical hero knows is not affected by her Charisma score.)

Upon reaching 5th level, and at every third magical hero level after that (8th, 11th, and so on), a magical hero can choose to learn a new spell in place of one she already knows. In effect, the magical hero "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level magical hero spell the magical hero can cast. A magical hero may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Cantrips: Magical hero's learn a number of cantrips, or 0-level spells, as noted on Table: Magical Hero Spells Known under "Spells Known." These spells are cast like any other spell, but they do not consume any slots and may be used at will.

Hero's Relic (Su)

At 1st level, a magical hero is gifted a special relic by her magical companion. The relic can take one of two forms: A bonded object as the sorcerer's arcane bloodline feature, or an enhanced weapon with an arcane pool. This functions as the magus feature,

Magical Hero Spells Known

Level	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	5	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	5	4	—	—	—
10th	6	6	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	5	4	—	—
13th	6	6	6	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	5	4	—
16th	6	6	6	6	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	6	5	4
20th	6	6	6	6	6	5	5

except the magical hero can only use her arcane pool to enhance her hero's relic. Once this choice is made, it cannot be changed.

At 3rd level, and every 3 levels thereafter, a magical hero gains a relic power that can be used only while she wields or wears her bonded object or weapon. A full list of relic powers can be found at the end of this section.

Magical Companion

At 1st level, a magical hero gains a witch's familiar, a creature that teaches her magic and helps to guide her along her path. Familiars also aid a magical hero by granting her skill bonuses, additional spells, and help with some types of magic. This functions as the witch class feature of the same name, except the magical hero does not prepare her spells by communing with her magical companion. Instead, her companion possesses the magical hero's spells known, and must remain within long range (400 feet + 40 feet per magical hero level) to grant those spells.

A magical companion is more than just a familiar, however. It is also a mentor, training the magical hero, helping her to learn her craft, and giving her the tools to define who she is as a hero. It will often give cryptic advice that might lead the magical hero to make the right decision while making her put in the effort to do so.

High Jump (Ex)

At 2nd level, a magical hero adds her level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, she always counts as having a running start when making jump checks using Acrobatics. If she chose an enhanced weapon as her hero's relic, the magical hero can spend 1 point from her arcane pool as a swift action and gain a +20 bonus on Acrobatics checks made to jump for 1 round.

Rejuvenation (Su): At 4th level, a magical hero can spend a full-round action once per day to regain 1d10 hit points plus additional hit points equal to her Charisma modifier. Beginning at 10th level, the total healing she can receive in this way increases



A Familiar and a Bond?

The somewhat unique feature of the magical hero is that she receives her magical bond from a familiar who sought her out and chose her to become a protector of the world (the magus can do similar with the familiar magus arcana). The two are intended to go hand-in-hand. If the magical hero decides to multiclass into wizard, sorcerer, or another class with a familiar, those levels stack for the purpose of increasing the benefits of her magical companion. If she gains levels in a class with a bonded object, those levels stack to determine the strength of her relic, even if she chose an enhanced weapon instead.

to 2d10, and the magical hero can decide to either use both with the same full-round action or divide them into two uses of rejuvenation, regaining 1d10 hit points each time. Regardless of how she spends the 2d10, the magical hero only regains her additional hit points once per day.

Her available rejuvenation increases to 3d10 at 16th level, and 4d10 at 20th level.

Heroic Transformation (Sp)

At 5th level, a magical hero learns how to transform herself to better face the challenges presented to her. The hero chooses one 3rd-level or lower transmutation spell. She can cast that spell with herself as the target once per day at 5th level, plus one additional time per day at 8th, 11th, 14th, and 17th level. At each level, the magical hero can change the spell she chose for another transmutation spell of the same level.

At 14th level, a magical hero also chooses a 6th-level or lower transmutation spell that she can cast on herself using heroic ability.

Fighter Training

Starting at 11th level, a magical hero counts 1/2 her total magus level as her fighter level for the purpose of qualifying for feats. If she has levels in fighter, these levels stack.

Greater Spell Access (Su):

At 19th level, the magical hero gains access to an expanded spell list. She learns 14 spells from the wizard's spell list, gaining them as spell's known of their wizard level.

She gains two of each of the following wizard spells not on the witch spell list: 0-level, 1st-level, 2nd-level, 3rd-level, 4th-level, 5th-level, and 6th-level.

She can ignore the somatic component of these spells, casting them without the normal chance of spell failure.

Master Relic (Ex)

At 20th level, a magical hero's relic takes on its final power. She gains one of the following options of her choice. Once this choice is made, it cannot be changed:

- Weapon mastery, as the fighter feature, applied only when wielding her relic as a weapon.
- A +5 enhancement bonus to two physical ability scores of her choice. The chosen ability scores can be changed each morning when the magical hero regains her spells.

- One 7th-level or higher witch spell of the magical hero's choice. This spell is learned and cast as a witch of her magical hero level, using Charisma as her spellcasting ability modifier.
- Two relic powers. Either of these powers can be changed by expending 1 week of downtime to retrain it.

Magical Hero Code of Conduct

A magical hero must be of good alignment and loses all class features except proficiencies if she ever willingly commits an evil act.

Additionally, a magical hero's code requires that she help those in need (provided they do not use the help for evil ends), and make every effort to stop those who harm or threaten innocents.

Associates: While she may adventure with good or neutral allies, a magical hero avoids working with evil characters or with anyone who consistently offends her moral code. Under exceptional circumstances, a magical hero can ally with evil associates, but only to defeat what she believes to be a greater evil. A magical hero should seek an *atonement* spell periodically during such an unusual alliance, and should end the alliance immediately should she feel it is doing more harm than good. A magical hero may accept only henchmen, followers, or cohorts who are good.

Ex-Magical Heroes

A magical hero who ceases to be good, who willfully commits an evil act, or who violates the code of conduct loses all sorcerer/wizard spells and class features (including the service of her magical companion, but not weapon, armor, and shield proficiencies). She may not progress any further in levels as a magical hero. She regains her abilities and advancement potential if she atones for her violations (see *atonement*), as appropriate.

Relic Powers

A magical hero can only benefit from her relic powers while in possession of her hero's relic. Unless otherwise noted, you can only choose each relic power once.

Advanced Spell Research (Sp)

Prerequisite: Magical hero level 18th.

Choose one 7th-level witch spell. You learn and can cast that spell as a witch of your magical hero level. You still determine bonus spells per day using your Charisma modifier.

Bonus Combat Feat (Ex)

You gain one combat feat of your choice while wielding your relic as a weapon. You can choose this relic power once for every 6 levels of magical hero you possess. If chosen as part of master relic, you can have up to 4 total bonus combat feats.

Companion Spells (Su)

Choose a witch's patron. Your magical companion grants your patron spells up to 6th-level.

Enhanced Rejuvenation (Su)

You regain additional hit points equal to your Charisma modifier with each use of rejuvenation.

Heroic Abjuration (Sp)

You can choose an abjuration or transmutation spell as your heroic transformation spell. You can target any single creature the spell allows.

Heroic Conjuration (Sp)

You can choose a conjuration or transmutation spell as your heroic transformation spell. You can target any single creature the spell allows.

Heroic Divination (Sp)

You can choose a divination or transmutation spell as your heroic transformation spell. You can target any single creature the spell allows.

Heroic Enchantment (Sp)

You can choose an enchantment or transmutation spell as your heroic transformation spell. You can target any single creature the spell allows.

Heroic Evocation (Sp)

You can choose an evocation or transmutation spell as your heroic transformation spell. You can target any single creature the spell allows.

Magus Arcana

You gain a magus arcana of your choice. You can choose this relic power once at 3rd level, twice at 9th, and up to three times at 15th level. If chosen as part of master relic, you can have up to four total magus arcana.

Meta-Transformation (Sp)

Choose 1 metamagic feat with an adjusted spell-level of 2 or lower. You can expend your daily spell from your hero's relic or an amount of points from your arcane pool equal to the adjusted spell-level of that feat and apply it to your heroic transformation spell as a free action when you cast it.

Rapid Rejuvenation (Su)

You can use rejuvenation as a standard action.

Slow Fall (Su)

You can expend 1 point from your arcane pool while within arm's reach of a wall to slow your descent. You take no damage from the fall (as if using *feather fall*), but you must be adjacent to the wall for the length of the fall (although this can be used to reduce the damage from a fall if only part of it is adjacent to a wall).

Witch's Hex

You gain a witch's hex of your choice. You can choose this relic power multiple times. If chosen at 12th level or above, you can choose a major hex instead. If chosen as part of master relic, you can choose grand hexes instead.

Favored Class Bonuses

Any: Add +1/4 natural armor bonus to the AC of the magical hero's companion.

Catfolk: Add +5 feet to the distance at which her familiar grants the Alertness feat (maximum +20 feet).

Dwarf: Select one known magus arcana usable only once per day. The magus adds +1/6 to the number of times it can be used per day. Once that magus arcana is usable twice per day, the magus must select a different magus arcana.

Elf: Add +5 feet to the distance at which her familiar grants the Alertness feat (maximum +20 feet).

Halfling: Add +1/4 to the magical hero's arcane pool.

Human: Add a +1/2 bonus on concentration checks to cast spells defensively.

Ogre: Gain 1/6 of a bonus combat feat.

Orc: Add one spell from the witch spell list to the magical hero's companion. This spell must be at least one level below the highest spell level the magical hero can cast. If the magical hero ever replaces this familiar, the new familiar knows these bonus spells.

Rabbitfolk ^{PM}: Add +1/4 to the magical hero's arcane pool.

Slime ^{PM}: Regain +1/2 additional hit points with rejuvenation.

Martial Artist

Martial artists are experts at hand-to-hand combat without all of the magical and supernatural abilities learned by monks. Far more grounded than their ascetic counterparts, martial artists master more potent combat techniques and stances focused around their acrobatic nature and talents.

Role: Martial artists are dangerous, highly skilled hand-to-hand combatants who can step up to even the toughest monster and have a chance to take it down. They also master acrobatic techniques that allow them to achieve better skill results.

Note: The martial artist is an alternate class for the unchained monk.

Alignment: Any.

Hit Die: d10.

Starting Wealth: $1d6 \times 10$ gp (average 35 gp.)

Class Skills

The martial artist's class skills are Acrobatics (Dex), Bluff (Cha) (Int), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the martial artist.

Weapon and Armor Proficiency

Martial artists are proficient with the club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, short sword, shortspear, shuriken, siangham, sling, spear, and any weapon with the monk special weapon quality. They are not proficient with any armor or shields.

Defensive Instinct (Ex)

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

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

Finesse Training (Ex)

At 1st level, a martial artist gains Weapon Finesse as a bonus feat. In addition, starting at 3rd level, she can select any one type of weapon that can be used with Weapon Finesse (such as rapiers or daggers). Once this choice is made, it cannot be changed. Whenever she makes a successful melee attack with the selected weapon, she adds her Dexterity modifier instead of her Strength modifier to the damage roll. If any effect would prevent the martial artist from adding her Strength modifier to the damage roll, she does not add her Dexterity modifier. The martial artist can select a second weapon at 11th level and a third at 19th level.

Flurry (Ex)

At 1st level, a martial artist can make a flurry as a full-attack action. When making a flurry, the martial artist can make one additional attack at her highest base attack bonus. This additional attack stacks with the bonus attacks from *haste* and other similar effects. When using this ability, the martial artist can make

these attacks with any combination of her unarmed strikes and weapons that have the monk special weapon quality. She takes no penalty for using multiple weapons when making a flurry of blows, but she does not gain any additional attacks beyond what's already granted by the flurry for doing so. (She can still gain additional attacks from a high base attack bonus, from this ability, and from *haste* and similar effects).

At 11th level, a martial artist can make an additional attack at her highest base attack bonus whenever she makes a flurry. This stacks with the first attack from this ability and additional attacks from *haste* and similar effects.

Martial Arts (Ex)

At 1st level, a martial artist gains Improved Unarmed Strike as a bonus feat. This functions as the monk's unarmed strike class feature, except as noted here. There is no such thing as an off-hand attack for a martial artist when she uses martial arts.



Table: Martial Artist

Level	Base		Fort Save	Ref Save	Will Save	Special
	Attack Bonus					
1st	+1	+0	+2	+2		Defensive instinct, finesse training, flurry, martial arts (1d6)
2nd	+2	+0	+3	+3		Evasion, style feat, uncanny dodge
3rd	+3	+1	+3	+3		Finesse training, overpower (magic)
4th	+4	+1	+4	+4		Debilitating injury, defensive instinct +1, martial arts (1d8)
5th	+5	+1	+4	+4		Skill versatility, weapon training
6th	+6/+1	+2	+5	+5		Improved uncanny dodge, style feat
7th	+7/+2	+2	+5	+5		Overpower (cold iron/silver), shared space
8th	+8/+3	+2	+6	+6		Defensive instinct +2, martial arts (1d10)
9th	+9/+4	+3	+6	+6		Advanced weapon training, improved evasion
10th	+10/+5	+3	+7	+7		Debilitating injury, skill versatility, style feat
11th	+11/+6/+1	+3	+7	+7		Finesse training, flurry (bonus attack), overpower (aligned)
12th	+12/+7/+2	+4	+8	+8		Defensive instinct +3, martial arts (2d6)
13th	+13/+8/+3	+4	+8	+8		Weapon training
14th	+14/+9/+4	+4	+9	+9		Fuse style, style feat
15th	+15/+10/+5	+5	+9	+9		Overpower (adamantine), skill versatility
16th	+16/+11/+6/+1	+5	+10	+10		Debilitating injury, defensive instinct +4, martial arts (2d8)
17th	+17/+12/+7/+2	+5	+10	+10		Weapon training
18th	+18/+13/+8/+3	+6	+11	+11		Style feat
19th	+19/+14/+9/+4	+6	+11	+11		Finesse training, overpower (any)
20th	+20/+15/+10/+5	+6	+12	+12		Defensive instinct +5, martial arts (2d10), weapon mastery

A martial artist can apply her full Strength bonus on damage rolls for all attacks she makes using melee or thrown weapons with which she is proficient. A martial artist's unarmed strikes deal lethal damage, although she can choose to deal nonlethal damage with no penalty on her attack roll. She can make this choice while grappling as well.

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

The damage dealt by a martial artist when using martial arts and wielding a weapon with which she is proficient is determined by Table: Martial artist Unchained. The damage listed is for any martial artist, regardless of size. The martial artist can choose not to use martial arts and instead deal a weapon's normal damage when she attacks with it (including any off-hand restrictions).

Evasion (Ex)

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

Style Feats (Ex)

At 2nd level, and every 4 levels thereafter, a martial artist gains a bonus style feat, such as Boar Style, Crane Style, or Tiger Style; or any feat for which a style feat is a prerequisite. The martial artist must meet the prerequisites of these feats.

Uncanny Dodge (Ex)

At 2nd level, a martial artist can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A martial artist with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

If a martial artist already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Overpower (Ex)

At 3rd level, a martial artist's training teaches her how to overcome the damage reduction of some enemies. When using martial arts, the martial artist's attacks ignore DR /magic.

At 7th level, the martial artist's attacks ignore DR /cold iron and DR /silver.

At 11th level, the martial artist's attacks overcome Damage Reduction against any alignment.

At 15th level, the martial artist's attacks overcome DR /adamantine.

At 19th level, the martial artist's attacks overcome any Damage Reduction a creature may have, including DR /–.

Debilitating Injury (Ex)

At 4th level, whenever a martial artist deals damage to a foe while using martial arts, she can also debilitate the target of her attack, causing it to take a penalty for 1 round (this is in addition to any penalty caused by other effects or special abilities). The martial artist can choose to apply any one of the following penalties when the damage is dealt.

Bewildered: The target becomes bewildered, taking a –2 penalty to AC. The target takes an additional –2 penalty to AC against all attacks made by the martial artist. At 10th level and 16th level, the penalty to AC against attacks made by the martial artist increases by –2 (to a total maximum of –8).

Disoriented: The target takes a –2 penalty on attack rolls. In addition, the target takes an additional –2 penalty on all attack rolls it makes against the martial artist. At 10th level and 16th level, the penalty on attack rolls made against the martial artist increases by –2 (to a total maximum of –8).

Hampered: All of the target's speeds are reduced by half (to a minimum of 5 feet). In addition, the target cannot take a 5-foot step.

These penalties do not stack with themselves, but additional martial arts attacks extend the duration by 1 round. A creature cannot suffer from more than one penalty from this ability at a time. If a new penalty is applied, the old penalty immediately ends. Any form of healing applied to a target suffering from one of these penalties also removes the penalty.

Skill Versatility (Ex)

At 5th level, a martial artist can use his bonus in Acrobatics in place of his bonus in another skill of his choice. When substituting in this way, the martial artist uses his total Acrobatics skill bonus, including class skill bonus, in place of the chosen skill, whether or not he has ranks in that skill or if it is a class skill. At 10th level, and again at 15th level, the martial artist can select an additional type of Perform to substitute.

The skills from which a martial artist can choose are: Bluff (feint only), Climb, Escape Artist, Handle Animal, Intimidate, Perform (act, comedy, dance, or percussion), Profession, Ride, Sleight of Hand, Stealth, Swim, and Use Magic Device.

Weapon Training (Ex)

Starting at 5th level, whenever a martial artist makes a martial arts attack, he gains a +1 bonus on attack and damage rolls. Every four levels thereafter (9th, 13th, and 17th), the bonus increases by +1. Bonuses granted from other sources of weapon training stack only to the maximum available to a martial artist of the appropriate level.

A martial artist also adds this bonus to any combat maneuver checks made with monk weapons and unarmed strikes. This bonus also applies to the martial artist's Combat Maneuver Defense when defending against disarm and sunder attempts made against her weapons.

Improved Uncanny Dodge (Ex)

At 6th level, a martial artist can no longer be flanked. This defense denies a rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target has martial artist levels.

If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Shared Space (Ex)

At 7th level, a martial artist can share her space with another creature of her size or smaller. Neither the martial artist nor that creature take any penalty for doing so. If the martial artist and that creature attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Advanced Weapon Training (Ex)

Beginning at 9th level, a martial artist can choose an advanced weapon training option for any weapon group with which she is proficient. She treats her martial artist levels as fighter levels for the purpose of meeting any prerequisites.

