



Hybrid Class: The Hermit



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Hybrid Class: The Hermit was written by Aaron Hollingsworth with development by Perry Fehr and Mark Gedak.

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Hermit

Then stirs the feeling infinite, so felt In solitude, where we are least alone.

—Lord Byron

There is more to being a hermit than living alone. By resigning one's self from the institutions of mortals, true hermits gain supernatural insight over long periods of dwelling alone in some untouched part of nature. The first step in hermitage is retiring from civilization and escaping all forms of society—including the company of animals and otherworldly beings. With solitude established, the journey continues inward as the hermit examines his true nature and the state of all things. This constant introspection reveals secrets both divine and arcane, which grants the hermit profound awareness. Hermits often refer to this font of power as the Inner World. Whether this world is an actual place or a state of mind, only a true hermit knows for certain.

Role: Hermits occasionally abandon their solitude to seek out new havens of meditation and pupils willing to receive wisdom. Hermits do not teach their secrets; they can only point the way to them. As they journey, conflict and adventure inevitably find them, and allies are usually permitted to tag along for the trek.

Parent Classes: Druid and Witch

Alignment: Any neutral

Hit Die: d6

Starting Wealth: 2d6 × 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The hermit's class skills are Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (planes), Perception (Wis), Profession (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 2 + Int modifier.

Table: Hermit

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Illumination, lantern, orisons, rune power
2nd	+1	+0	+0	+3	Endurance, illumination
3rd	+1	+1	+1	+3	Withdraw
4th	+2	+1	+1	+4	Illumination
5th	+2	+1	+1	+4	—
6th	+3	+2	+2	+5	Illumination
7th	+3	+2	+2	+5	—
8th	+4	+2	+2	+6	Illumination
9th	+4	+3	+3	+6	Hermetic wisdom I
10th	+5	+3	+3	+7	Illumination
11th	+5	+3	+3	+7	—
12th	+6/+1	+4	+4	+8	Illumination
13th	+6/+1	+4	+4	+8	Hermetic wisdom II
14th	+7/+2	+4	+4	+9	Illumination
15th	+7/+2	+5	+5	+9	—
16th	+8/+3	+5	+5	+10	Illumination
17th	+8/+3	+5	+5	+10	Hermetic wisdom III
18th	+9/+4	+6	+6	+11	Illumination
19th	+9/+4	+6	+6	+11	—
20th	+10/+5	+6	+6	+12	Grand illumination

Class Features

The following are the class features of the hermit.

Weapon and Armor Proficiency: Hermits are proficient with all simple weapons. They are not proficient with any type of armor or shield.

Bonus Languages: Hermits may choose Druidic as a starting language, given they have a high enough Intelligence at character creation. They may also

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

substitute Druidic for a racial bonus language, if they wish.

Spells: A hermit casts divine spells drawn from the druid and witch spell lists. All of a hermit's witch spells and cantrips become divine spells and orisons. Her alignment may restrict her from casting certain druid spells opposed to her moral or ethical beliefs; see *Chaotic, Evil, Good, and Lawful Spells*. A hermit must choose and prepare her spells in advance.

To learn, prepare, or cast a spell, a hermit must have a Wisdom score equal

to at least 10 + the spell level. The Difficulty Class for a saving throw against a hermit's spell is 10 + the spell level + the hermit's Wisdom modifier.

A hermit can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on *Table: Hermit*. In addition, she receives bonus spells per day if she has a high Wisdom score.

A hermit must spend 1 hour each day in a trance-like meditation with their lantern on the mysteries of nature to regain her daily allotment of spells. A hermit may prepare and cast any spell stored within her lantern.

Orisons: Hermits can prepare a number of orisons, or 0-level spells, each day, as noted on *Table: Hermit* under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again. Orisons prepared using other spell slots, due to metamagic feats for example, are expended normally.