Improved Evasion (Ex)

At 9th level, a martial artist's evasion ability improves. He still takes no damage on successful Reflex saving throws against attacks, but henceforth he takes only half damage on failed saves. A helpless monk does not gain the benefit of improved evasion.

Fuse Style (Ex)

At 14th level, a martial artist can have up to two different style feats active at once. She must still activate each as a swift action, but when she switches styles, she can choose one style whose stance is already active to persist.

Boar Style (Combat, Style)

Prerequisites: Improved Unarmed Strike, Intimidate 2 ranks.

Benefit: You can deal bludgeoning damage or slashing damage with your unarmed strikes—changing damage type is a free action. While using this style, once per round when you hit a single foe with two or more unarmed strikes, you can tear flesh. When you do, you deal 2d6 extra points of damage with the attack.

Crane Style (Combat, Style)

Prerequisites: Dodge, Improved Unarmed Strike, base attack bonus +2.

Benefit: You take only a -2 penalty on attack rolls for fighting defensively. While using this style and fighting defensively or using the total defense action, you gain an additional +1 dodge bonus to your Armor Class.

Tiger Style (Combat Style)

Prerequisites: Improved Unarmed Strike, base attack bonus +2.

Benefit: While using this style, you gain a +2 bonus to your CMD against bull rush, overrun, and trip maneuvers. You can also deal slashing damage with your unarmed strikes. Whenever you score a critical hit with your slashing unarmed strike, your opponent also takes 1d4 points of bleed damage at the start of his next two turns.

Normal: Unarmed strikes deal bludgeoning damage.

Weapon Mastery (Ex)

At 20th level, any attacks a martial artist makes while using martial arts automatically confirm all critical threats and have their damage multiplier increased by 1 ($\times 2$ becomes $\times 3$, for example). In addition, she cannot be disarmed while wielding a weapon with which she is proficient.

Martial Artist Favored Class Bonuses

Any Large or Larger: Deal +1/5 damage when using martial arts.

Any Small or Smaller: You can share your space with up to 1/4 additional creatures, as with shared space. Only up to 1 creature without shared space, or a similar ability, takes no penalty for doing so.

Dwarf: Gain +2 hit points. This does not stack with Toughness.

Elf: Add +1/3 to the martial artist's defensive instinct class ability.

Fiari ^{v2}: Add +1/2 on critical hit confirmation rolls made with unarmed attacks (to a maximum bonus of +4). This bonus does not stack with Critical Focus.

Leporine ^{v2}: Add a +1 bonus on Acrobatics checks made to jump.

Minotaur ^{v2}: Add +1 to the martial artist's CMD when resisting a grapple or overrun.

Nerude ^{v2}: Add +1/3 to the martial artist's AC bonus class ability.

Orc: Add a +1/2 bonus on Bluff checks to feint and Intimidate checks to demoralize.

Human: Gain +1/4 of a skill versatility option.

Runekin ^{v2}: Reduce the Hardness of any object made of clay, stone, or metal by 1 whenever the object is struck by the martial artist's unarmed strike (minimum of 0).

Slime: Gain a +1/4 bonus on all Fortitude saves.

Table: Pet Monster Trainer

Base						Forges per Day						
Level	Bonus	Attack	Fort	Ref	Will		1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Life link, monster lore, pet monster (CR 1/2)	1	—	—	—	—	—	
2nd	+1	+0	+0	+3	Maker's call (1/day), toughness, trainer's instinct	2	—	—	—	—	—	
3rd	+1	+1	+1	+3	2nd-level companion spells, pet monster (CR 1), run with me	3	—	—	—	—	—	
4th	+2	+1	+1	+4	Shield ally, trainer's instinct	3	1	—	—	—	—	
5th	+2	+1	+1	+4	3rd-level companion spells, pet monster (CR 2)	4	2	—	—	—	—	
6th	+3	+2	+2	+5	Bond senses, maker's call (2/day)	4	3	—	—	—	—	
7th	+3	+2	+2	+5	4th-level companion spells, pet monster (CR 4)	4	3	1	—	—	—	
8th	+4	+2	+2	+6	Trainer's instinct, transposition	4	4	2	—	—	—	
9th	+4	+3	+3	+6	5th-level companion spells, pet monster (CR 5)	5	4	3	—	—	—	
10th	+5	+3	+3	+7	Maker's call (3/day)	5	4	3	1	—	—	
11th	+5	+3	+3	+7	6th-level companion spells, pet monster (CR 7)	5	4	4	2	—	—	
12th	+6/+1	+4	+4	+8	Greater shield ally, trainer's instinct	5	5	4	3	—	—	
13th	+6/+1	+4	+4	+8	7th-level companion spells, pet monster (CR 9)	5	5	4	3	1	—	
14th	+7/+2	+4	+4	+9	Maker's call (4/day)	5	5	4	4	2	—	
15th	+7/+2	+5	+5	+9	8th-level companion spells, pet monster (CR 11)	5	5	5	4	3	—	
16th	+8/+3	+5	+5	+10	Life bond, trainer's instinct	5	5	5	4	3	1	
17th	+8/+3	+5	+5	+10	9th-level companion spells, pet monster (CR 13)	5	5	5	4	4	2	
18th	+9/+4	+6	+6	+11	Maker's call (5/day)	5	5	5	5	4	3	
19th	+9/+4	+6	+6	+11	Pet monster (CR 15)	5	5	5	5	5	4	
20th	+10/+5	+6	+6	+12	Maker's call (at will), trainer's instinct	5	5	5	5	5	5	

Pet Monster Trainer

Summoners often throw in their lot with polymorphic outsiders who mock the form of true monsters, gaining their power through evolution and a malleable pool of abilities. But sometimes, a summoner wishes instead to draw on the power of creatures other than outsiders; to have static, steadily more powerful allies that they raise over time. These specialized summoners are known as pet monster trainers.

Role: Pet monster trainers make up for their weaker combat abilities by controlling powerful companions they refer to as their pet monsters.

Note: The pet monster trainer is an alternate class for the unchained summoner class.

Alignment: Any.

Hit Die: d6.

Starting Wealth: $4d6 \times 10$ gp (average 140 gp.)

Class Skills

The pet monster trainer's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Fly (Dex), Handle Animal (Wis), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Profession (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the pet monster trainer.

Weapon and Armor Proficiency

Pet monster trainers are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield.

Pet Monster (Ex)

At 1st level, a pet monster trainer forms a special bond with a creature that she keeps with her at all times. This functions as a summoner's eidolon, except that instead of gaining evolution points, the pet monster trainer's companion gets steadily

more powerful as she gains levels. At 1st level, the companion can be any non-humanoid with a Challenge Rating (CR) of 1/2 or lower. The pet monster trainer can direct her companion to act in combat using equivalent actions (it moves as a move action, attacks as a standard action, and so on). The trainer does not draw attacks of opportunity when directing her pet monsters, but the monsters themselves can.

Pet monsters do not gain spell-like, supernatural, or extraordinary abilities that duplicate spells. Instead, those abilities are treated as spells and can be cast by the companion once the pet monster trainer has access to spells of that level (see below). For this purpose, the spell is learned by the pet monster at the lowest possible level (so a cleric 2, sorcerer/wizard 3 spell can be cast as a 2nd-level pet monster trainer spell). While other abilities gained by pet monsters are not limited in this way, some long-term effects, such as most diseases, won't play a significant role in combat since those effects can take days to manifest.

Beginning at 3rd level, a pet monster trainer can spend 1 day of downtime to exchange her companion for another with a CR of 1 or lower. Alternatively, she can gain a second CR 1/2 creature. The trainer can direct any number of her companions with the same action, but only one companion can be directed to cast a spell each round (see below).

At 5th level, and every odd level thereafter, the CR of creature a pet monster trainer can direct increases according to Table: Pet Monster Trainer. She can direct up to 5 companions at a time with a final group CR totaling her current limit, so a 19th level pet monster trainer can direct one CR 15 creature, two CR 13, three CR 12, four CR 11, or 5 CR 10 creatures.

Spells

A pet monster trainer does not cast spells herself. Instead, the bond with her companions grants those creatures spells known. Monsters that usually do not cast spells (such as bulettes) gain at least 1 spell per spell level from the general pet monster trainer spell lists below, based on their general body shape. Pet monsters with spells of their own gain access to the spells below in addition to those they learn inherently.

The pet monster trainer can direct one of her companions to cast any spell it knows without preparing it ahead of time, using the pet monster trainer's spell slots. Only one companion can cast a spell in this way each round. To direct a monster to cast a spell, a pet monster trainer must have a Charisma score equal to at least $10 + \text{the spell level}$. The Difficulty Class (DC) for a saving throw against a pet monster trainer's spell is $10 + \text{the spell level} + \text{the pet monster trainer's Charisma modifier}$.

Spells per Day: Like other spellcasters, a pet monster trainer can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Pet monster trainer. In addition, she receives bonus spells per day if she has a high Charisma score.

Companion Spells (Sp): At 3rd level, a pet monster's ability to cast spells against other companions increases at a faster rate than the pet monster trainer. When all targets of a spell are companions or summoned creatures (including, but not limited to animal companions, eidolons, familiars, and pet monsters), the pet monster can be directed to cast 2nd level spells instead. At every odd level beyond 3rd, the pet monster can cast higher level spells against these creatures, as indicated on Table: Pet Monster Trainer. The pet monster trainer must be aware that all targets qualify before directing her companion to cast such a spell.

Life Link (Su)

Pet monster trainers are linked to their companions preventing natural healing on the part of the monsters. This functions as life link, except the pet monster trainer is linked to each of her companions.

Monster Lore (Ex)

A pet monster trainer adds her Wisdom modifier on Knowledge skill checks in addition to her Intelligence modifier, when making skill checks to identify the abilities and weaknesses of creatures.

Maker's Call (Su)

At 2nd level, as a standard action, a pet monster trainer can call her eidolon to her side. This functions as *dimension door*, using the pet monster trainer's caster level. When this ability is used, the companion appears adjacent to the pet monster trainer (or as close as possible if all adjacent spaces are occupied). If the companion is out of range, the ability is wasted. The pet monster trainer can use this ability once per day at 2nd level, plus one additional time per day for every four levels beyond 2nd. At 20th level, she can use maker's call at will.

Toughness (Ex)

At 2nd level, a pet monster trainer gains Toughness as a bonus feat.

Trainer's Instinct (Ex)

At 2nd level, when unarmored, not using a shield, unencumbered, and conscious, the pet monster trainer adds her Wisdom bonus (if any) to her AC and CMD. In addition, the pet monster trainer gains a +1 bonus to her AC and CMD at 4th level. This bonus increases by 1 for every 4 pet monster trainer levels thereafter (up to a maximum of +5 at 20th level).

These bonuses to AC apply even against touch attacks and when the pet monster trainer is flat-footed. She loses these bonuses when she is immobilized or helpless. These bonuses do not stack with the monk AC bonus class feature.

Monster Spells?

A pet monster trainer with access to *Mystical: Kingdom of Monsters* by Northwinter Press can direct her companions to cast spells they would learn from that source, or any similar source, instead.

Run With Me (Ex)

At 3rd level, whenever a pet monster trainer directs one or more of her companions to move as a move action, she can also move up to half her speed. When she moves up to her full speed, the pet monster trainer can also direct one or more of her companions to move up to half their speed.

Shield Ally (Ex)

At 4th level, whenever a pet monster trainer is within reach of one of her companions, she gains a +2 shield bonus to her Armor Class and a +2 circumstance bonus on her saving throws. This bonus does not apply if the companion is grappled, helpless, paralyzed, stunned, or unconscious.

Bond Senses (Ex)

At 6th level, a pet monster trainer can, as a standard action, share the senses of one of her companions, hearing, seeing, smelling, tasting, and touching everything the monster does. She can use this ability a number of rounds per day equal to her pet monster trainer level. There is no maximum range to this effect, but the companion and the trainer must be on the same plane. The pet monster trainer can end this effect as a free action.

Transposition (Su)

At 8th level, a pet monster trainer can use her maker's call ability to swap locations with one of her companions. If the companion occupies more squares than the trainer, the pet monster trainer can appear in any square occupied by the companion. The companion must occupy the square that was occupied by the trainer if able, or as close as possible if it is not able.



Greater Shield Ally (Su)

At 12th level, whenever an ally is within reach of one of the pet monster trainer's companions, the ally gains a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. If this ally is the pet monster trainer, these bonuses increase to +4. This bonus does not apply if the companion is grappled, helpless, paralyzed, stunned, or unconscious.

Life Bond (Su): At 16th level, the pet monster trainer's life link with her companions becomes stronger. As long as her companion with the fewest remaining hit points has 1 or more hit points, the summoner is protected from harm. Damage in excess of that which would reduce the summoner to 0 hit points is instead transferred to that companion. This damage is transferred 1 point at a time, meaning that as soon as the companion is reduced to 0 hit points, all excess damage remains with the pet monster trainer. Effects that cause death but don't deal damage are unaffected by this ability. This ability does not affect spells such as *baleful polymorph*, *flesh to stone*, *imprisonment*, or other spells that don't deal damage.

General Pet Monster Trainer Spells

Aberrant Spell List

1st—aphasia, heightened awareness; 2nd—abolet's lung, eagle's splendor; 3rd—fearsome duplicate, healing thief; 4th—calcific touch, fear; 5th—feast on fear, feeblemind; 6th—mass eagle's splendor, transformation; 7th—hungry darkness, spell turning; 8th—iron body, symbol of insanity; 9th—mass hold monster, power word kill

Biped Spell List

1st—adjudging step, aspect of the falcon; 2nd—bull's strength, gallant inspiration; 3rd—blade of bright victory, keen edge; 4th—eyes of the void, find quarry; 5th—righteous might, spellsteal; 6th—holy sword, mass bull's strength; 7th—mage's sword, waves of exhaustion; 8th—iron body, sunburst; 9th—mass hold monster, weird

Quadruped Spell List

1st—anticipate peril, blend; 2nd—bloodhound, bear's endurance; 3rd—countless eyes, poison; 4th—battle trance, bloody claws; 5th—aspect of the wolf, spell resistance; 6th—mass bear's endurance, slay living; 7th—banishment, power word blind; 8th—iron body, symbol of insanity; 9th—mass hold monster, wail of the banshee

Serpentine Spell List

1st—adhesive spittle, cause fear; 2nd—cat's grace, chameleon stride; 3rd—burrow, spit venom; 4th—dragon's breath, strong jaw; 5th—absorb toxicity, blessing of the salamander; 6th—flesh to stone, mass cat's grace; 7th—expend, symbol of stunning; 8th—iron body, mass charm monster; 9th—mass hold monster, ride the lightning

Volwrynn Marksman

The reality known as Volwrynn is home to talented archers of all races, from humans to orcs. Even gnomes have found a way to incorporate their love of technology into the hunter's path.

Marksman are experts at ranged combat, capable of tremendous skill with bow, crossbow, or firearm. They use specially crafted ammunition and techniques to defeat their targets.

Role: Volwrynn marksmen excel at bringing enemies down from long range. With the right options, they can become snipers, or learn to combat enemies near or far using their ranged weapon of choice.

Alignment: Any.

Hit Die: d10.

Parent Classes: Ranger and rogue.

Starting Wealth: $4d6 \times 10$ gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The Volwrynn marksman's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (engineering) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the marksman.

Weapon and Armor Proficiency: Marksmen proficient with all simple weapons, plus all bows and firearms. They are proficient with light and medium armor, but not shields.

Sniper Training (Ex)

Once per round, when a Volwrynn marksman hits a creature with a ranged attack, he can choose to deal 1d6 additional damage to that creature. The marksman cannot leave his current space before or after he uses sniper training. This additional damage is precision damage; it does not multiply on a critical hit.

At 3rd level, and every odd marksman level thereafter, a Volwrynn marksman increases his sniper training damage by 1d6, to a maximum of 10d6 additional damage at 19th level.

Table: Volwrynn Marksman

Level	Base Attack Bonus	Fort	Ref	Will	Special
		Save	Save	Save	
1st	+1	+0	+2	+0	Sniper training +1d6, steady shot (+1 attack)
2nd	+2	+0	+3	+0	Marksman shot, track
3rd	+3	+1	+3	+1	Hunter talent, sniper training +2d6
4th	+4	+1	+4	+1	Disengage, steady shot (+2 damage)
5th	+5	+1	+4	+1	Sniper training +3d6
6th	+6/+1	+2	+5	+2	Uncanny Dodge
7th	+7/+2	+2	+5	+2	Sniper training +4d6, woodland stride
8th	+8/+3	+2	+6	+2	Hunter talent, steady shot (+2 attack)
9th	+9/+4	+3	+6	+3	Evasion, sniper training +5d6
10th	+10/+5	+3	+7	+3	Improved uncanny dodge, marksman shot
11th	+11/+6/+1	+3	+7	+3	Sniper training +6d6, swift tracker
12th	+12/+7/+2	+4	+8	+4	Quarry, steady Shot (+4 damage)
13th	+13/+8/+3	+4	+8	+4	Hunter talent, sniper training +7d6
14th	+14/+9/+4	+4	+9	+4	Camouflage, marksman shot
15th	+15/+10/+5	+5	+9	+5	Sniper training +8d6
16th	+16/+11/+6/+1	+5	+10	+5	Improved evasion
17th	+17/+12/+7/+2	+5	+10	+5	Hide in plain sight, sniper training +9d6
18th	+18/+13/+8/+3	+6	+11	+6	Hunter talent, marksman shot
19th	+19/+14/+9/+4	+6	+11	+6	Improved quarry, sniper training +10d6
20th	+20/+15/+10/+5	+6	+12	+6	Marksman shot, master shot

Steady Shot (Ex)

As an immediate action, a Volwrynn marksman can gain a +1 bonus on attacks with a ranged weapon of his choice until the start of his next turn. This functions as the Weapon Focus feat when meeting the prerequisites of other feats that require Weapon Focus. The marksman only benefits from those feats when he uses steady shot, unless he also has Weapon Focus in the weapon he wields. He also counts his marksman level as his fighter level for this purpose.