Learning Spells: A hermit begins play knowing all 0-level druid and witch spells plus three 1st-level spells of his choice. The hermit also selects a number of additional 1st-level spells equal to his Wisdom to his list of spells known. At each new hermit level, he gains two new spells of any spell level or levels that he can cast (based on his new hermit level). The spells learned by a hermit are stored within their lantern (see below).

Hermit Teaching Hermit: A hermit can learn spells from another hermit. To accomplish this, the hermits must spend one hour per level of the spell being taught in communion with one another. At the end of this time, the hermit who is learning a spell must make a Spellcraft check (DC 15 + spell level). If the check succeeds, the hermit has learned the spell and the hermit may utilize it the next time she prepares spells. If the check fails, the hermit has failed to learn the spell and cannot try to learn that spell again until the hermit has gained another rank in Spellcraft. Most hermits require a spell of equal or greater level in return for this service.

Lantern (Ex and Su): A hermit begins with a special lantern they use to seek out and expose the truth in all things, no matter how horrible or mysterious that truth might be. A hermit's lantern can take the form of any handheld light source, be it a torch, glowing stone, tapered candle, flashlight, or actual lantern. Regardless of its form, the functions of a hermit's lantern remain the same.

A hermit's lantern can shine light like a bullseye lantern or a hooded lantern (choose one), can be lit or extinguished by the hermit as a swift action,

it cannot be affected by environmental effects (such as wind or water), has a hardness of 8, and a number of hit points equal to $\frac{1}{2}$ the hermit's hit points. A hermit's lantern does not require fuel of any kind.

A hermit can add additional magic abilities to his lantern as if he has the required Item Creation Feats and if he meets the level prerequisites of the feat. The magic properties of a lantern, including any magic abilities added to the lantern, only function for the hermit who owns it. If a lantern's owner dies, or the item is replaced, the object reverts to being an ordinary lantern of the appropriate type.

If a lantern is damaged, it is restored to full hit points the next time the hermit prepares her spells. If the lantern is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per hermit level; A hermit cannot recover spells until her lantern is effectively replaced. This ritual takes 8 hours to complete. Lanterns replaced in this way do not possess any of the additional enchantments of the previous lantern.

When a hermit holds her lantern in one hand, that hand counts as a free hand for the purpose of casting spells with somatic components. The lantern also serves as the hermit's divine focus.

Rune Power: Upon the creation of a new lantern, the hermit chooses one of the following rune powers to determine special functions for it. Once a rune is chosen, it cannot be changed.

Hooped Triquetra: When casting spells with circular area effects (such as cones, cylinders, or spheres), the hermit can expand the area of effect by 5 ft, as an immediate or swift action. At 10th level, the hermit can expand the area of effect by 10 ft. The hermit can use this ability a number of times per day equal to 3 + the hermit's Wisdom modifier.

Barromean Rings: The lantern functions in combat as a masterwork light flail, and can be enchanted normally. The hermit is considered proficient with this weapon. As a swift action, the hermit can gain a +1 bonus to her attack rolls, melee damage rolls, CMD, and CMB checks when wielding her lantern. This bonus increases by +1 at 5th, 10th, 15th and 20th level. The hermit can grant herself this bonus for 1 minute per hermit level. These minutes need not be consecutive but do need to be in whole minute increments.

Encircled Quill: Allies located in the area of the lantern's normal light gain a +1 bonus to saving throws against spells and other supernatural effects. This bonus increases by 1 at 5th, 10th, 15th, and 20th level. The hermit can use this ability for 1 minute per hermit level. These minutes need not be consecutive.

Zos-Keer: Enemies located in the area of the lantern's normal light take a -1

penalty to saving throws against the hermit's spells and illuminations. This penalty increases by -1 at 5th, 10th, 15th, and 20th level. The hermit can use this ability for 1 minute per hermit level. These minutes need not be consecutive.