Beginning at 4th level, a Volwrynn marksman who uses steady shot also deals +2 damage with his attacks until the start of his next turn. This counts as Weapon Specialization, and functions just like the Weapon Focus benefit described above.

Beginning at 8th level, the marksman's steady shot grants a +2 total bonus on attacks and counts as Greater Weapon Focus as well. At 12th level, his bonus to damage increases to +4 and counts as Greater Weapon Specialization.

Marksman Shots

Starting at 2nd level, a Volwrynn marksman learns how to create special ammunition that only he knows how to fire properly. Every day, he can create a number of marksman shots equal to his Intelligence modifier + half his Volwrynn marksman level.

A Volwrynn marksman learns how to create 1 marksman shot at 2nd level, plus additional marksman shots at 6th, 10th, 14th, 18th, and 20th level.

A full list of marksman shots can be found at the end of this section.

Track (Ex)

At 2nd level, a Volwrynn marksman adds half his level (minimum 1) to Survival skill checks made to follow tracks.

Hunter Talents

At 3rd level, and every 5 levels thereafter, a Volwrynn marksman gains a hunter talent of his choice. A full list of hunter talents can be found at the end of this section.

Disengage (Ex)

At 4th level, when an opponent attempts a melee attack against a Volwrynn marksman, the marksman can spend his attack of opportunity to move 5 feet. Doing so grants the marksman a +2 dodge bonus to AC against the triggering attack. This movement doesn't negate the attack, which is still resolved as if the marksman had not moved from her previous square.

After using disengage, the marksman cannot use it again for 1d4 rounds.

Uncanny Dodge (Ex)

Starting at 6th level, a Volwrynn marksman can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dex bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A Volwrynn marksman with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a Volwrynn marksman already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Woodland Stride (Ex)

Starting at 7th level, a Volwrynn marksman may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Evasion (Ex)

When he reaches 9th level, a Volwrynn marksman can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the marksman is wearing light armor, medium armor, or no armor. A helpless marksman does not gain the benefit of evasion.

Improved Uncanny Dodge (Ex)

At 10th level and higher, a Volwrynn marksman can no longer be flanked. This defense denies a rogue the ability to sneak attack the marksman by flanking him, unless the attacker has at least four more rogue levels than the target has marksman levels.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Swift Tracker (Ex)

Beginning at 11th level, a Volwrynn marksman can move at his normal speed while using Survival to follow tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

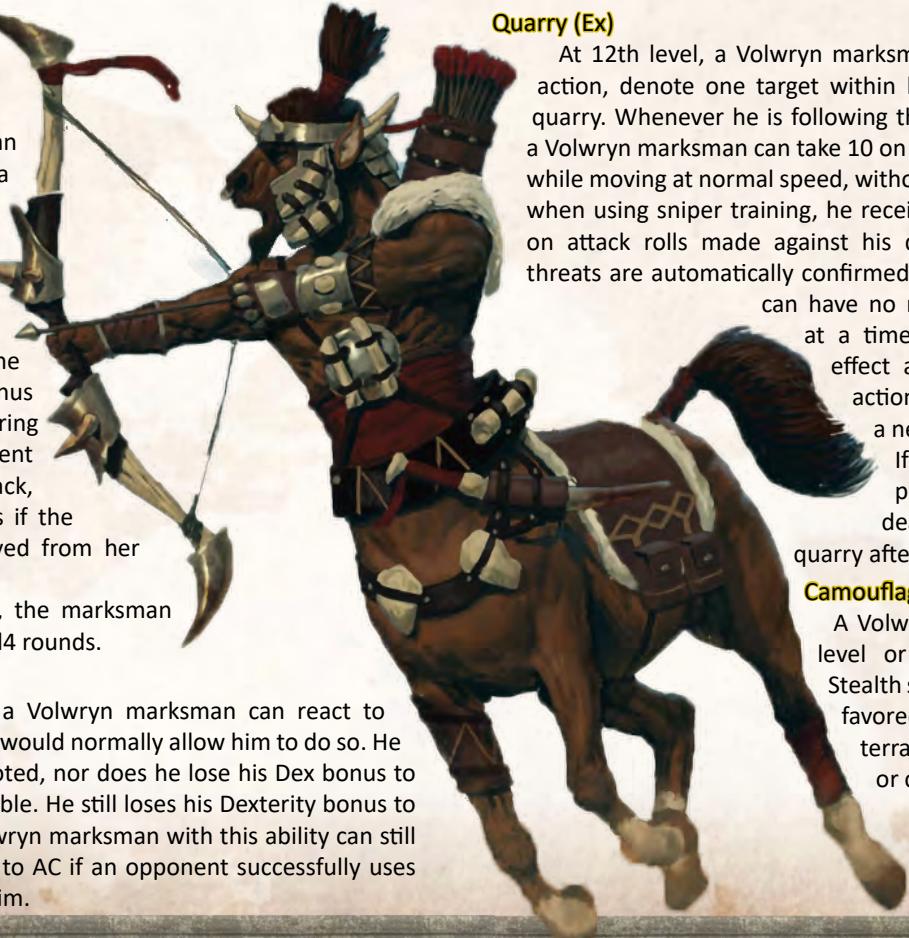
Quarry (Ex)

At 12th level, a Volwrynn marksman can, as a standard action, denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, a Volwrynn marksman can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, when using sniper training, he receives a +2 insight bonus on attack rolls made against his quarry, and all critical threats are automatically confirmed. A Volwrynn marksman can have no more than one quarry at a time. He can dismiss this effect at any time as a free action, but he cannot select a new quarry for 24 hours.

If the marksman sees proof that his quarry is dead, he can select a new quarry after waiting 1 hour.

Camouflage (Ex)

A Volwrynn marksman of 14th level or higher can use the Stealth skill to hide in any of his favored terrains, even if the terrain doesn't grant cover or concealment.



Improved Evasion (Ex)

At 16th level, a Volwrynn marksman's evasion improves. This ability works like evasion, except that while the marksman still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless marksman does not gain the benefit of improved evasion.

Hide in Plain Sight (Ex)

While in any of his favored terrains, a Volwrynn marksman of 17th level or higher can use the Stealth skill even while being observed.

Improved Quarry (Ex)

At 19th level, the marksman's ability to hunt his quarry improves. He can now select a quarry as a free action, and can now take 20 while using Survival to track his quarry, while moving at normal speed without penalty. His insight bonus to attack his quarry increases to +4. If his quarry is killed or dismissed, he can select a new one after 10 minutes have passed.

Master Shot (Ex)

Upon reaching 20th level, a Volwrynn marksman becomes incredibly deadly when dealing damage with his sniper training. Each time the marksman deals sniper training damage, he can choose one of the following three effects:

- The target is put to sleep for 1d4 hours.
- The target is paralyzed for 2d6 rounds.
- The target is slain.

Regardless of the effect chosen, the target receives a Fortitude save to negate the additional effect. The DC of this save is equal to $10 + 1/2$ the marksman's level + his Intelligence modifier. Once a creature has been the target of a master shot, regardless of whether or not the save is made, that creature is immune to that marksman's master shot for 24 hours. Creatures that are immune to sniper training damage are also immune to this ability.

Marksman Shots

Unless noted otherwise, marksman shots are loaded into a weapon like any other ammunition, but using them once they are loaded may require different circumstances.

Any saves required by a marksman shot are made at $DC 10 + 1/2$ the marksman's level + his Intelligence modifier.

Aimed Shot (Ex)

Requires a +6 base attack bonus. When you use the attack action, you can make one attack with aimed shot at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

At base attack +11, you can roll the weapon's damage dice three times instead. At base attack +16, you can roll four times instead.

Arcane Shot (Sp)

When making an attack with arcane shot, your attack counts as a spell with a level equal to half your Volwrynn marksman level (maximum 9th).

The attack is a ranged touch attack, and the target's Damage Reduction doesn't apply, but Spell Resistance does.

Cobra Shot (Ex)

Cobra shot is always loaded as a free action and can be used to make an attack once per round as a swift action.

Concussive Shot (Ex)

A creature hit by concussive shot reduces its movement speed by half (to a minimum of 5 feet) for 1 round.

Counter Shot (Ex)

A creature within your weapon's first range increment that casts a spell must cast defensively or draw an attack of opportunity from your counter shot.

Explosive Shot (Su)

When using sniper training with an explosive shot, your sniper training damage splashes for minimum damage to each creature within 5 feet of the initial target. A successful Reflex save negates the splash damage.

Multi-Shot (Ex)

When making a full-attack action with a ranged weapon, your first attack uses two ammunition. If the attack hits, the target takes damage from both. Apply precision-based damage (such as sniper's training) and critical hit damage only once for this attack. Damage bonuses from using a composite bow with a high Strength bonus apply to each, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each ammunition.

Piercing Shot (Ex)

An attack made with piercing shot is always made against the target's touch AC (you still have to beat the target's regular AC by 5 or more to trigger lock and load or volley).

Serpent Shot (Su)

A creature hit by serpent shot may be poisoned.

Serpent Poison—Injury; save Fort; frequency 1/round for 6 rounds; effect 1 Con; cure 1 save.

True Shot (Sp or Su)

Requires arcane shot, multi-shot, and hunter's mark. A true shot counts as an arcane shot or multi-shot when used (your choice), and also applies hunter's mark as a free action.

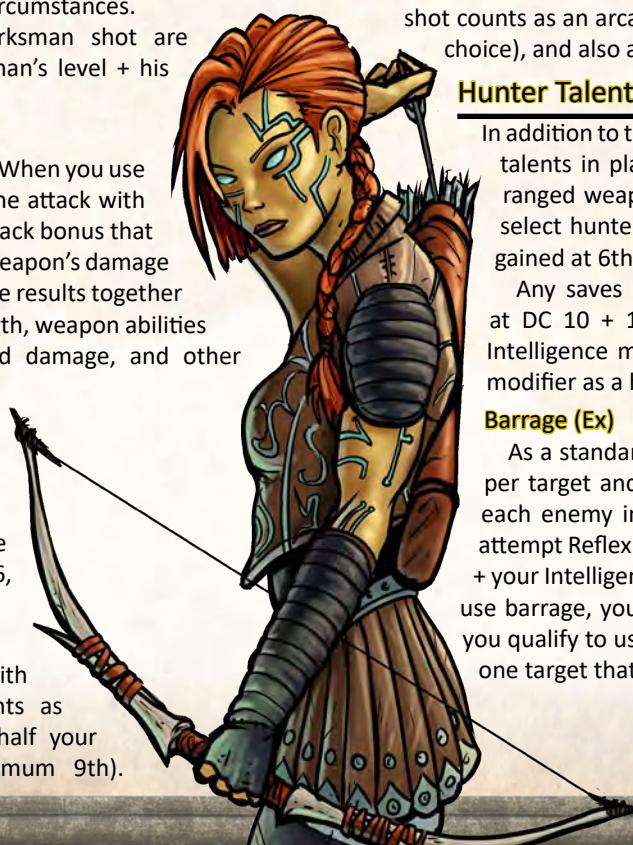
Hunter Talents

In addition to the marksman, hunters can select hunter talents in place of teamwork feats. Rangers with a ranged weapon combat style (such as archery) can select hunter talents in place of combat style feats gained at 6th level and above.

Any saves required by a hunter talent are made at $DC 10 + 1/2$ the marksman's level + his either Intelligence modifier as a marksman or his Wisdom modifier as a hunter or ranger).

Barrage (Ex)

As a standard action, you can spend 1 ammunition per target and deal your ranged weapon damage to each enemy in a 15-foot cone. Those creatures can attempt Reflex saves ($DC 10 + 1/2$ your marksman level + your Intelligence modifier) for half damage. Once you use barrage, you cannot use it again for 1d4 rounds. If you qualify to use sniper training, you can use it against one target that fails its save.



Careful Aim (Ex)

Requires aimed shot. If your first attack against a creature is a successful aimed shot, that attack is a critical threat. Once you have used this against a creature, it becomes immune to careful aim for 24 hours.

Double Tap (Ex)

You gain Rapid Shot as a bonus feat. If you already have Rapid Shot and a base attack bonus of +6 or higher, you can make an additional ranged attack as part of a full-attack action when using Rapid Shot, but that attack is made with the same bonus as your first additional attack gained for having a high base attack bonus.

Eagle Eye (Su)

You reduce the chance to miss a creature with concealment or total concealment by half (10% and 25%, respectively). Invisible creatures, and you gain a +10 bonus on Perception checks to pinpoint the location of an invisible creature you are aware of.

Exhilaration (Sp)

As a standard action, you can expend one or more unused marksman shots to cast a *cure wounds* spell with a spell level equal to the number of shots expended (maximum 4 shots and *cure critical wounds*).

Feign Death (Su)

When a creature hits you with an attack, you can fall prone and attempt a Bluff check as a free action to appear dead. You gain a +2 bonus on this check if you are at or below 50% of your maximum hit points, and a +5 bonus if you are at or below 20% of your maximum hit points.

Flare (Sp)

As a full-round action, you can expend two ammunition and cast *glitterdust* as a sorcerer of your Volwrynn marksman level.

Hunter Aspect (Su)

You gain one animal focus as a hunter of your Volwrynn marksman level. You can select this talent more than once.

Hunter's Mark (Su)

As a swift action, choose one creature. You can use sniper's training against that creature even if you have moved this round. This lasts until the creature leaves your line of sight or you choose another creature as a swift action.

Improved Disengage (Ex)

After using disengage, you cannot use it again for 1d4-1 rounds. You can still only use disengage once per turn.

Lethal (Ex)

Requires arcane shot or multi-shot. When you use arcane shot or multi-shot and beat the target's AC by 5 or more, you can load new ammunition as a free action.

Lock and Load (Ex)

Requires aimed shot. If your first attack on your turn beats the target's AC by 5 or more, you can choose to make the attack an aimed shot as a free action (you still use the ammunition you loaded). You gain no additional attacks that turn.

Master Marksman (Sp)

Requires aimed shot, arcane shot, and multi-shot. When you hit a creature with aimed shot, you can create and load an arcane shot or multi-shot as a free action (using one of any ammunition).

Misdirection (Ex)

When a creature would attack you and you have an ally within 5 feet of it, you can attempt a Bluff check to feint as an immediate action. If you succeed, the creature attacks your ally instead.

Shot Caller (Ex)

Requires true shot. When you use arcane shot or multi-shot, you can load true shot as a free action.

Steady Focus (Ex)

When you use steady shot, the benefit lasts for 1 additional round.

Streamline (Ex)

Requires a +6 base attack bonus. You gain a +3 bonus on additional attacks you make for having a high base attack bonus.

Swarm (Sp)

Requires arcane shot. You can cast *summon swarm* as a sorcerer of your Volwrynn marksman level, but only to summon a swarm of bats that targets a single creature you hit with arcane shot on your last turn.

Trapmaker

You learn a number of ranger traps equal to your Intelligence modifier (as a Volwrynn marksman) or your Wisdom modifier (as a hunter or ranger). You can create traps in place of marksman shots. If you don't have marksman shots, you can create a number of traps equal to the above ability score + 1/2 your level in that class.

Volley (Su)

When you use regular ammunition and beat a target's AC by 5 or more, you can repeat the attack against another creature within 5 feet of the initial target. You can do this once for each creature within 5 feet of the initial target, as long as you continue to beat the new target's AC by 5 or more. It does not use additional ammunition.

Volwrynn Marksman Favored Class Bonuses

Dwarf: Gain +1/6 of a new marksman shot.

Elf: Deal +1/2 damage with sniper training, to a maximum of the marksman's Dexterity bonus (minimum 1). This bonus does not stack with the added damage of a composite longbow.

Gnome: Gain a +1/3 dodge bonus to AC against the triggering attack when using disengage, to a maximum of the marksman's Intelligence bonus (minimum 1).

Goblin: Gain +1/6 of a new hunter talent.

Human: Add +1/4 to the number of marksman shots the marksman can create each day.

Kitsune: The marksman can cast *fox's cunning* once per day as a spell-like ability. That effect lasts for 1 round. Each time this is selected after the first, the effect lasts for +1/3 round.

Minotaur ^{v2}: The marksman can cast *bull's strength* once per day as a spell-like ability. That effect lasts for 1 round. Each time this is selected after the first, the effect lasts for +1/3 round.

Orc: Deal +1/2 damage with sniper training, to a maximum of the marksman's Strength bonus (minimum 1). This bonus does not stack with the added damage of a composite longbow.

Reborn ²⁰¹⁸: Add +1 ft. to the distance moved with disengage. In combat this option has no effect unless the marksman has selected it five times (or another increment of five).

Tiefling: Deal +1/2 damage with sniper training, to a maximum of the marksman's Intelligence bonus (minimum 1). This bonus does not stack with the added damage of a composite longbow.

Trollkin ^{v2}: The marksman can cast *cat's grace* once per day as a spell-like ability. That effect lasts for 1 round. Each time this is selected after the first, the effect lasts for +1/3 round.

Ursaren ^{v1}: The marksman can cast *bear's endurance* once per day as a spell-like ability. That effect lasts for 1 round. Each time this is selected after the first, the effect lasts for +1/3 round.

Archetypes

and class options



Alchemist

Volwry Discoveredies

The alchemists, gearbreakers, and tinkerers on Volwry have made a number of previously unknown discoveries that they are able to teach new members of those classes seeking different options and alternative ways to deal with threats.

Dimensional Ripper

Traveling between different time periods and realities is almost commonplace on Volwry, so the gearbreakers there have developed spacial and temporal transportation in the form of dimensional rippers.

Prerequisite: Alchemist 10, arcane tinkerer 10, or gearbreaker 10.

Benefit: The alchemist gains the ability to travel to a predetermined location on the same plane. This works like the *teleport* spell cast by a sorcerer or wizard, except as follows:

- The alchemist must first spend at least 1 day in the location to which he plans to teleport, calibrating the dimensional ripper.
- Activating the dimension ripper is a full-round action that draws attacks of opportunity as normal for any spell.
- Regardless of the destination, the alchemist rolls percentiles as though he'd only viewed it once.