Illuminations: As the hermit gains power and experience, he learns to shed light in new ways, both figuratively and literally. At 1st and 2nd level, and every even level thereafter, the hermit can select an illumination from the list below. Some of the illuminations have saving throws. The DC for a hermit's illumination is $10 + \frac{1}{2}$ the hermit's class level + the hermit's Intelligence modifier.

Aged (Ex): The hermit's time alone has given her an aged appearance. This appearance is purely cosmetic, but grants her a +4 bonus to Disguise and Bluff checks to appear older than she actually is.

A Thousand Faces (Su): The hermit gains the ability to change her appearance at will, as if using the *alter self* spell, but only while in her normal form. The hermit must be at least 14th level to select this illumination.

Entering the Dim World (Su): The hermit adds her Wisdom modifier as a dodge bonus to Armor Class whenever she uses the withdraw class ability.

Filtering Beard/Hair (Ex): The hermit's hair is long and unkempt, granting them a +4 bonus to Fortitude saves against dangerous fumes and other breathable threats.

Hooded Figure (Ex): The hermit adds her Wisdom bonus to Intimidate checks made against creatures that do not know her or do not recognize her. This check must be made within 1 minute of encountering the creature.

Long Fingernails (Ex): The hermit deals 1d4 points of piercing damage on successful melee touch attacks.

Mysterious Stranger (Ex): The hermit adds 1/2 her class level to the DC of Sense Motive, Diplomacy, and Knowledge checks to learn about her.

Nature Sense (Ex): The hermit gains a +2 bonus on Knowledge (nature) and Survival checks.

New Light: The hermit learns 2 spells from the bard, cleric, or wizard spell lists. These spells must have the light or divination descriptors and must be of a spell level that the hermit can cast. Arcane spells learned in this way become divine spells. This illumination can be selected multiple times. Each time, it applies to 2 new spells.

Philosophy (Sp): The hermit may choose a metamagic feat as a bonus feat. The hermit must be at least 5th level to choose this illumination.

Purity of Body (Ex): The hermit gains immunity to all diseases, including supernatural and magical diseases. The hermit must be at least 10th level to

select this illumination.

Recluse (Ex): The hermit adds her Wisdom modifier to Stealth checks.

Resist Creature Lure (Ex): The hermit gains a +4 bonus on saving throws against the spell-like and supernatural abilities of a certain type of creature (chosen from the list below). Once this choice is made, it cannot be changed. This illumination can be selected up to four times. Each time, it applies to a different creature. If a certain creature counts as more one type of creature, these bonuses do not stack. The hermit must be at least 4th level to select this illumination.

- Fey
- Dragons
- Undead
- Plants
- Elementals
- Outsiders, Chaotic Good
- Outsiders, Chaotic Evil
- Outsiders, Chaotic Neutral
- Outsiders, Lawful Good
- Outsiders, Lawful Neutral
- Outsiders, Lawful Evil

Strength in Solitude: When all adjacent squares around the hermit are unoccupied, the hermit gains a +1 morale bonus to all saving throws and Survival checks.

Tongue of the Sun and Moon (Ex): The hermit can speak with any living creature. The hermit must be at least 16th level to select this illumination.

Trackless Step (Ex): The hermit leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired. The hermit must be at least 4th level to select this illumination.

Trusty Walking Stick (Ex): When holding a quarterstaff that is masterwork quality, the hermit gains a +1 bonus to Reflex saves and to her CMD to resist tripping attempts.

Wild Empathy (Ex): The hermit can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The hermit rolls 1d20 and adds her hermit level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the hermit and the animal must be able to study each

other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A hermit can also use this illumination to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Witch Hex: The hermit can select one of the following witch hexes or major hexes. He treats his hermit level as his witch level for the purpose of qualifying for and using these hexes. This illumination can be selected multiple times. Each time it applies to a different hex or major hex. These hexes are: disguise, fortune, healing, major healing, misfortune, tongues, vision, and ward. Other witch hexes may be selected with the GM's permission.