Alternatively, the alchemist can activate his dimensional ripper as a standard action to purposefully travel to a false destination on a roll of 1 – 92. He still has a chance of mishap on a roll of 93 – 100.

Energy Resistance

Elementals have a major presence on the world of Volwry, necessitating additional protection against their power. Thankfully for that reality's tinkerers, they have the alchemical means of toughening their skin against such energies.

Benefit: The alchemist chooses one energy type (acid, cold, electricity, or fire) and gains energy resistance 5 against the chosen type. If he also has the elemental mutagen discovery and his resistance to that energy would be 25 or greater, he instead becomes immune to damage of the chosen type.

An alchemist can select this discovery more than once, but only up to four times for one energy type. Its effects stack.

Sapper Charge

Not all bombs are created equal, and sapper charges are among the most dangerous explosives Volwry has to offer.

Benefit: The alchemist can create and explode a sapper charge as a full-round action. This functions as creating and exploding three bombs, except the range becomes a 30-foot-radius burst centered on the alchemist, the targets are every creature in the burst, and the sapper charge deals 2 additional fire damage for every 1d6 fire damage a normal bomb would deal (Reflex half).

A sapper charge can be modified with other discoveries just like any bomb. If the alchemist also has the fast bombs discovery, he can create and explode a sapper charge as a standard action instead.

Trans-Dimensional Ripper

The most talented of gearbreakers can tear between different planes of existence as well as across great distances.

Prerequisites: Dimensional ripper discovery; alchemist 14, arcane tinkerer 14, or gearbreaker 14.

Benefit: The alchemist gains the ability to travel to a predetermined location on any plane. This works like the *plane shift* spell cast by a sorcerer or wizard, except as follows:

- The spell can only target the alchemist and his willing allies.
- The alchemist must first spend at least 1 day in the location to which he plans to plane shift, calibrating the trans-dimensional ripper.
- Activating the trans-dimensional ripper is a full-round action that draws attacks of opportunity as normal for any spell.
- Regardless of the destination, the alchemist rolls percentiles as though he'd only viewed the location once and was casting *teleport*.

Alternatively, the alchemist can activate his trans-dimensional ripper as a standard action to purposefully travel to a false destination on a roll of 1 – 92. He still has a chance of mishap on a roll of 93 – 100.

Arcane Tinkerer

Volwryngeneer (Archetype)

The technological advances on Volwry have aided the Collective's arcane tinkerers in their efforts to focus less on magic and more on their mechanical talents. Those who study both as both gearbreakers and arcane tinkerers have taken to calling themselves volwryngeneers.

Throw Anything (Ex): At 1st level, a volwryngeneer gains Throw Anything as a bonus feat. This replaces Arcane Strike at 1st level.

Attunement (Su): A volwryngeneer gains Arcane Strike as a bonus feat at 2nd level. At 10th level, he gains attunement. At 14th, 18th, and 20th level, he can apply his bonus to an additional item, up to a maximum of 4 items at 20th level. This alters attunement and replaces attunement (constant).

Bombs (Su): Volwryngeneers are capable of crafting powerful bombs that they can throw at enemies. This functions as the alchemist bomb class feature and progresses by 1d6 damage for every odd arcane tinkerer level the volwryngeneer possesses, to a maximum of 10d6 fire damage at 19th level. This replaces alchemy, flash of inspiration, and tinker specialization.

Discoveries: At 4th level, and again at 7th, 13th, and 16th level, a volwryngeneer gains one bomb or volwry discovery he would qualify for as an alchemist of his arcane tinkerer level. This replaces cantrips.

Forgemaster

Request by Ronald G. Paris.

Forgemaster Discoveries

Innocent's Leash (Su)

This discovery allows a forgemaster's innocent creation to travel up to 1,000 feet away from the forgemaster before being automatically dismissed. When the innocent creation is beyond 100 feet from the forgemaster, but closer than 1,000 feet, its current and maximum hit points are reduced by 50%.

Life Link (Su)

Requires the innocent's leash discovery. The forgemaster gains a life link to her innocent creation, as an unchained summoner of her forgemaster level. She can also select bond senses, shield ally, and maker's call as discoveries.

Life Bond (Su)

Requires forgemaster 14 and the innocent's leash and life link discoveries. The forgemaster gains life bond as an unchained summoner of her level. If she also has the related discovery, she can select greater shield ally and transposition as discoveries.

Shared Mutagens (Su)

The forgemaster learns how to forge mutagens that benefit creatures other than herself or her creations, though not

as well as her normal mutagen. A shared mutagen works just like a standard mutagen, except the natural armor bonus and the alchemical bonus to the ability score are half normal (+1 natural armor bonus and +2 to one ability score). The shared mutagen has no risk of nauseating a creature who applies it. The forgemaster decides when she creates the mutagen if it is a standard mutagen (which gives no benefit if another creature drinks it) or an experimental mutagen (which does); there is no difference in the cost, time to forge, or any other aspect of the mutagen. If the forgemaster has discoveries or other abilities that alter or increase the benefits of the mutagen, these apply to the shared mutagen (though the drinker only gets half of any numerical bonus of the mutagen).

Shared Mutagens, Greater

Requires shared mutagens. The forgemaster's shared mutagens now grant their full benefit to any creature to which they're applied.

Gearbreaker

Volwrynn Sapper (Archetype)

Gearbreakers are technological masterminds, but their alchemical expertise is sometimes overshadowed by the presence of a large gun or a pair of shredders. And really, some gearbreakers just like to blow things up instead. Volwrynn sappers fall into this latter category. Their enjoyment of all things explosive creates a whole new challenge for enemies expecting them to immediately jump into a suit of mechanical armor.

Throw Anything (Ex): A Volwrynn sapper gains Throw Anything as a bonus feat at 1st level. This replaces gunsmith.

Bombs (Su): Volwrynn sappers gain access to bombs, as alchemists of their gearbreaker level. A Volwrynn sapper cannot use his bombs while inside his power armor without. This replaces deeds.

Discoveries: At 2nd level, and every even level thereafter, a Volwrynn sapper gains a bomb discovery, gearbreaker discovery, or Volwrynn discovery of their choice (see 'Volwrynn Discoveries' under Alchemist class options, earlier in this section). This replaces nimble and gun training.

Gearbreaker Discovery – Bomb Launcher

Prerequisites: Gearbreaker with access to alchemist's bombs, power armor.

Benefit: The gearbreaker can create and throw bombs while within his power armor. If he also has the sapper charge Volwrynn discovery, his armor takes only half the damage dealt by the sapper charge, and a successful Reflex save reduces it by half again.

Generational Hero

Hero Talents

In a bid to save their world, a family of night's champions swore to battle the monsters that threatened their homeland until they drew their last breaths. They succeeded in both.

With the family's gifts now a disjointed legend told to warn of the evil that lurks just outside of the light, new generational heroes who wish to fight with their techniques scour ancient libraries and hidden armories for the tomes and scrolls that will teach them.

Champion's Tunic (Ex)

A generational hero with this talent has customized his light armor so that it grants an additional +2 armor bonus, but also reduces its maximum Dexterity bonus by 1. Any other creature that dons the armor treats it as an ironwood breastplate. The hero can select this hero talent again as an advanced talent to increase both by +2 and 1, respectively. The armor is then treated as ironwood full plate by any other than the hero.

Fairy's Blessing (Sp) [Advanced]

Requires 13th level. This advanced talent revives the recently slain hero once per day, as if he cast *breath of life* on himself from a scroll. If chosen twice, the hero can spend 3 points from his discovery pool to instead use it on a recently slain ally.

Kraftschwert (Su)

A generational hero with this talent and at least 1 point remaining in his discovery pool treats any flail, heavy blade or light blade he wields as magic for the purpose of overcoming Damage Reduction.

Längerschwert (Sp)

A generational hero with this talent can spend 1 point from his discovery pool as a swift action to gain the benefit of the Cleave feat and increase the reach of a flail, heavy blade, or light blade he wields by 5 feet for 1 round per two generational hero levels (maximum 5 rounds).

Silberschwert (Su)

Requires kraftschwert. A generational hero with this talent and at least 1 point remaining in his discovery pool treats any flail, heavy blade or light blade he wields as cold iron and silver for the purpose of overcoming Damage Reduction.

Sternschwert (Su)

Requires kraftschwert and silverschwert. A generational hero with this talent and at least 1 point remaining in his discovery pool treats any flail, heavy blade or light blade he wields as adamantine for the purpose of overcoming Damage Reduction.

Tanzschwert (Su) [Advanced]

Requires kraftschwert. This advanced talent allows a generational hero to spend 1 point from his discovery pool and grant one flail, heavy blade, or light blade he wields the dancing magic weapon property for up to 1 minute.



Gun Bunny

Kikanjuu (Archetype)

The kikanjuu are gun bunnies who have replaced a part of themselves with mechanical upgrades or prosthetics, often to explosive ends. Some have literal firearms, while others use their transformed appendages to gain the upper hand in a duel or quickly traverse a battlefield in search of a target to shoot.

Power Base (Ex): At 1st level, a kikanjuu has been augmented with a power base that she can use to power her firearms as well as her bombs. This functions as the Jin-Ku bounty hunter power base class feature. It replaces diving shot.

Augmentations (Su): Beginning at 2nd level, a kikanjuu can select personal and power base augmentations as a Jin-Ku bounty hunter of her level. These augmentations are a part of the kikanjuu and cannot be removed without causing her harm.

This replaces the gun bunny's discoveries.

Gun Training (Ex): A kikanjuu's weapon training functions as a gunslinger, allowing her to add her Dexterity to her firearm's damage and increasing the misfire chance by 2 instead of 4. This alters gun training.

Jin-Ku Bounty Hunter

Bio-Boosted Bounty Hunter (Archetype)

While the Jin-Ku are the most well known crafters of specialized armor, they were not truly the first as it was originally believed. From another reality, an older model of armored bounty hunters exist, whose armor is fused with them, and draws on their life essence for power. These bio-boosted bounty hunters remain exceptionally agile despite their armor's protection, and they wield melee weapons as well as more magical ability in place of the guns favored by the vulture-men's creations.

Armor Blades (Su): A bio-boosted bounty hunter's power base cannot be used to generate bombs. Instead, as a swift action, a bio-boosted bounty hunter can create a pair of blades that he can wield in combat while wearing his armor. When activated, these blades last for a number of rounds equal to the bounty hunter's Intelligence modifier. They count as daggers at 1st level, short swords at 7th level, longswords at 11th level, and bastard swords at 13th level.

When making an attack with his blades, the bounty hunter can spend 1 energy from his power base to attack his target's touch AC instead. At 17th level, he can spend 1 additional energy to increase his blade's critical multiplier to x3 for 1 round.

At 3rd level, the bounty hunter's blades count as magic weapons, and he gains the ability to enchant them (these enchantments only function while the blades are active). They also ignore DR/cold iron and DR/silver. At 19th level, they ignore DR/adamantine and DR/-.

This alters the bounty hunter's power base and replaces morph and armor mastery.

Internalized Armor (Su): When not worn, a bio-boosted bounty hunter's starting armor is stored in an extra-dimensional space. The bounty hunter can spend 1 energy from his power base to don or remove the armor as a full-round action. When removed in full, the armor returns to its extra-dimensional space.

This alters Jin-Ku armor and replaces gunsmith.

Combat Style (Ex): At 2nd level, and every 4 levels thereafter, a bio-boosted bounty hunter gains a combat style feat, as a ranger of his bounty hunter level. This replaces gun training.

Energy Blast (Sp): Beginning at 3rd level, a bio-boosted bounty hunter can spend 1 energy from his power base as a standard action to create a blast of energy from his armor. This blast is a 15-foot-cone that deals 1d6 points of fire damage +1d6 additional damage at 5th level, and every 4 levels thereafter (to a maximum of 5d6 at 17th level). A successful Reflex save (DC 10 + 1/2 the bounty hunter's level + his Intelligence modifier) reduces the damage by half.

Gigantic Transformation (Su): At 20th level, a bio-boosted bounty hunter gains the ability to greatly expand his power armor's capabilities for a limited time. As a full-round action, the bounty hunter grows to Huge size, which increases his reach to 10 feet, armor blade damage to 2d8, energy blast damage by 3d6 and speed to 50 feet. Each round spent transformed in this way costs the

bounty hunter 2 energy from his power base, spent at the end of his turn. The bounty hunter can end this transformation with another full-round action. If he cannot spend 2 energy at the end of his turn, he loses his next turn as he changes back (he can otherwise defend himself as normal). This replaces gun mastery.

Jin-Ku Bounty Hunter Augmentations

These augmentations complement the bio-boosted bounty hunter, but are available to all Jin-Ku bounty hunters.

Jin-Ku Armor Augmentations

Augmented Blood (Sp): You can spend 1 energy from your power base as a swift action to use lay on hands, targeting only yourself, as a paladin of your Jin-Ku bounty hunter level. You can do this a number of times per day equal to half your Jin-Ku bounty hunter level + your Intelligence modifier. Alternatively, you can use your augmented blood to deal damage to aberrations (no save). This is a standard action, melee touch attack that does not draw attacks of opportunity.

Contingent Rebirth (Sp): Requires 10th level. When you die, you leave behind a crystal that can be retrieved. After 24 hours, if the crystal isn't destroyed, you are returned to life at its location. This functions as a *raise dead* spell, except that you also reduce the maximum energy in your power base by 1/2 for 1 week (minimum 0). If you die again while your maximum energy is reduced in this way, you remain dead.

Returning to life in this way can be disorienting, and you must make a Will save (DC 20 + 1/2 your Jin-Ku bounty hunter level) or act confused (as the spell) until your saving throw succeeds. You can attempt to save against this confusion at the end of each of your turns, and an ally can substitute their Diplomacy check for your saving throw as a standard action on their turn. Multiple allies can aid another with this check.

Sonic Flight (Sp): Requires 7th level and the sonic pulse augmentation. You can spend 2 energy from your power base to cast *fly* as a wizard of your Jin-Ku bounty hunter level. At 13th level, you can spend 3 energy to cast *overland flight* instead.

Sonic Pulse (Sp): You can spend 1 energy from your power base to cast *ear-piercing scream* as a wizard of your Jin-Ku bounty hunter level. At 4th level, and every 3 levels thereafter, you can spend 1 additional energy to increase the spell's effective level by 1 and deal +1d6 sonic damage with it (to a maximum of your Jin-Ku bounty hunter level).

Beginning at 10th level, you can spend 2 energy to cast *shout* instead. At 16th level, you can spend 4 energy to cast *greater shout* instead.

Power Base Augmentations

Empowered Blades (Su): Your power base counts as an arcane pool, and you can use it to enhance your armor blades as a magus of your Jin-Ku bounty hunter level. The enhancements available to your armor blades are:

Corrosive, corrosive burst, flaming, flaming burst, ghost touch, keen, mighty cleaving, shock, shocking burst, speed, throwing and returning (as a +2 enhancement total), or vorpal.

Feedback Alternator (Ex): When using your armor blades or a firearm attached to your power base (a swift action while both are within reach), you can regain power base charges as if you were a gunslinger of your Jin-Ku bounty hunter level.





Kunoichi

New Tricks

These tricks are available to both kunoichi and traditional ninjas (as well as rogues with the ninja trick rogue talent). Tricks marked with an asterisk (*) affect or require your sneak attack in some way. Spell effects gained with ninja tricks treat your ninja level as your caster level.

Itsuwari (Ex): You can expend 2 ki points and take a penalty to Armor Class up to your Charisma modifier as a swift action. Until you end this effect as a swift action, you gain DR /- equal to your penalty to AC.

Jinsokuna (Su): You can expend 1 ki point as a standard action to gain an *expeditious retreat* effect.

Otori (Sp): You can expend 2 ki points as a standard action to cause 1 attack made or single-target spell cast within the next 1 minute to miss you. Critical hits still affect you without removing the effect, and attacks or spells that target multiple creatures dispel the effect if they include you as a target. This effect lasts for 1 additional attack or spell at 6th, 11th, and 16th level. This ability otherwise functions as a *mirror image* spell.

Totsuzen No Otori (Sp): Requires the otori ninja trick. You can use paper decoy as an immediate action if you expend 1 additional ki point when a creature would hit you with an attack or single-target spell.

Master Tricks

Emono Nashi (Su): Requires the itsuwari ninja trick. Treat your ninja level as 2 higher when calculating the total damage you can prevent with false prey. In addition, your false prey effect now prevents damage dealt to you from any source up to twice your penalty to AC.

Okinia Gisei (Sp): Requires 12th-level ninja. You can expend all of your remaining ki points (minimum 3) as a standard action to gain a charge of strong necromancy magic that can be delivered as a melee touch attack. On a hit, you must overcome your target's Spell Resistance (if any). If you do, your target takes damage equal to your current hit points + your Constitution score (or twice that amount on a critical hit). Whether or not you overcome the target's spell resistance, you are reduced to an amount of negative hit points equal to your Constitution score and die. The cost to resurrect you after using this ability is halved, and you suffer none of the penalties of being returned to life (*breath of life* or *raise dead* are often prepared or kept on hand as a scroll to return to life a ninja using okina gisei).

Martial Artist

Kata Master (Archetype)

Like the monk, the martial artist can be a championship performer, displaying his techniques in moderated forms known as kata. These practices allow the martial artist to show off his style and potentially take advantage of unsuspecting enemies.

Panache: At 1st level, a kata master gains the swashbuckler's panache class ability. At the start of each day, a kata master gains a number of panache points equal to her Charisma bonus (minimum 1). Her panache goes up or down throughout the day, but usually cannot go higher than her Charisma bonus (minimum 1). A kata master gains the swashbuckler's derring-do and dodging panache deeds. A kata master can use an unarmed strike or monk special weapon in place of a light or one-handed piercing melee weapon for granted swashbuckler class features and deeds.

This ability replaces defensive instinct.

Menacing Swordplay (Ex): At 3rd level, a kata master gains the swashbuckler's menacing swordplay deed.

This ability replaces the style feat gained at 6th level.

Targeted Strike (Ex): At 7th level, a kata master gains the swashbuckler's targeted strike deed.

This ability replaces shared space.