Venom Immunity (Ex): The hermit gains immunity to all poisons. The hermit must be at least 10th level to select this illumination.

Woodland Stride (Ex): The hermit may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

Endurance (Ex): At 2nd level, the hermit has become used to living in privation and seclusion, and gains Endurance as a bonus feat.

Withdraw (Sp): At 3rd level, the hermit develops the magical will to avoid the world as she chooses. She can use *sanctuary* as a spell-like power a number of times per day equal to 3 plus her Wisdom modifier, but only upon herself. The hermit adds one-half her caster level to the DC to overcome this *sanctuary*, in addition to the spell level itself and her Wisdom modifier. Lastly, the hermit add her Wisdom modifier as a dodge bonus to her Armor Class when she uses the withdraw class ability.

Hermetic Wisdom (Su): At 9th level, a hermit has seen and learned much; she can answer questions put to her as if she were using *commune*; she can answer one question per day at 9th level, 2 questions at 13th level, and 3 at 17th. This process takes 10 minutes per question, as the hermit must think deeply to come up with an answer.

Grand Illumination (Su): When a hermit reaches 20th level she reaches the pinnacle of her power and awareness. She gains permanent *true seeing*, as per the spell. She can see in perfect darkness as if it were day, even magical dark-

ness. Lastly, she can expend a spell slot as a swift or immediate action, granting herself a bonus to a single Wisdom-based check. This bonus is equal to the spell slot's level.

Feats

The following feats are for the hermit hybrid class.

Additional Illumination

You gain more clarity in your hermitage.

Prerequisites: Illumination class feature.

Benefit: You gain one illumination. You must meet the qualifications to select this illumination. This feat can be selected multiple times. Each time, it applies to a different illumination.

Become the Dim World

When you withdraw from the world, you seem to fade away.

Prerequisites: Withdraw class feature.

Benefit: When you use the withdraw class feature, you gain 50% concealment

Born on a Monday

You have been blessed with the look of the faeriekind.

Prerequisite: Must be taken at 1st level.

Benefit: You gain a +2 bonus to social interactions with fey. Additionally, all first encounters you have with fey are initially indifferent or better in attitude.

Legacy of Diogenes

"Dogs and philosophers do the greatest good and get the fewest rewards." -Diogenes of Corinth

Prerequisites: Endurance, Iron Will, lantern class feature

Benefit: You gain +2 to Handle Animal checks (to dogs and similar canines only), +2 to Sense Motive checks, and add 2 to the DC of Intimidate checks made against you. You also suffer a -2 penalty to Diplomacy checks.

Magical Lanterns

Below is a list of possible enchantments a hermit could impart upon their lantern object, with variations based on different versions of the class ability instrument. Candle category enchantments function for one full application once per day. Other specific enchantments are subject to GM approval.

Lanterns	Torches and gems	Candles
<i>Faithful lantern</i>	<i>Archon's torch</i>	<i>Candle of Abaddon</i>
<i>Grim lantern</i>	<i>Beacon of true faith</i>	<i>Candle of clean air</i>
<i>Hidden light</i>	<i>Halfight charm</i>	<i>Candle of invocation</i>
<i>Lantern of auras</i>	<i>Ioun torch</i>	<i>Candle of truth</i>
<i>Lantern of concealment</i>	<i>Luminous facet</i>	<i>Corpse candle</i>
<i>Lantern of dancing shadows</i>	<i>Palelight</i>	<i>Death candle</i>
<i>Lantern of moonlight</i>	<i>Salt Lamp</i>	<i>Grave candle</i>
<i>Lantern of revealing</i>	<i>Sunrod of the emir</i>	<i>Heavenshard</i>
<i>Necromancer's beacon</i>		<i>Night candle</i>
<i>Voidlight lantern</i>		
<i>Witchlight lantern</i>		

An additional magic lantern is listed below.