Dizzying Defense (Ex): At 15th level, a kata master gains the dizzying defense swashbuckler deed.

Master Class Artificer

A number of crafty heroes have shown up over the years since the war with the Chaos. From gearbreakers to arcane tinkerers, to genius chemists, they have all found their niche in building specialized equipment and companions who aid each of them in some way to deal with the challenges life throws their way.

And then there are artificers—A rogue group of geniuses whose allegiances lie solely with artifice and the techniques they develop around them.

Rogue Genius (Archetype)

Some artificers are not satisfied with only learning to craft a handful of trinkets and baubles—they want it all. To that end, these rogue geniuses give up some of their combat training to double down on their mastery of artifice and techniques. At the height of their talent, they will have learned to craft just about anything.

Hit Dice and Base Attack: A rogue genius's Hit Die is d6 and her base attack bonus is equal to 1/2 her artificer level. This alters the artificer's Hit Dice and base attack.

Weapon and Armor Proficiency: A rogue genius is only proficient with simple weapons and light armor. They do not gain proficiency with shields. This alters the artificer's weapon and armor proficiencies.

Artifice: A rogue genius gains new artifice at every odd artificer level (1st, 3rd, 5th, and so on). This alters the progression of artifice.

Craft Pool: A rogue genius gains 1 additional craft point in her craft pool at 8th level, and again at 15th level.

Techniques: A rogue genius gains techniques at 1st level, 2nd level, and every even level thereafter. This alters the levels at which the artificer gains new techniques.

Warbringer (Archetype)

Warbringers are artificers who have first-hand experience in combat. These master craftspeople began as soldiers, but were thrust into an uncertain, often unexplained world of machinery and great engines of war. Instead of balking at the prospect of battling armies of unrelenting golems and their armor-toting masters, warbringers learned from their enemies and educated themselves in artifice. Now, they cut through the battlefield on equal footing, taking their enemies down with a perfect blend of battle tactics and advanced weaponry.

Hit Dice and Base Attack: A warbringer's Hit Die is d10 and her base attack bonus is equal to her artificer level. This alters the artificer's Hit Dice and base attack and replaces the technique gained at 1st level as well as the artifice gained at 4th, 12th, and 20th level.

Armor Training (Ex): At 3rd level, a warbringer gains armor training 1, as the fighter class feature. Beginning at 7th level, she can use a feat in order to gain armor training 2, which would allow her to move at her normal speed while wearing heavy armor.

This replaces the techniques gained at 3rd, 7th, 11th, 15th, and 19th level.

Fighter Training (Ex): Starting at 4th level, a warbringer counts 1/2 her artificer level as fighter levels when meeting the prerequisites of feats. She can also select combat feats and fighter feats for which she qualifies with her bonus feats she gains beginning at 6th level.

Spagyric Devices

Warbringer: At 14th level, you gain the ability to craft a warbringer ^{UE} as a spagyric device without requiring the advanced spagyric device artifice.

Aura strong enchantment; CL 14th; **Weight** 8 lbs.; **Price** 61,375 gp

A warbringer is a +3 keen vicious falchion. Whenever the wielder confirms a critical hit with a warbringer, the wielder gains the benefits of rage for 1 round (if a barbarian, the wielder gains 1 additional round of rage for that day), while the creature struck is compelled to move toward and attack its nearest ally with a melee weapon, natural weapon, or unarmed strike on its next turn (DC 14 Will negates), as the *murderous command* spell.

Construction Requirements

Feats Craft Magic Arms and Armor; **Spells** *keen edge, murderous command, rage*; **Cost** 30,875 gp

Artificer Favored Class Bonuses

Dwarf: Gain +1/6 of a new technique.

Elf: Add one extract formula from the alchemist's list to the artificer's formulae book gained with the basic extracts artifice. This formula must be at least one level lower than the highest-level formula the artificer can create.

Gnome: Add +1 hit point or skill point to the artificer's automaton companion.

Goblin: Add +1/2 to the artificer's bomb damage with the bombs artifice.

Human: Add +1/2 of a craft point to your craft pool.

Orc: Gain a +1/4 bonus on attack rolls to confirm critical hits with weapons crafted using the artificer's craft expert feature. This does not stack with Critical Focus.

Tiefling: Gain +1/6 of a new gunslinger's deed for which the artificer qualifies with the gunsmith artifice.

Samurai

Kagashi (Archetype)

Kagashi are samurai who live two lives; that of an honorable swordsman dedicated to his daimyo, and that of a frightening, masked warrior locals refer to as a scarecrow. They prefer to incite fear, choosing not to kill unless absolutely necessary.

Class Skills: Kagashi add Disguise and Perform to their list of class skills, and remove Handle Animal and Ride.

Kagashi Armor (Ex): A kagashi begins play with a battered suit of half plate that he has modified to make more intimidating. When wearing this armor, he adds half his samurai level on all Intimidate checks made to demoralize opponents, and can attempt to demoralize a number of opponents that can see him up to his Charisma modifier with one check.

Beginning at 3rd level, a kagashi upgrades his armor to masterwork full plate. While wearing his armor, the kagashi can use Intimidate in place of Bluff to feint. Finally, he gains Improved Feint as a bonus feat while wearing his armor.

This replaces mount and mounted archer.

Combat Style Feats (Ex): At 2nd level, a kagashi gains a combat style feat, as the ranger class feature. He gains additional feats at 6th, 12th, and 18th level, adding the appropriate feats to his list at each interval. This alters and replaces bonus feats.

Weapon Expertise (Ex): A kagashi does not gain this ability until 4th level.

Bonded Armor (Su): At 5th level, a kagashi binds the spirit of an oni or kami to his armor. As a standard action, a kagashi can enhance his armor by calling upon the aid of a celestial spirit. This bond lasts for 1 minute per samurai level. When called, the spirit causes the armor to exude an intimidating aura. At 5th level, the spirit grants the armor a +1 enhancement bonus and creates an aura of cowardice, as the antipaladin class feature.

At 11th level, the aura extends out to 30 feet, and enemies within the aura must save against *fear* (DC 14 + the kagashi's Charisma modifier). The kagashi counts his samurai level as his caster level with this effect. Once a creature saves against this effect, it becomes immune for 24 hours.

At 16th level, the aura extends out to 60 feet, and the kagashi can use a swift, move, or standard action to cast *feast on fear*, targeting any creature affected by his fear aura, regardless of Hit Dice. The save DC for this effect is 10 + 1/2 the kagashi's samurai level + his Charisma modifier.

At 20th level, the aura extends out to 100 feet. This replaces honorable stand and last stand.

Shattered Worlds Tech Armor

Request by Lance McComber.

The original suit of tech armor was created on a now-ruined world where the famed armor smith, Anatoly Lance, was kidnapped by a rival country seeking to start a war with his homeland. On the brink of death, Anatoly pushed his already considerable skill and knowledge to the limit crafting a masterpiece of equipment that he would use to escape. This marvel of technology and magic would eventually come to be known by the Collective as shattered worlds tech armor.

Shattered Worlds Tech Armor

2,000 gp

Aura strong abjuration; CL 5th; Slot armor; Weight 50 lbs.*

Shattered worlds tech armor is a rare suit of masterwork fullplate that has been modified with otherworldly technology that a character familiar with workings of the equipment can maximize over time.

Each suit of shattered worlds tech armor has 5 minutes of charge per day. As an immediate action, the wearer can activate one of the following supernatural abilities for up to 1 minute. As a full-round action, the wearer can instead activate 1 ability for up to 5 minutes, or up to 5 abilities at the same time for 1 minute (spending 1 charge per ability).

- Gain a +5 competence bonus on all Perception checks.
- Gain a +2 competence bonus on all Will saves against fear. Any fear effect placed on the wearer is reduced by one step (panicked, frightened, shaken). An effect that would make the wearer shaken is suppressed for the duration.
- Gain a +2 Resistance bonus to one saving throw.
- Gain a +2 Enhancement bonus to Strength or Dexterity.
- Gain the effects of either a *jump* or *longstrider* spell.

Restrictions: The armor's otherworldly construction prevents the wearer from gaining the benefits of any other worn magical equipment (except ring-slot items) while it is worn, but the armor itself can be enchanted as normal.

*The armor's weight listed above is when worn, as the balanced armor compensates for its actual weight. When carried, shattered worlds tech armor weighs 4x as much (200 lbs. if the armor is sized for a Medium creature).

Construction Requirements

Feats Craft Technological Item; Spells *bull's strength*, *heroism*, *jump*, *longstrider*, *resistance*; Cost 1,000 gp.

Piecemeal Armor

If wearing shattered worlds tech armor piecemeal, the armor is divided into arms, helm, legs, and torso. Each piece has 1 minute of charge and can share charges when worn together with other pieces. Wearing all 4 pieces grants the 5th charge and access to the bonus against fear. The armor otherwise functions as full plate once the arms, legs, and torso are assembled.

- **The arms** include the hands, shoulders, and wrists and weigh 52 lbs. total when carried. They can be activated as above for the Strength or Dexterity bonus.
- **The helm** includes the eyes, head, and headband and weighs 24 lbs. when carried. It can be activated as above for the bonus on Perception checks.
- **The legs** include the belt and feet and weigh 52 lbs. total when carried. They can be activated as above for the *jump* or *longstrider* effect.
- **The torso** includes body, chest, and neck and weighs 72 lbs. when carried. It can be activated as above for the Resistance bonus to one saving throw.

Upgrading the Armor

A character with at least 5 ranks in both Knowledge (engineering) and either Craft (armor) or (mechanical) can spend 2 days of downtime and 2,750 gp to upgrade the armor to its 1st level, gaining the benefits listed under features in the 'Shattered Worlds Tech Armor' table below. Characters upgrading the armor are not required to have the Craft Technological Item feat, since they are merely activating new areas of the armor's inherent power.

For each level the armor is to be upgraded beyond 1st, the character must provide the listed upgrade cost and have ranks in Craft (armor) and Knowledge (engineering) equal to the level +4. Each upgrade requires 1 day of downtime per 1,000 gp of the cost (rounded down).

A character who wishes to upgrade more than one level at a time must pay the difference between their current level's total cost and the total cost of the new level to which they are upgrading in both time and gold. For example, if Robert wishes to upgrade his armor from 2nd level to 4th, he must have 8 ranks in Craft (armor) and Knowledge (engineering). He would pay 11,000 gp and spend 11 days working on the upgrade.

Shattered Worlds Tech Armor

Level	Features	Upgrade Cost	Total Upgrade Cost
1st	Upgrade feature	2,750 gp	2,750 gp
2nd	<i>Scorching ray</i> 1/day, upgrade feature	3,750 gp	8,500 gp
3rd	Enhancement bonus (+2)	4,750 gp	11,250 gp
4th	Flight modulator, upgrade feature	6,250 gp	17,500 gp
5th	<i>Scorching ray</i> 3/day	8,250 gp	25,750 gp
6th	Upgrade feature	10,250 gp	36,000 gp
7th	Enhancement bonus (+4)	13,250 gp	49,250 gp
8th	Upgrade feature	16,500 gp	65,750 gp
9th	<i>Scorching ray</i> at will	22,500 gp	88,250 gp
10th	Enhancement bonus (+6), upgrade feature	28,500 gp	116,750 gp

Enhancement Bonus (Su)

Once the armor is upgraded to at least 3rd level, the wearer gains a +2 enhancement bonus to her Strength and Dexterity scores. This increases to +4 at 7th level, and +6 at 10th level.

This upgrade requires the arms.

Scorching Ray (Sp)

Once the armor is upgraded to at least 2nd level, the wearer can cast *scorching ray* once per day as a 5th-level wizard. This increases to 3 times per day at 5th level, and at will at 9th level.

This upgrade requires the arms or torso.

Upgrade Features

Once the armor has been upgraded to at least 1st level, it grants the wearer one of the following upgrade features of her choice. The armor grants additional upgrade features at 2nd level, and every even level thereafter.

The following upgrade features are available to the base armor. Members of the shattered worlds tech hero prestige class are given access to additional upgrade options as they gain levels in that prestige class.

Stalwart Defender (Su): The wearer is protected from fear effects. Whenever the wearer suffers a fear effect, she is merely shaken (even if the effect would normally make the target frightened or panicked). Furthermore, the wearer always gains a +2 competence bonus on all Will saves against fear.

This upgrade requires the full suit of armor.

Energy Shield (Su): The wearer gains a +1 resistance bonus on all saving throws. Up to 3 times per day, as an immediate action, she can cast *resist energy* for 1 round with an effective caster level equal to 5 + the shattered worlds tech armor level.

The resistance bonus on saving throws increases to +2 once the armor is upgraded to at least 4th level, and +3 at 6th level.

This upgrade requires the torso.

Enhanced Audio Input (Su): The wearer can activate this as a standard action to understand the spoken words of any creature and to read text in any language and any magical writing for up to 1 hour per day. While this is active, she also gains a +5 competence bonus on Linguistics checks to understand messages written in incomplete, archaic, or exotic forms. Note that understanding a magical text does not necessarily imply ability to use its spells.

Once the armor is upgraded to at least 3rd level, the effect becomes permanent while it is worn.

This upgrade requires the helm.

Enhanced Display Screen (Su): The wearer gains a +5 competence bonus on all Perception checks.

This upgrade requires the helm.

Night-Vision Tech (Su): The wearer gains darkvision out to 30 feet, or increases her darkvision by 30 feet, up to a maximum of 60 feet.

Once the armor is upgraded to at least 8th level, the wearer can speak a command word to suppress her darkvision and gain blindsight with a 5-foot range and blindsense out to 60 feet any time she is unable to see in any kind of darkness (including magical darkness). As soon as the wearer can see, the additional senses end. The wearer cannot gain these senses by closing her eyes.

This upgrade requires the helm.

Piston Installation (Su): The wearer gains a +1 enhancement bonus on all unarmed strikes. Once the armor is upgraded to at least 5th level, this bonus becomes +2.

This upgrade requires the arms.

Flight Modulator (Su)

Once the armor is upgraded to at least 4th level, the wearer can cast *fly* up to 3 times per day and fly for up to 5 minutes with each use. This upgrade requires the legs.

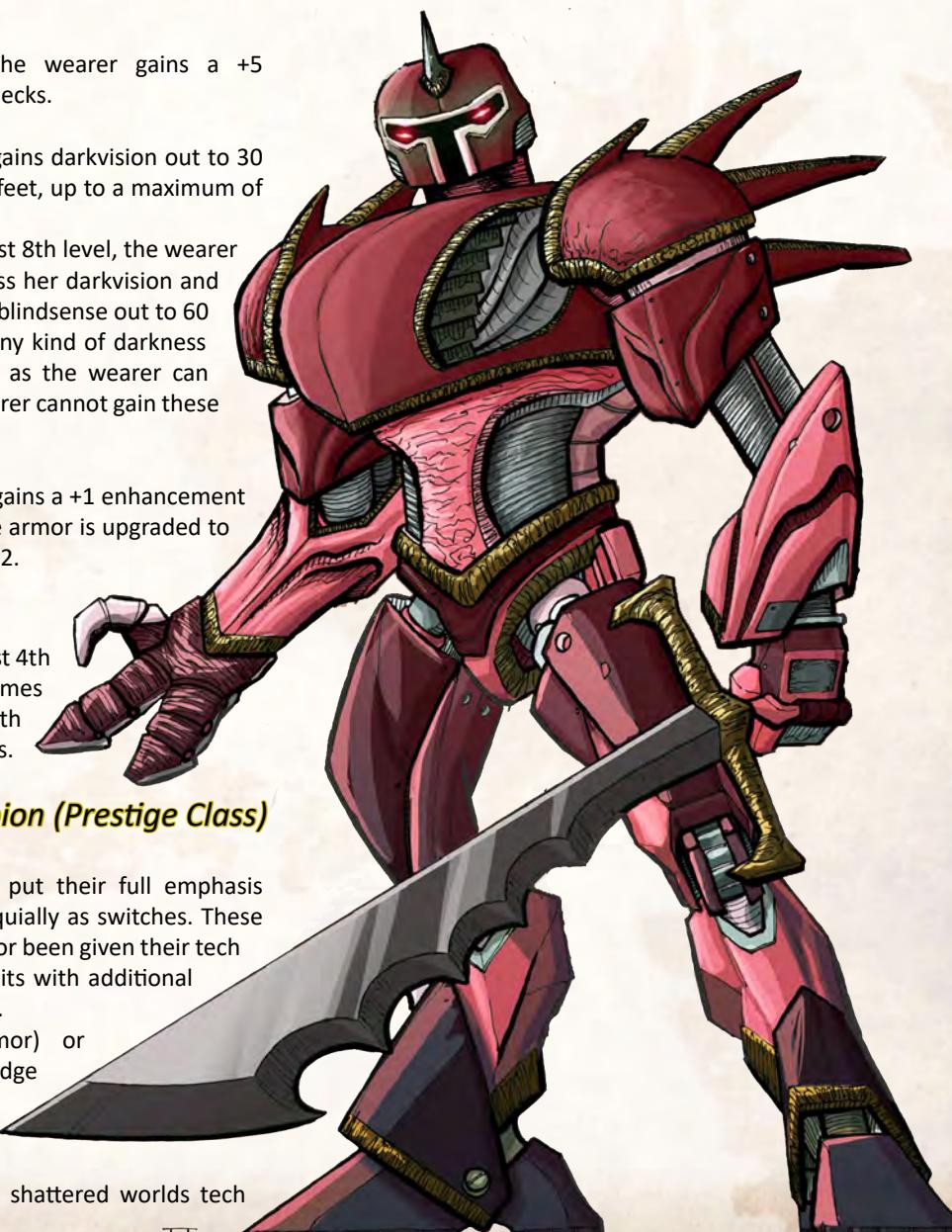


Table: Shattered Worlds Tech Champion

Level	Base				
	Attack	Fort	Ref	Will	
1st	+1	+1	+1	+0	Upgrade feature
2nd	+2	+1	+1	+1	Armor training
3rd	+3	+2	+2	+1	Uncanny Dodge
4th	+4	+2	+2	+1	Upgrade feature
5th	+5	+3	+3	+2	Evasion
6th	+6/+1	+3	+3	+2	Armor training, quick progress
7th	+7/+2	+4	+4	+2	Upgrade feature
8th	+8/+3	+4	+4	+3	Improved uncanny dodge
9th	+9/+4	+5	+5	+3	Improved evasion
10th	+10/+5	+5	+5	+3	Upgrade feature

Hit Dice: d12.

Class Skills: A switch adds Knowledge (engineering) (Int), Perception (Wis), and Use Magic Device (Cha) to her list of class skills.

Skill Ranks per Level: 4 + Int modifier.

Shattered Worlds Tech Champion (Prestige Class)

Request by Lance McComber.

Those dedicated few who wish to put their full emphasis into their tech armor are known colloquially as switches. These champions have either created, found, or been given their tech armor, and now they push it to its limits with additional upgrades and greater training in its use.

Prerequisites: Int 15, Craft (armor) or (mechanical) 5 ranks, Knowledge (engineering) 5 ranks, proficient with light and medium armor. Must be able to purchase (or craft) and regularly upgrade at least one suit of shattered worlds tech armor.

Switch Class Features

All of the following are class features of the shattered worlds tech champion.

Armor Proficiency: At 1st level, a switch gains heavy armor proficiency.

Upgrade Feature: A switch gains additional upgrade features for her tech armor at 1st, 4th, 7th, and 10th level. In addition to the upgrades available to anyone wearing a suit of shattered worlds tech armor, the switch can select from a list of special upgrades found at the end of this section.

Armor Training (Ex): At 2nd level, and again at 6th level, the switch gains armor training, which allows her to move at her full speed in medium (and later heavy) armor. This stacks with the fighter's armor training.

Uncanny Dodge (Ex): At 3rd level, a switch gains uncanny dodge, as the rogue feature, but only while wearing her tech armor. This improves to improved uncanny dodge at 8th level. A switch with both of these features already gains a bonus combat feat at 8th level instead.

Evasion (Ex): At 5th level, a switch gains evasion, as the rogue feature, but only while wearing her tech armor. This becomes improved evasion at 9th level.

Quick Progress: Beginning at 6th level, the switch spends most of her resting hours working diligently on her tech armor. As a result, she ignores the time requirements to upgrade it to 6th level and higher. When she gains a level of shattered worlds tech champion, the switch can also pay her armor's upgrade cost for that level if she has the gold to do so.

Switch Upgrade Features

Chameleon Circuit (Su): The switch gains a +5 competence bonus on all Stealth checks.

This upgrade requires the full suit of armor.

Armor Implant (Su): When not in use, the switch's armor can be stored inside her. She can don or remove her tech armor normally, or instantly with a command word once per day each plus one additional time per day at 4th and 7th level. At 10th level, she can always don or remove her tech armor instantly with a command word.

This upgrade requires the tech implant upgrade feature and the full suit of armor.

Dampening Field (Su): Once per day when struck by a critical hit, the switch can spend an immediate action to convert the bonus damage of the critical hit into nonlethal damage. At 5th level, the switch gains DR 1/–, which applies to all regular damage dealt to her. This increases to DR 2/– at 7th level, and DR 3/– at 9th level. This upgrade requires the torso.

Energy Regulator (Su): The resistance bonus on saves granted by the switch's energy shield is increased by +2, and her *resist energy* effect lasts for a number of rounds equal to her Intelligence modifier. She also adds her switch level to her effective caster level with the armor's *resist energy*.

This upgrade requires energy shield and the torso.

Magic Dampener (Su): The switch gains Spell Resistance 6 + her character level. This increases by an additional +1 for every even level of switch she attains (to a maximum of 11 + her character level). This upgrade requires the helm or torso.

Pulse Ray (Sp): When the wearer uses her armor to cast *scorching ray*, she increases her effective wizard level with that spell by 2. She can select this upgrade more than once.

This upgrade requires the arms.

Spell Conduit (Sp): The wearer reduces her chance of arcane spell failure by 5% while wearing the armor and gains new spells per day as if she had also gained one level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a switch, she must decide to which class she adds each new level for purposes of determining spells per day. She can select this upgrade more than once

This upgrade requires the full suit of armor.

Tech Implant (Ex): The switch can tap into her tech armor's 5 minutes of charge to gain its base supernatural abilities even while not wearing it. At 5th level, and again at 9th level, the switch can select one upgrade feature that she can use at its lowest benefit while not wearing her armor (dampening field, for example, grants only DR 1/–, despite the switch's level).

This upgrade requires the full suit of armor.

Universal Tool (Su): Once per day, the switch can produce from her tech armor all the standard tools required to make checks for any one Craft skill. These tools appear from the armor's gloves or, if too heavy, on the floor or a workbench. Once summoned, the tools remain for 24 hours or until another creature touches them, whichever comes first.

This upgrade requires the arms.

Regular Upgrades

A shattered worlds tech champion cannot gain a new level of switch until she pays the upgrade cost to keep her tech armor at the same level. A switch does not lose any of the features and abilities she has already gained.

Shattered Worlds Tech Archetypes by Class

Caretaker (Cleric Archetype)

Upon returning home from his travels, Anatoly Lance fell ill with a magic-resistant disease caused by continued use of his armor. With nothing else to do but suffer the sickness through to its conclusion, the armor smith turned to the church to ease his pain.

In exchange for his help in studying the disease, Anatoly was assigned a personal healer by the name of Saffron with whom he slowly gained trust and respect as a colleague. While their partnership never went beyond casual flirtation, the craftsman was eventually driven to offer the cleric one of the first armors they developed free of the illness it caused him. Grateful for the gift, Saffron would go on to use her suit to protect and heal others in need. Anatoly, meanwhile, left once more to bring his updated tech to those he'd already given armor to in the past so that they would not have to suffer as he did.

Hit Dice and Base Attack: A caretaker's Hit Die is d6 and her base attack is equal to half her cleric level. This alters the cleric's Hit Dice and base attack.

Caretaker's Helm (Su): A caretaker begins play with a damaged shattered worlds tech helm, which is sized for her and only function when she wears it. It is of no use to other creatures, and worth only 4d10 gp if sold. The caretaker can repair the helm and make it fully operational for 375 gp (allowing her to upgrade it accordingly), or she can fix it at the same time that she purchases or creates a full suit of tech armor for 2,000 gp.

While wearing her helm, a caretaker can cast status at will, but only to detect if one creature touched as part of casting the spell is disabled, unconscious, or dying. Beginning at 3rd level, she can cast the spell normally, and at 7th level, she can cast *greater status* at will instead.

The caretaker can also activate her tech helm for the bonus it grants as a standard action, or to gain a +5 competence bonus on all Heal checks for the duration.

This ability replaces the caretaker's second domain (see below).

Domains: A caretaker must choose the Healing domain. She does not gain a second domain. If the cleric worships a deity, that deity must be one that grants the Healing domain. A caretaker must channel positive energy.

Lay on Hands (Su): At 1st level, a caretaker can use lay on hands, which functions as the paladin ability, except she uses Intelligence in place of Charisma. Her effective paladin level is equal to her cleric level (minimum 1). The caretaker cannot use this ability to harm undead creatures.

Domain Spells (Sp): A caretaker gains her 1st-level domain spell slot at 2nd level. For every even level she gains beyond 2nd, the caretaker gains the next highest domain spell slot available to a cleric of her level.

This alters the cleric's progression of domain spell slots.

Spontaneous Casting (Sp): At 1st level, a caretaker can expend a prepared 1st-level spell slot to spontaneously cast *cure light wounds*. At 3rd level, and every 3 levels thereafter, she can expend her next highest spell slot in order to spontaneously cast a *cure* spell of the same level.

This alters the progression of the cleric's spontaneous casting.

Channel Positive Energy (Su): When a caretaker reaches 4th level, she gains the supernatural ability to channel positive energy like a normal cleric. Using this ability consumes two uses of the caretaker's lay on hands ability. A caretaker uses her cleric level when channeling positive energy. This is an Intelligence-based ability.

Caretaker Upgrade Features

A caretaker with a full suit of shattered worlds tech armor can select the following upgrades in addition to those available to any character.

Caretaker's Injection (Su): The caretaker gains one 3rd-level mercy of her choice, which can be used on any creature healed with her lay on hands. This otherwise functions as the paladin's mercy ability. If the caretaker has a total of 10 levels between cleric and switch, she can select this upgrade again and choose two additional mercies, one 6th-level and one 9th-level.

Spell-Charged Alternator (Sp): After casting any cleric spell, the caretaker gains the ability to spontaneously cast *cure* spells of the same spell level for up to 1 minute.

Foebreaker (Barbarian Archetype)

In Anatoly's travels since freeing himself from capture, he met Lord Bryus, the barbarian king of a mountain clan, whose banner was emblazoned with emeralds greens on a field of royal colors. In the middle of this beauteous flag, the hulking man stood proudly over the corpse of a giant.

The two men were fast friends—Anatoly admired Lord Bryus' tactical accomplishments in freeing his entire clan from their enemy's emerald mines, and the Foebreaker appreciated having another great mind with which to spar both philosophically and physically.

Before leaving once more in search of a way home, Anatoly gifted Lord Bryus with one of his suits of armor, specially crafted to fit the mountainous warrior.



Armor Proficiencies: A foebreaker is not proficient with shields. This alters the barbarian's starting proficiencies.

Tech Warrior (Su): A foebreaker begins play with a damaged pair of shattered worlds tech gloves, which are sized for him and only function when he wears them. They are of no use to other creatures, and worth only 4d10 gp if sold. The foebreaker can repair the gloves and make them fully operational arms for 375 gp (allowing him to upgrade them accordingly), or he can fix them at the same time that he purchases or creates a full suit of tech armor for 2,000 gp.

While wearing his gloves, a foebreaker can choose to deal 1d6 lethal damage with any attack he makes with unarmed strikes or any melee or thrown weapon he wields. This damage increases to 1d8 at 3rd level, 1d10 at 6th level, and 2d6 at 9th level.

The foebreaker can activate his tech gloves for the bonus they grant as a standard action, or as part of the same action as his adrenaline surge (see below).

This ability replaces the barbarian's fast movement and trap sense.

Adrenaline Surge (Su): At 2nd level, a foebreaker's tech gloves can push his adrenaline harder than even his rage can sustain for long periods of time. As a standard action, the foebreaker can activate his gloves and gain a +4 alchemical bonus to his



Strength score for 10 minutes. This bonus makes it difficult for the foebreaker to think, imposing a -1 penalty on attack rolls and a -2 penalty to his Intelligence.

Once adrenaline surge is used, the gloves require 1 hour to recharge before they can use this ability again.

This ability replaces the rage power gained at 2nd level.

Improved Uncanny Dodge (Ex): A foebreaker does not gain this ability at 5th level, but may still gain it if another class would grant him uncanny dodge.

Greater Rage (Ex): A foebreaker gains greater rage at 10th level.

This alters the level at which the barbarian gains greater rage.

Foebreaker Upgrade Features

A foebreaker with a full suit of shattered worlds tech armor can select the following upgrades in addition to those available to any character.

Greater Adrenaline Rush (Su): The foebreaker increases his alchemical bonus to Strength by $+2$. He also gains a $+4$ alchemical bonus to his Constitution score and a $+2$ natural armor bonus to his AC. These bonuses cause the foebreaker to appear misshapen and overly muscled, imposing a -3 penalty on his attacks and a -2 penalty to his Intelligence and Charisma scores. The effect lasts for 1 hour per use.

This upgrade requires barbarian level 12th or switch level 6th and adrenaline rush.

Rocket Thrust (Ex): The foebreaker increases his tech warrior damage by 1 step (to a maximum of $2d8$) and his speed with all forms of movement by $+10$ feet.

This upgrade requires the foebreaker to have a total of 16 levels between barbarian and switch.

Superior Adrenaline Rush (Su): The foebreaker increases his alchemical bonuses to Strength and Constitution by $+2$ each. He also gains a $+4$ alchemical bonus to his Dexterity score. These bonuses push the foebreaker's focus to its breaking point, imposing a -5 penalty on his attacks and a -2 penalty to his Intelligence, Wisdom, and Charisma scores. The effect lasts for 1 hour per barbarian level + 1 hour per switch level.

This upgrade requires the foebreaker to have a total of 16 levels between barbarian and switch. The foebreaker must also have the greater adrenaline rush upgrade.

Hoyen (Monk Archetype)

Soon after escaping his captors, Anatoly almost froze to death on the side of a great mountain pass before he was discovered by a small group of monks. Taking him to their monastery, the warrior ascetics helped the armor smith to recover.

In the months required for his strength to return, Anatoly walked several eager students through the process of smelting and creating his special armor so that he could repair his own suit and eventually leave.

When Anatoly bid them farewell at last, the monks continued the tradition of crafting armor that could help them fight off potential invaders, renaming themselves the hoyen in honor of the "smelting hero" who taught them.

Armor Proficiency: A hoyen begins play with proficiency in light and medium armor. A hoyen wearing armor still gains flurry of blows and any increased speed bonus granted by his monk levels. This bonus to speed is added after any penalties applied by wearing armor.

This alters the monk's starting proficiencies and replaces stunning fist and the monk AC bonus gained at 1st level. If the monk gains an AC bonus at a higher level, he also adds half his Wisdom modifier to that bonus.

Unarmed Strike: Because they work almost constantly with heavy implements during their initial training, a hoyen's unarmed strike grows more powerful faster than the average monk. They improve their unarmed strike damage to $1d10$ at 7th level, and $2d6$ at 10th level.

This replaces the monk AC bonuses gained at 4th and 8th level.

Hoyen Upgrade Features

A hoyen with a full suit of shattered worlds tech armor can select the following upgrades in addition to those available to any character.

Alignment Recalibrator (Su): The hoyen's ki strike improves by 1 step, which may allow him to treat his unarmed strikes as adamantine weapons. If he has at least 8 levels of switch, the hoyen's ki strike improves by 2 steps instead, which may allow him to ignore any Damage Reduction, including DR $/-$.

This upgrade requires the hoyen to have a total of 16 levels between monk and switch. The hoyen must also have the greater balance recalibrator upgrade.

Balance Recalibrator (Ex): The hoyen's armor is balanced enough to allow him to move more fluidly, granting him a $+1$ bonus to AC, as the monk class feature. He loses these bonuses when he is immobilized or helpless, when he uses a shield, or when he carries a medium or heavy load.

Rocket Thrust (Ex): The hoyen increases his monk's unarmed damage by 1 step (to a maximum of $2d8$) and his speed with all forms of movement by $+10$ feet.

This upgrade requires the hoyen to have a total of 16 levels between monk and switch.

Shattered Tech General (Gunslinger Archetype)

After years of travel, Anatoly finally returned home, only to discover that his longtime friend, James McComber was gravely injured in battle while trying to save Anatoly from the country who had taken him. The war hero also happened to be both a gunslinger and the general of the local army, which gave his friend greater access to firearms and the country's finest materials for crafting.

By modifying the general's retired equipment, the artisan craftsman was able to build another one of his now famous suits of armor. While Anatoly's technological advances now under his control as well, James was able to rejoin the military and take to the field of battle alongside his friend and their fellow countrymen.

Skill Ranks per Level: 2 + Int modifier.

Armor Proficiency: A tech general begins play with proficiency in light and medium armor. This alters the gunslinger's starting proficiencies.

Military Expertise (Ex): A tech general has received extensive, military training over the years, which surpasses any gut instincts he may have about firearm combat. He applies his Intelligence modifier to grit, rather than Wisdom.

This alters grit.

Tech Gunner (Su): A shattered tech general begins play with his usual weapon granted by the gunsmith class ability, as well as a damaged pair of shattered worlds tech shoulders, which are sized for him and only function when he wears them. The two are connected, which makes them of no use to other creatures, and worth only 4d10 gp if sold together. The general can repair the shoulders and make them fully operational arms for 375 gp (allowing him to swap the weapon out and upgrade them accordingly), or he can fix them at the same time that he purchases or creates a full suit of tech armor for 2,000 gp.

The general can activate his tech shoulders for the bonus they grant as a standard action, or as part of a full-attack action when using his auto cannon (see below).

This ability alters and replaces gunsmith.

Auto Cannon (Ex): A shattered tech general wearing his tech shoulders can spend 1 hour each day attaching, reloading, and programming the armor's auto cannon so that it fires the same rounds as his current weapon (after which he can reload it at the same time as his normal firearm). Most shattered tech generals do this at the same time that a wizard would prepare his spells for the day, but it can be accomplished at any time.

The general can make auto cannon attacks as part of a full-attack action. When doing so, he can make one additional attack at his highest base attack bonus. This additional attack stacks with the bonus attacks from *haste* and other similar effects. When using this ability, the general can make these attacks with any combination of his attached weapon and his auto cannon. He takes no penalty for using multiple weapons when attacking with auto cannon, but he does not gain any additional attacks beyond what's already granted by the auto cannon for doing so. (He can still gain additional attacks from a high base attack bonus, from improved auto cannon, and from *haste* and similar effects).

For every gunslinger level gained beyond 1st, the general gains 1 free round of ammunition per day that he can fire from his auto cannon before he must reload it.

This ability replaces nimble, pistol-whip, utility shot, and startling shot.

Shattered Tech General Upgrade Features

A shattered tech general with a full suit of shattered worlds tech armor can select the following upgrades in addition to those available to any character.

Acid Cannon (Sp): The general can cast *acid arrow* once per day as a spell-like ability. Once the armor is upgraded to at least 2nd level, he can cast *acid arrow* in place of *scorching ray*, and vice versa.

As a full-round action, the general can cast *acid arrow* and fire 1 shot from his auto cannon, but all attacks made in this way suffer the cannon's -2 penalty to attack rolls.

Auto Loader (Ex): The general gains additional free rounds of ammunition per day equal to 3 + his switch level. These free rounds can be used with either his auto cannon or attached weapon.

Flamethrower (Sp): The general can cast *firestream* once per day as a spell-like ability. He can select this upgrade more than once.

Firestream deals 2d6 fire damage to creatures in a 20-foot line (Reflex half). The general can concentrate each round as a standard action to continue the spell, up to a number of rounds equal to his gunslinger level + his switch level. Each round, the general can choose the same or a new 20-foot line in which to create the effect. The save DC is Intelligence-based.