Lantern of Knowledge

Aura faint divination; **CL** 9th

Slot none; **Weight** 1 lb. **Price** 9,600 gp

Description

This humble wood-and-brass lantern can cast *detect illusion* twice per day, once in the day, and once at night, but serves a greater purpose to the hermit spellcaster class as it enables them to choose spells per day as if they had access to all druid and witch spells, though they still must spend an hour meditating as normal for that class.

Construction

Requirements Craft Wondrous Item; *detect illusion*, *glimpse of truth*, *light*;

Cost 4,800 gp.

Alternate Favored Class Bonuses

Instead of adding a hit point or a skill point when increasing in the favored class of hermit, a hermit may instead choose the alternate class bonus. These favored class bonuses are not race-specific. Once a type of favored class bonus is chosen, it cannot be changed. Fractional increases must reach whole numbers to be effective.

Anumus Add 1 foot to the hermit's base speed. In combat, this only has an effect for every five increases in base speed.

Boggard Add +1/2 to Sense Motive checks to detect lies, and to the DC of opponents' attempts to Intimidate.

Catfolk Add 1 foot to the hermit's base speed. In combat, this only has an effect for every five increases in base speed.

Changeling Gain +1 to saves vs. fear.

Dwarf The hermit gains 1/5 of a new illumination.

Elf Add one spell from the druid or witch spell lists to the hermit's list of spells known. This spell must be at least 1 spell level below the highest level the hermit can cast.

Enigmon Add ¼ to attack rolls made with simple weapons.

Fetchling Add +1/2 to Sense Motive checks to detect lies, and to the DC of opponents' attempts to Intimidate.

Forlarren Add one spell from the druid or witch spell lists to the hermit's list of spells known. This spell must be at least 1 spell level below the highest level the hermit can cast.

Gathlain Add +1 to Stealth checks in forests, and Diplomacy checks against plant-type creatures.

Gnome The hermit gains 1/5 of a new illumination.

Grippli Add one spell from the druid or witch spell lists to the hermit's list of spells known. This spell must be at least 1 spell level below the highest level the hermit can cast.

Half-Human Add ¼ to attack rolls made with simple weapons.

Half-Medusa The hermit gains 1/5 of a new illumination.

Half-Ogre Add +1/2 to Sense Motive checks to detect lies, and to the DC of opponents' attempts to Intimidate.

Human The hermit gains 1/5 of a new illumination.

Ith'n Ya'roo Add +1/2 to Sense Motive checks to detect lies, and to the DC of opponents' attempts to Intimidate.

Lizardfolk Add ¼ to attack rolls made with simple weapons.

Mahrog Add 1 round to the duration of your withdraw ability per use.

Nagaji Add one spell from the druid or witch spell lists to the hermit's list

of spells known. This spell must be at least 1 spell level below the highest level the hermit can cast.

Oakling Add +1 to Stealth checks in forests, and Diplomacy checks against plant-type creatures.

Ogrillon Add +1/2 to Sense Motive checks to detect lies, and to the DC of opponents' attempts to Intimidate.

Orc Add ¼ to attack rolls made with simple weapons.

Orcam Add 1 round to the duration of your withdraw ability per use.

Ratfolk Add 1 round to the duration of your withdraw ability per use.

Satyrine Add ¼ to attack rolls made with simple weapons.

Saurian Add one spell from the druid or witch spell lists to the hermit's list of spells known. This spell must be at least 1 spell level below the highest level the hermit can cast.

Skinwalker Add 1 foot to the hermit's base speed. In combat, this only has an effect for every five increases in base speed.

Tengu Add 1 foot to the hermit's base speed. In combat, this only has an effect for every five increases in base speed.

Xesa Add one spell from the druid or witch spell lists to the hermit's list of spells known. This spell must be at least 1 spell level below the highest level the hermit can cast.

Zif Add 1 round to the duration of your withdraw ability per use.

"And I shall shed my light over dark evil, for dark things cannot stand the light"

- Scot Allan, Hermit of the Great Green

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