Firestream sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the *firestream* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Gunslinger Matrix (Ex): The general gains one gunslinger's deed of his choice. If he has a total of 10 levels between gunslinger and switch, the general can select this upgrade again and choose two additional deeds available to a 10th-level gunslinger.

Improved Auto Cannon (Ex): The general can make an additional attack at his highest base attack bonus whenever he uses his auto cannon. This stacks with the first attack from this ability and additional attacks from *haste* and similar effects.

This upgrade requires the general to have a total of 11 levels between gunslinger and switch.

Other Shattered Worlds Tech Options

Sorcerer: Sorcerers who wish to pick up tech armor early can do so by giving up 1 spell of each spell level when they gain them, as well as the bloodline powers at 3rd and 9th level, and the bonus feat at 7th level. In exchange, they gain proficiency with light and medium armor, and can cast sorcerer spells without spell failure.

Summoner: A summoner who wants tech armor gains 1 fewer spell per spell level, and loses maker's call, transposition, and aspect. This grants them proficiency with medium armor and the ability to cast summoner spells without spell failure. This also functions with the synthesist archetype, in which case the synthesist doesn't get maker's jump, and his armor uses the inevitable base form.

Wizard: A wizard using tech armor applies his bond to a damaged helm, similar to a caretaker, except his can be used to enhance Spellcraft checks. Using his helm to cast a spell once per day uses one of its charges. He also gets 1 fewer spell per spell level, no bonus feats (including Scribe Scroll), and his school spells are only gained at 1st level and every 3 levels thereafter. In exchange, the wizard gains proficiency with light and medium armor and can cast wizard spells without spell failure.

Volwrynn Mage

The depths to which some spellcasters on Volwrynn will go for power has been known to put even the gods in awe of their daring. Of them all, the mages are the most threatening. Fables from that world tell of ancient masters of the arcane who faced avatars of the gods themselves in single combat and won. In that reality, knowledge truly is power.

Blood Mage (Archetype)

Spellcasters who skirt around the idea of necromancy turn to blood magic which, while equally reviled, has been put to good use at times in the world's history. In recent generations, the sun elves have put extra emphasis on this style of magic, building great golems powered by it and learning to draw it from themselves rather than steal light and power from other races.

Hit Dice and Base Attack: A blood mage's Hit Die is a d10, and his base attack is equal to 3/4 of his level, as the bard. This alters the Volwrynn mage's Hit Dice and base attack.

Skill Ranks per Level: 4 + Int modifier.

Saving Throws: A blood mage gains a good Fortitude saving throw progression. This alters the Volwrynn mage's saving throws.

Weapon and Armor Proficiency: A blood mage is proficient with all simple weapons, and with light armor. A blood mage can cast Volwrynn mage spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a blood mage wearing medium or heavy armor, or using a shield, incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass blood mage still incurs the normal arcane spell failure chance for arcane spells received from other classes.

This alters the Volwrynn mage's weapon and armor proficiencies.

Mage Specialization: A blood mage gains Volwrynn Mage Training as a bonus feat at 1st level, and always picks blood as his mage specialization. He cannot change his specialization.

This alters mage specialization and replaces gift of Volwrynn.

Spells: A blood mage gains cantrips and spells per day as a bard of his Volwrynn mage level, but one spell slot per day of 1st-level and higher must be dedicated to his broad studies. He can still cast any Volwrynn mage spell and any blood mage spell without learning or preparing them ahead of time.

This alters the Volwrynn mage's spellcasting progression.

Bonus Feats: A blood mage adds the following feats to his available bonus feats, and gains an additional bonus feat at 6th level. He ignores any race and base attack prerequisites of these feats when he selects them in this way.

Deathless Initiate, Deathless Master, Deathless Zealot, Die Hard, Endurance, Survivor, Toughness

This alters bonus feats.

Chaos Mage (Archetype)

When a mage falls to corruption, fate takes them on a path from which they seldom return, and, even when they do, they are forever changed by the power that now courses through them.

Most chaos mages are actually evil, not chaotic.

Alignment: Any evil. A non-evil chaos mage loses 2 Constitution as the magic he controls tries to tear him apart. This loss of Constitution cannot be reversed or removed while the mage remains non-evil.

Spellcasting: A chaos mage gains cantrips, spells known, and spells per day as a sorcerer of his Volwrynn mage level. The mage's spellcasting ability modifier is Charisma.

This alters spellcasting.

Mage Specialization: A chaos mage cannot choose the arcane specialization. He can select his specialization spells as spells known, but must choose at least one spell associated with his specialization's 1st-level benefit (such as *ray of frost*).

Harness Destruction: At 1st level, a chaos mage gains access to a special selection of spells, as well as an extra spell slot per spell level with which to cast one each per day. These spells are treated as arcane spells for the chaos mage.

1st—*bane*, *cause fear*; 2nd—*eagle's splendor*, *pernicious poison* ^{UM}; 3rd—*dispel magic*, *poison*; 4th—*detect scrying*, *fear*; 5th—*blight*, *feast on fear*; 6th—*bestow curse*, *transformation*; 7th—*destruction*, *summon monster VII* (evil spell only); 8th—*mass inflict critical wounds*, *summon monster VIII* (evil spell only); 9th—*implosion*, *summon monster IX* (evil spell only).

At 3rd level, the chaos mage can enter or put a willing creature into a fearsome rage, like a barbarian, for a number of rounds per day equal to his Volwrynn mage level.

At 4th, 8th, 12th, and 16th level, he can also select one rage power to grant the target while it rages. The mage's barbarian level is equal to 1/2 his volwrynn mage level when meeting the requirements of these powers. These rounds of rage stack with any rounds of rage the target might already have from levels of barbarian. When the rage ends, the target is fatigued as normal for a barbarian.



At 6th level, and again at 10th and 14th level, the chaos mage can select an additional, willing creature he can see (including himself) and grant them all the benefits of his rage, but the bonuses to Strength and Constitution are reduced by half when granted to more than one creature at a time.

At 18th level, the chaos mage can use or grant the benefits of greater rage instead.

This ability replaces broad studies and gift of Volwrynn.

Guardian of Volwrynn (Prestige Class)

The guardians of Volwrynn are the truest example of magical enhancement gone too far. The first was created when the ruling council of mages were forced to choose one among them to challenge a world-ending threat. The mission was thought to be suicidal, but the guardian survived, and from that time forward, a new guardian would be chosen with each generation.

Using one of Volwrynn's Forges of Creation, any spellcaster with permission from the council can become the world's new guardian.

Prerequisites: Knowledge (arcana) 5 ranks, able to cast 2nd-level spells. A potential guardian must know at least 5 other spellcasters who can join them in the bonding ritual at a Forge of Creation ^{v2}.

Alignment: Any.

Hit Die: d6.

Class Skills

The guardian of Volwrynn's class skills are Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All guardians of Volwrynn gain the following features.

Armor Proficiency: A guardian of Volwrynn suffers from arcane spell failure when attempting to cast her specialization spells and those granted by broad studies.

Bonding Ritual (Su): Upon gaining her first level in this prestige class, a guardian of Volwrynn undergoes a special ritual at a Forge of Creation which bonds her soul to 5 other spellcasters, to whom her power is forever connected thereafter. While there is no mechanical penalty, the guardian becomes immediately aware should one of those five spellcasters be killed, however far the distance between them (crossing planar boundaries if necessary).

At the ritual's completion, the guardian gains a Volwrynn mage specialization, and her guardian levels stack with levels of that class when determining the specialization features to which she has access (see guardian features below). If she already has a mage specialization, the guardian instead gains Dual Specialization as a bonus feat, ignoring its prerequisites and restrictions.

In addition, the guardian adds her specialization spells to those granted by her class. They always count as spells known or prepared, and she may cast them using her spell slots, even if she has already prepared another spell for that level.

Broad Studies (Sp): At 1st level, a guardian of Volwrynn chooses two mage specializations (one of which must be her Dual specialization if she has that feat). She gains an additional 1st-level spell slot each day that she can use to cast one of the spells granted by those specializations. She gains spell slots of the next highest level (up to 5th-level spells) at 3rd, 5th, 7th, and 9th level.

Table: Guardian of Volwrynn

Base						Spells per Day
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	
1st	+0	+0	+0	+1	Bonding ritual, broad studies, cantrip	+1 level of existing class
2nd	+1	+1	+1	+1	Bonus feat	+1 level of existing class
3rd	+1	+1	+1	+	Bonus spell, broad Studies spell slot +1	+1 level of existing class
4th	+2	+1	+1	+2	Guardian feature	+1 level of existing class
5th	+2	+2	+2	+3	Broad Studies spell slot +1	+1 level of existing class
6th	+3	+2	+2	+3	Bonus spell, guardian feature	+1 level of existing class
7th	+3	+2	+2	+4	Broad Studies spell slot +1	+1 level of existing class
8th	+4	+3	+3	+4	Bonus feat, guardian feature	+1 level of existing class
9th	+4	+3	+3	+5	Bonus spell, broad Studies spell slot +1	+1 level of existing class
10th	+5	+3	+3	+5	World Guardian	+1 level of existing class

Cantrip: At 1st level, a guardian of Volwrynn gains 1 of the following cantrips based on her specialization (she chooses one if she has Dual Specialization). Arcane—*detect magic*; Blood—*touch of fatigue*; Fire—*light*; Frost—*ray of frost*; Spellbreaker—*disrupt undead*

Spells per Day: At the indicated levels, a guardian of Volwrynn gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a guardian of Volwrynn, she must decide to which class she adds each new level for purposes of determining spells per day.

Bonus Feat: At 2nd level, and again at 8th level, a guardian of Volwrynn gains her choice of Critical Focus, Dual Specialization (if she doesn't have it already), or Mastery Focus as a bonus feat. She can ignore the restriction of having only one.

Bonus Spell (Ex): At 3rd, 6th, and 9th level, a guardian of Volwrynn gains one additional spell known from any Volwrynn mage specialization spell list and adds it to her own spell list. The chosen spell must be one level lower than the highest level of spells the guardian can cast.

Guardian Feature: At 4th, 6th, and 8th level, a guardian of Volwrynn gains a guardian feature of her choice. When she gains a guardian feature, she can choose one of her specializations and gain the next available feature as if she were a Volwrynn mage of the appropriate level (this includes mastery), or any item creation or metamagic feat for which she meets the prerequisites.

World Guardian: At 10th level, a guardian of Volwrynn can no longer truly die. Even if her physical body is destroyed, she can expend all of her highest-level spell slots each day (not including her bonus spells per day) to continue existing in the world of the living until she chooses to pass on or is properly resurrected. Living or not, the guardian can also designate a number of locations up to her Intelligence modifier that retain her “echo,”

which can perform light activities, simple tasks, interactions as she would in her absence. She is aware of the interactions her echoes have with other creatures, and can, as a standard action, shift her consciousness to any of them while she remains on the same plane of existence (her physical manifestation continues to act as an echo in her absence). The locations a guardian chooses for her echoes must be individual buildings (and the grounds surrounding them), each no larger than a small castle.

Spellbreaker (Archetype)

Spellbreakers are sometimes offered a place as elite guards in elven society. Those who accept receive greater focus on martial training while still maintaining their principal understanding of arcane magic.

Hit Dice and Base Attack: A spellbreaker's Hit Die is a d10, and her base attack is equal to her Volwrynn mage level. This alters the Volwrynn mage's Hit Dice and base attack.

Saving Throws: A spellbreaker gains a good Fortitude saving throw progression. This alters the Volwrynn mage's saving throws.

Weapon and Armor Proficiency: A spellbreaker is proficient with all simple and martial weapons, light, medium, and heavy armor, and all shields (including tower shields). She does not suffer spell failure when using armor or a shield and casting Volwrynn mage spells. A multiclass spellbreaker still suffers arcane spell failure for arcane spells received from other classes.

This alters the Volwrynn mage's weapon and armor proficiencies.

Mage Specialization: A spellbreaker gains Volwrynn Mage Training as a bonus feat at 1st level, and always picks spellbreaker as her mage specialization. She cannot change her specialization.

At 1st level, a spellbreaker learns and can cast *stunning barrier* a number of times per day equal to her Intelligence modifier as a Volwrynn mage of her level. She also gains spellguard.

At 3rd level, the spellbreaker can cast *lead blades* instead and gains spellblade. Her mage specialization then progresses as normal for a Volwrynn mage of her level.

This alters mage specialization and replaces gift of Volwrynn.

Spells: A spellbreaker gains spells per day as a bloodrager of her Volwrynn mage level. She can still cast any Volwrynn mage spell and any spellbreaker spell without learning or preparing them ahead of time.

This alters the Volwrynn mage's spellcasting progression.

Broad Studies: Spellbreakers gain broad studies starting at 4th level. A spellbreaker gains 1 spell slot of each level she can cast that she can use to cast one of her broad studies spells each day.

This alters broad studies.

Bonus Feats: A spellbreaker adds the following feats to her available bonus feats, and gains bonus feats at 2nd, 6th, 8th, 12th, 14th, 16th, and 18th level. She ignores any race prerequisites of these feats and counts her Volwrynn mage levels as fighter levels when she selects them in this way.

Die Hard, Endurance, Survivor, Toughness, Weapon Focus, Weapon Specialization, Greater Weapon Focus.

Volwrynn Marksman

Requests by Lance McComber.

Volwrynn may have been the first world discovered with archers who used the specific training and talents of the marksman, but it certainly isn't the only one. On some worlds, the marksman's gifts are more magical, sometimes even divinely inspired gifts that allow her to conjure arrows out of thin air, create projectiles of acid, flame, or frost, and even aid the creatures she shoots

Arrow (Archetype)

The Arrows are a band of vigilantes who battle each other and the various threats to their world using expert leadership, teamwork, and a bit of supernatural power. They are more than just marksmen; they are something else.

Weapon and Armor Proficiency: An arrow is proficient with all simple weapons, all bows, and light armor. She can cast magus spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, an arrow wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass arrow still incurs the normal arcane spell failure chance for arcane spells received from other classes.

This alters the marksman's proficiencies.

Magus Spells: At 1st level, an arrow learns to conjure magical arrows she can shoot at her enemies. She gains arcane spellcasting, as a magus of her marksman level. Her effective caster level with those spells is equal to her marksman level -4 (minimum 1).

The arrow casts her magus spells using her bow. Those spells use the bow's range, and require a successful ranged touch attack to affect their initial target, even if they do not normally require one. They otherwise function as expected. Spells that normally target more than one creature do not require attacks against any creatures other than the initial target, unless they would normally. That creature's square is considered the originating space of the spell.

This ability replaces sniper training, hunter talents, woodland stride, and the damage bonuses granted by steady shot at 12th level.

Conjure Arrow (Su): As a swift action, an arrow can expend a 1st or 2nd-level spell slot to conjure a number of rounds of any ammunition (including alchemical arrows) equal to her Intelligence modifier. A single piece of ammunition cannot be worth more than 5 gp per marksman level (for a 1st-level spell slot), or 40 gp per marksman level (for a 2nd-level spell slot). Once conjured, the ammunition remains for up to 1 minute per marksman level. It is obvious that ammunition created in this way is a conjuration effect.

Beast Mastery Marksman (Archetype)

Beast Mastery (Ex): At 1st level, a Volwrynn marksman with beast mastery gains an animal companion. This functions as the druid nature bond feature. It replaces sniper training.

Kill Command (Ex): At 3rd level, as a swift action, a Volwrynn marksman with beast mastery can choose one creature he can see and give his animal companion a kill command. When he does, his companion's next successful attack against the chosen creature deals +1d6 damage. This additional damage is precision damage and does not multiply on a critical hit. At 7th level, and every 4 levels thereafter, this additional damage increases by +1d6, to a maximum of +5d6 at 19th level. Favored class bonuses that increase sniper training damage also increase kill command.

Kill command lasts until the marksman's companion deals its additional damage, or until the marksman issues a kill command against a different creature as a swift action. Beginning at 13th level, the marksman can issue a kill command once per round as a free action. If the target of his kill command dies before his companion can deal its additional damage, the marksman can issue a kill command against another creature he can see as an immediate action.

Bestial Wrath (Sp): At 7th level, when a Volwrynn marksman issues a kill command, he can also cast *rage* as a standard action, targeting only his companion. The marksman's caster level with this ability is equal to his Volwrynn marksman level. At 13th level, the marksman can use his hunter talent to increase the morale bonus from this spell to +4. If he does, he can also use his hunter talent at 18th level to increase the moral bonus to +6.

Cupid (Archetype)

Cupids are a very different type of archer. Rather than only firing arrows that can harm their targets, they can also create magical effects that are fired from their bows into allies to aid them.

On many worlds, cupids are believed to be bringers of love and peace. While this is true in many ways, cupids are also not afraid to oppose those who would seek to destroy such things.

Hit Dice and Base Attack: A cupid's Hit Die is d8, and her base attack is equal to 3/4 of her marksman level, as the cleric. This alters the marksman's Hit Dice and base attack bonus.

Weapon and Armor Proficiency: A cupid is proficient with all simple weapons and all bows. She is also proficient with light and medium armor. This alters the marksman's proficiencies.

Cleric Spells: At 1st level, a cupid gains the ability to cast divine spells (but not orisons), as a cleric of her marksman level. Her effective caster level with those spells is equal to her marksman level -4 (minimum 1).

The cupid can only prepare and cast spells that would benefit all of their targets (*cure* spells can still be used to harm undead). She can cast these spells using her bow. They use the bow's range, and require a successful ranged touch attack to affect their initial target, even if they do not normally require one. They otherwise function as expected. Spells that normally target more than one creature do not require attacks against any creatures other than the initial target, unless they would normally. That creature's square is considered the originating space of the spell.

This replaces marksman arrows and the sniper training gained at 1st, 5th, 9th, 13th, and 17th level.

Domain: At 1st level, a cupid chooses one of the following domains (or any of their subdomains). Once this choice is made, it can only be changed by spending 5 days of downtime to retrain it. She gains the special abilities and domain spells from her chosen domain, as well as 1 extra spell slot of each level she knows with which she can cast her domain spells. Unlike her other cleric spells, the cupid's domain spells can be used to harm her enemies, provided they are within range of her bow and she succeeds at a ranged touch attack to affect them.

Air, charm, community, glory, good, healing, liberation, luck, protection

Master Shot (Ex): A cupid's master shot uses her Wisdom modifier in place of Intelligence. This alters master shot.



Character Options



Feats & Traits

Class Feats

Broader Studies [Volwry Mage]

Prerequisites: Volwry mage level 3rd, broad studies, gift of Volwry.

Benefit: You gain an additional specialization that you can change between when using your gift of Volwry ability. Choose 1 spell of each spell level granted by that specialization. You can cast those spells using your broad studies spell slots.

Special: You can select this feat more than once, and you may select it for a specialization you already have in order to add more spells to the list you can cast from using broad studies.

Cold Snap [Volwry Mage]

Prerequisites: Volwry mage level 9th, frost specialization.

Benefit: Choose one—You gain +4 to your effective druid level with your water elemental companion, or you lose your water elemental, but gain the water domain as a druid of your Volwry mage level. You can cast your water domain spells as Volwry mage spells of the appropriate levels.

Dual Specialization [Volwry Mage]

Prerequisites: Volwry mage level 5th, broad studies.

Benefit: Choose one of your broad studies specializations. You gain the 1st-level benefit of that specialization.

Special: You cannot have both Dual Specialization and Mastery Focus.

Expansive Studies [Volwry Mage]

Prerequisites: Int 15, Volwry mage level 5th, broad studies.

Benefit: You can cast your broad studies spells using any Volwry mage spell slot of the appropriate level.

Frostfire Bolt [Volwry Mage]

Prerequisites: Dual Specialization, Volwry mage level 7th, fire or frost specialization.

Benefit: Your firebolt ability can be used with frost specialization spells, and your frostbolt ability can be used with fire specialization spells. You can choose to deal half cold and half fire damage with those spells.

Imbued Item Focus [Arcane Tinkerer]

Prerequisites: Arcane tinkerer level 5th, at least 1 imbued item plan that grants a bonus.

Benefit: Choose one imbued item pattern that grants a bonus. That item grants an additional +1 bonus of the same type. This does not affect item special abilities (such as with armor or weapon enhancement).

Special: You can select this feat more than once. Its effects do not stack. Each time you select this feat, choose another imbued item plan that grants a bonus.

Improved Mechanical Companion [Arcane Tinkerer]

Prerequisites: Arcane tinkerer level 9th, mechanical companion class feature.

Benefit: Your effective druid level is equal to your arcane tinkerer level, and your mechanical companion can be any creature available to a druid of the same level.

Improved Universal Tool [Arcane Tinkerer]

Prerequisites: Arcane tinkerer level 3rd, universal tool class feature.

Benefit: You can create a universal tool in 1 minute with available scraps, or in 10 minutes of concentration without.

Normal: It takes 5 minutes to create a universal tool, or 1 hour without any usable material available.

Mastery Focus [Volwry Mage]

Prerequisites: Volwry mage level 7th, mastery.

Benefit: When you use a Volwry mage ability affected by your specialization's mastery, you trigger the effect on a natural 17 or higher, even if that attack is not a critical hit. At 15th level, you trigger the effect on a natural 13 or higher, even if that attack is not a critical hit.

Special: You cannot have both Dual Specialization and Mastery Focus.

Mechanical Familiar [Arcane Tinkerer]

Prerequisite: Arcane tinkerer level 5th.

Benefit: You learn how to construct a mechanical familiar. This functions as the wizard's arcane bond class feature, except you can imbue your familiar and grant it your Arcane Strike bonus as if it wore or wielded the appropriate item. Your effective wizard level with your familiar is equal to your arcane tinkerer level.

Volwry Mage Training [Volwry Mage]

Prerequisites: Int 15, Volwry mage level 1st, and you must either be an elf, taught by an elf, or taught by another creature with Volwry Mage Training. If not selected at 1st level, this feat requires 1 month of downtime to learn.

Benefit: You can select blood mage and spellbreaker as Volwry mage specializations. These specializations have a larger list of spells available to them.

In addition, if you have no spells available at a specific level (5th-level and higher for spellbreakers, or 7th-level and higher for blood mages), you may instead learn a lower-level spell from that list and permanently apply one or more metamagic feats to it that you know which would put it at the appropriate spell level. Spells learned in this way can be cast with their normal casting time (rather than the minimum full-round action it usually takes to cast a spell modified by a metamagic feat).

Special: Elves can gain this feat as a bonus feat in exchange for their elven immunities racial trait.

Noble Paths

A noble path is a measure of a character's growing renown, made manifest through a convergence that they develop naturally. Unlike other convergences, a noble path must be earned through public or corroborated acts of heroism, charity, or selflessness (this can be achieved during downtime or while adventuring). The gold value listed at each level of a noble path is the amount required to reach that next benefit (An 18th-level noble cheshin would have paid 16,725 gp total for his path, for example).

Pursuing a Noble Path

To begin pursuing a noble path, one must make a small sacrifice in the form of the Noble Path feat. This feat grants the character a class skill or other small boon defined by their race's associated convergence and the ability to begin earning renown (represented as the value of the convergence in gold).

Noble Path

Prerequisite: Must have made some personal sacrifice or performed a selfless act of heroism.

Benefit: Choose a noble path related to your faction or race. You gain the 1st level benefit of that path's convergence and can progress your renown as you gain levels.

Special: Appropriate traits or a proper backstory can be used to meet the prerequisite for this feat.

Cheshin Noble Path

A cheshin's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Prankster (Ex): Choose Bluff, Disable Device, or Sleight of Hand. You gain that skill as a class skill and a +1 racial bonus on all skill checks made with that skill. At 9th level, you gain Signature Skill as a bonus feat with the chosen skill.

Light Adaptation (Ex): You no longer have light blindness

Heightened Constitution (Ex): You no longer take a penalty to your Constitution score.

Darkvision (Su): You gain darkvision out to 60 feet, or increase your existing darkvision out by 60 feet, to a maximum of 120 feet.

Vanish (Sp): You can cast *vanish* at will. Your caster level is equal to your character level.

Inherent Ability (Ex): You gain a +2 inherent bonus to your choice of Dexterity or Charisma.

Cheshin Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Prankster	—
3	Light Adaptation	750 gp
6	Heightened Constitution	1,250 gp
9	Prankster	2,000 gp
12	Darkvision	2,850 gp
15	<i>Vanish</i>	4,000 gp
18	Inherent ability +2	5,875 gp

Dathomin Noble Path

A dathomin's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

While the larger universe sees dathomin as primarily female, noble dathomin actually learn to exhibit both male and female traits, ultimately striking a balance and becoming greater for it. Many "true" dathomin forgo becoming nobles, preferring to stick to their race's natural divide. Abandoned dathomin embrace nobles, holding them in higher regard for achieving their beautiful transformation.

Twinned Soul (Ex): You can use either form of dathomin duality a total of 3 times per day, plus any gained from the Garner Power racial feat. If you have burst of insight, using either ability counts against the limit of each.

The Magic Within (Su): You can use a swift action twice per day to gain a +4 deflection bonus to your Armor Class until you are missed with an attack by 4 or less.

Heightened Wisdom (Ex): You no longer take a penalty to your Wisdom score.

Rise Above (Ex): Non-evil creatures within 60 feet of you regain additional hit points equal to your convergence level when healed by a good creature or effect.

Greater Darkvision: You can see perfectly in darkness, including magical darkness.

Singularity (Ex): You gain Fleet as a bonus feat. In addition, you always count as both male and female when it would benefit you, including your racial traits. Negative effects that rely on gender do not affect you.

Inherent Ability (Ex): You gain a +2 inherent bonus to your choice of Strength or Dexterity.

Dathomin Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Twinned Soul	—
3	The Magic Within	750 gp
6	Heightened Wisdom	1,250 gp
9	Rise Above	2,000 gp
12	Greater Darkvision	2,850 gp
15	Singularity	4,000 gp
18	Inherent ability +2	5,875 gp

Freeblade Noble Path

A freeblade's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Fleet: You gain Fleet as a bonus feat.

Stomp: You gain a natural stomp attack that you can use against prone creatures. It deals 1d10 bludgeoning damage plus 1-1/2 times your Strength modifier on a hit and has a x3 critical multiplier. At convergence level 9, your stomp deals 2d6 damage instead, and at convergence level 15, it deals 2d8 damage instead.

Heightened Constitution (Ex): Increase your Constitution score by +1.

Magical Weaponry: Weapons you create with natural weaponry have a +1 enhancement bonus that stacks with other enhancements, up to +5. You can add the cost of an enchanted weapon to your noble path to further improve your natural weaponry when it is created.

Inherent Ability (Ex): You gain a +2 inherent bonus to your Strength score.

Freeblade Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Fleet	—
3	Stomp (1d10)	750 gp
6	Heightened Constitution	1,250 gp
9	Stomp (2d6)	2,000 gp
12	Magical Weaponry	2,850 gp
15	Stomp (2d8)	4,000 gp
18	Inherent Strength +2	5,875 gp

Mechanin Noble Path

A mechanin's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Known to their brethren as primes, mechanin nobles are the leaders of their people. By proving themselves capable of protecting and advancing their kind, these mechanin are blessed by the collected consciousness that built them with heightened ability and better control over their gifts.

Improved Alternate Form (Ex): When using alternate form, you can adopt a new form after only 1 minute of study.

The Spark Within (Su): Choose one—you can reroll a missed attack with a +1 bonus twice per day; or you can reroll a failed skill check twice per day, even if you cannot normally attempt such a check more than once. At convergence level 15, you gain both and may use each one additional time per day.

Heightened Constitution (Ex): Increase your Constitution score by +1.

Additional Form: You gain Additional Form as a bonus feat.

Blend Forms (Su): When taking the form of a creature, you may choose one natural attack or defensive trait from another form you know that is on the list provided by the appropriate spell. For example, you could grow wings as a lion because *beast shape IV* allows you to gain a fly speed of 120 feet (good maneuverability) and your additional form is an eagle.

Inherent Ability (Ex): You gain a +2 inherent bonus to one ability score of your choice.

Mechanin Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Improved Soul Bond	—
3	The Spark Within	750 gp
6	Heightened Ability	1,250 gp
9	Additional Form	2,000 gp
12	Blend Forms	2,850 gp
15	The Spark Within	4,000 gp
18	Inherent ability +2	5,875 gp

Melni Noble Path

A melni's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Improved Soul Bond (Ex): The bond you share with a demon of your world strengthens, granting you greater power. You gain one of the following benefits, dependent on the bond you chose at creation.

Babau: Bond—+2 Cha, -2 Dex. You gain +2 natural armor.

Glabrezu: Bond—+2 Str, -2 Dex. When you confirm a critical hit against a creature with a melee attack, you can forgo the critical damage and instead cast a 5th-level or lower spell as a swift action. This can be a spell you know, or a scroll or wand in your possession (you do not have to have the item drawn). You must still be able to cast the spell otherwise (such as with an appropriate Use Magic Device check).

Hezrou: Bond—+2 Dex, -2 Cha. You gain a swim speed of 30 feet and ignore difficult terrain in mud and swamps.

Marilith: Bond—+2 Dex, -2 Str. Choose one type of melee weapon. When you wield a weapon of that type, it gains finesse. If the weapon already has finesse, you can add your Dexterity in place of Strength to the damage.

Nalfeshnee: Bond—+2 Str, -2 Cha. You gain DR 1/magic or good.

Succubus: Bond—+2 Cha, -2 Str. If you fail a skill check to influence a creature, you may try again immediately, ignoring the first result. If you fail again, you suffer the consequences of both failures normally.

Second Soul (Su): You gain the benefit of another soul bond. That benefit must share either its ability bonus or penalty with your own. For example, if you have a bond to a glabrezu, you can choose nalfeshnee (+2 Str), or babau (-2 Dex). This does not grant you the new bond's ability bonus or penalty, only its improved ability. At convergence level 12, you gain the third bond.

Heightened Ability (Ex): You no longer take a penalty to your Constitution score. If you have Fortified Bond, you instead no longer take the penalty imposed by your soul bond.

Energy Resistance (Ex): You gain resistance 5 to your choice of acid, cold, or fire damage.

Enchantment Immunity: You are immune to enchantment spells and effects.

Inherent Ability (Ex): You gain a +2 inherent bonus to one ability score of your choice.

Melni Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Improved Soul Bond	—
3	Second Soul Bond	750 gp
6	Heightened Constitution	1,250 gp
9	Energy Resistance	2,000 gp
12	Third Soul Bond	2,850 gp
15	Enchantment Immunity	4,000 gp
18	Inherent ability +2	5,875 gp

Mind Worm Noble Path

A mind worm's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Improved Grapple: You gain Improved Grapple as a bonus feat.

Strengthen Alignment: If you are aligned to the aspect of chaos, you can reroll a missed attack with a +1 bonus twice per day. If you are a mind worm aligned to the aspect of knowledge, you can reroll a failed skill check twice per day, even if you cannot normally attempt such a check more than once. If you are a corpse worm aligned to the aspect of death, you deal +2 damage with successful attacks made against flat-footed targets (this is precision damage). If you have more than one of these alignments, choose one. Once the choice is made, it cannot be changed without first removing the convergence.

Heightened Wisdom (Ex): You no longer take a penalty to your Wisdom score.

Signature Skill: You gain Signature Skill (knowledge) as a bonus feat.

Greater Darkvision: You can see perfectly in darkness, including magical darkness.

Enchantment Immunity: You are immune to enchantment spells and effects.

Mind Worm Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Improved Grapple	—
3	Strengthen Alignment	750 gp
6	Heightened Wisdom	1,250 gp
9	Signature Skill (knowledge)	2,000 gp
12	Greater Darkvision	2,850 gp
15	Enchantment Immunity	4,000 gp
18	Inherent ability +2	5,875 gp

Inherent Ability (Ex): You gain a +2 inherent bonus to one physical ability score of your choice, and you grant that increased bonus to your host as well.

Enemies & NPCs

This month is the 5-year anniversary of *Mystical: Kingdom of Monsters*. To celebrate, we have a special pair of preview monsters, along with the taurinor race to the left. These monsters will eventually be included in upcoming content for that series, but as thanks for being our patrons, please enjoy this exclusive, early look at the dira and manna lagomorphs.

Lagomorph Fairy Rune (Dira)

Concept by Indira Ott and Timothy Ott Sr.

For years, the researchers of the kingdom have studied lagomorphs, their growth patterns, and the regions they call home. The curious nature of lagomorphs, and how they can grow into so many different forms has always fascinated breeders and researchers alike.



Dira

CR 4 (XP 1,200)

NG fey

Init +3; **Senses** Perception +9 (low-light vision)
Size Small; **Speed** 20 ft., fly 30 ft. (average)

Defense

AC 15 (touch 9, flat-footed 12)
Fort +3, **Ref** +5, **Will** +9; **CMD** 15
hp 36; **DR** 2/cold iron; **SR** 15

Offense

Melee 2 claws +4 (1d3+2)
Attack Spell-Like Abilities 1/day—*deep slumber* (Will DC 17), *burst of radiance* (Reflex DC 16); 3/day—*faerie fire*

Statistics

Dex +3, **Int** +1, **Cha** +5; **Fly** +9, **Handle Animal** +12, **Heal** +12, **Knowledge (nature)** +12, **Stealth** +9

Dira (Manna) Trainer Spell List

Level	Spells
0	<i>resistance, stabilize, virtue</i>
1st	<i>expeditious retreat, faerie fire (mind thrust I), mage armor, shield, sleep</i>
2nd	<i>burst of radiance (mind thrust II), protection from arrows, resist energy</i>
3rd	<i>battlefield adept (mind thrust III), deep slumber, dispel magic, protection from energy</i>
4th	<i>grove of respite (mind thrust IV), spell immunity, true form</i>
5th	<i>break enchantment, polymorph (mind thrust V), spell resistance</i>
6th	<i>cloak of dreams (mind thrust VI), repulsion</i>
7th	<i>regenerate</i>
8th	<i>greater spell immunity, protection from spells</i>
9th	<i>foresight</i>

Lagomorph Mind Rune (Manna)

In Monsterholm, manna monsters are less frequently encountered than their monstorin counterparts. Still, the more animalistic beasts have been known to congregate around their henge in Mannas, seeking enlightenment as much as any manna in hopes of one day achieving it and growing into pronomannas.

Manna

CR 6 (XP 2,400)

N magical beast

Init +3; **Senses** Perception +14 (darkvision, low-light vision)
Size Small; **Speed** 20 ft., fly 30 ft. (good)

Defense

AC 22 (touch 14, flat-footed 19)
Fort +7, **Ref** +7, **Will** +9; **CMD** 18
hp 63; **Defensive Spell-Like Abilities** at will—*mage armor (used), shield (used)*

Offense

Melee 2 slams +8 (1d6+5); does not physically touch the enemy.
Attack Spell-Like Abilities 1/day—*mind thrust III* (Will DC 19); 3/day (Will DC 17)—*mind thrust I* or *sleep*

Statistics

Dex +3, **Int** +5, **Cha** +2; **Fly** +11, **Diplomacy** +14, **Knowledge (arcana)** +14, **Stealth** +11
Languages common, telepathy 60 ft.

Lagomorph Monstorin Racial Traits (10 RP)

Adaptable: Lagomorph monstorin gain a +2 racial bonus to one ability score of their choice.

Small: Lagomorphs are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Slow Speed: Lagomorphs have a base speed of 20 ft., but gain +10 feet when using charge or withdraw. Diras also have gliding wings.

Monstorin: Lagomorphs are humanoids with the monstorin subtype.

Lucky: Lagomorphs gain a +1 bonus to all saving throws.

Skills: Diras gain a +2 racial bonus on all Heal checks. Mannas gain a +2 racial bonus on all Knowledge (arcana) checks.

Spell Resistance: Lagomorphs gain spell resistance equal to 11 + their character level.

Languages: Common. Lagomorphs with high Intelligence scores can choose from the following: Draconic, Elven, Gnome, Halfling, or Sylvan. Mannas can choose any language.

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