

# GENIUS GUIDE TO VARIANT MULTICLASSING RULES



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# TABLE OF CONTENTS

VARIANT MULTICLASSING .....	5	HORIZON WALKER .....	21
CORE CLASSES .....	7	LOREMASTER .....	21
BARBARIAN .....	7	MASTER CHYMIST .....	21
BARD .....	7	MASTER SPY .....	21
CLERIC .....	7	MYSTIC THEURGE .....	22
DRUID .....	7	NATURE WARDEN .....	22
FIGHTER .....	8	RAGE PROPHET .....	23
MONK .....	8	SHADOWDANCER .....	23
PALADIN .....	8	SOJOURN CHRONICLER .....	23
RANGER .....	9	STALWART DEFENDER .....	24
ROGUE .....	9	DEDICATED MULTICLASSING .....	24
SORCERER .....	9	CORE CLASSES .....	25
WIZARD .....	9	BARBARIAN .....	25
BASE CLASSES .....	9	BARD .....	25
ALCHEMIST .....	9	CLERIC .....	25
CAVALIER .....	10	DRUID .....	27
GUNSLINGER .....	10	FIGHTER .....	27
INQUISITOR .....	10	MONK .....	28
MAGUS .....	10	PALADIN .....	28
ORACLE .....	11	RANGER .....	29
SUMMONER .....	12	ROGUE .....	29
WITCH .....	12	SORCERER .....	30
ALTERNATE CLASSES .....	12	WIZARD .....	30
ANTIPALADIN .....	12	BASE CLASSES .....	31
NINJA .....	12	ALCHEMIST .....	31
SAMURAI .....	13	CAVALIER .....	31
HYBRID CLASSES .....	13	GUNSLINGER .....	32
ARCANIST .....	13	INQUISITOR .....	32
BLOODRAGER .....	14	MAGUS .....	32
BRAWLER .....	14	ORACLE .....	33
HUNTER .....	14	SUMMONER .....	35
INVESTIGATOR .....	14	WITCH .....	35
SHAMAN .....	15	ALTERNATE CLASSES .....	36
SKALD .....	15	ANTIPALADIN .....	36
SLAYER .....	15	NINJA .....	36
SWASHBUCKLER .....	16	SAMURAI .....	36
WARPRIEST .....	16	HYBRID CLASSES .....	38
VARIANT PRESTIGE CLASSING .....	17	ARCANIST .....	38
PRESTIGE CLASSES .....	17	BLOODRAGER .....	39
ARCANE ARCHER .....	17	BRAWLER .....	39
ARCANE TRICKSTER .....	18	HUNTER .....	40
ASSASSIN .....	18	INVESTIGATOR .....	40
BATTLE HERALD .....	18	SHAMAN .....	41
DRAGON DISCIPLE .....	18	SKALD .....	41
DUELIST .....	19	SLAYER .....	42
ELDRITCH KNIGHT .....	20	SWASHBUCKLER .....	43
HOLY VINDICATOR .....	20	WARPRIEST .....	43

# VARIANT MULTICLASSING RULES

## VARIANT MULTICLASSING

Under the core rules, multiclassing can lead to a wide disparity in character ability. With this system, each character can choose a secondary class at 1st level that she trains in throughout her career, without giving up levels in her primary class. Once selected, this choice is permanent (though if using the retraining rules from Paizo's *Pathfinder Roleplaying Game Ultimate Campaign*, the secondary class can be retrained by paying half the cost of retraining all her class levels). A character that selects this option doesn't gain feats at 3rd, 7th, 11th, 15th, and 19th levels, but instead gains class features from her secondary class as described in the table below. It is probably a good idea to use either this variant system or normal multiclassing, but it is possible for the two systems to be used together. In a game using both systems, a character can't take levels in the secondary class she gains from this variant.

Variant multiclassing can also be used to grant some limited class-based abilities to monsters, treating the monster's hit dice as its character level and swapping out the appropriate number of feats in return for secondary class features. The monster cannot swap out feats it is using as prerequisites for feats it retains. Using the variant multiclassing rules for monsters does not affect the monster's CR. Another option for giving monsters some class abilities can be found in *The Genius Guide to Simple Class Templates for Monsters*.

### MULTICLASS CHARACTER ADVANCEMENT

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



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# VARIANT MULTICLASSING RULES

## CORE CLASSES

The following secondary class features are based on features of the classes found in *Pathfinder Roleplaying Game Core Rulebook*.

### BARBARIAN

A character that chooses barbarian as her secondary class gains the following secondary class features.

**Rage:** At 3rd level, she gains the rage class feature for a number of rounds per day equal to her Constitution modifier + her character level.

**Uncanny Dodge:** At 7th level, she gains uncanny dodge.

**Rage Power:** At 11th level, she gains a rage power. For the purpose of which rage powers she can select, her effective barbarian level is equal to 1/2 her character level, but for the purpose of the rage power's effect, her effective barbarian level is equal to her full character level.

**Damage Reduction:** At 15th level, she gains DR 3/—.

**Greater Rage:** At 19th level, she gains greater rage.

### BARD

A character that chooses bard as his secondary class gains the following secondary class features.

**Bardic Knowledge:** At 3rd level, he gains the bardic knowledge class feature, treating his character level as his effective bard level.

**Bardic Performance:** At 7th level, he gains the ability to inspire courage and inspire competence as a bard of his character level – 4 for a number of rounds per day equal to his Charisma modifier + his character level.

**Versatile Performance:** At 11th level, he gains versatile performance in one Perform skill of his choice. He can retrain all his ranks in the two associated skills for free.

**Lore Master:** At 15th level, he gains lore master as a 5th-level bard.

**Additional Performances:** At 19th level, he gains the ability to use dirge of doom and inspire greatness as a bard of his character level – 4.

### CLERIC

A character that chooses cleric as her secondary class gains the following secondary class features.

**Deity:** At 1st level, she must select a deity within one alignment step of her own. She gains the cleric's aura, bonus languages, code of conduct, and restriction from casting spells of opposed alignments. She also gains the cleric's spontaneous casting ability, which she can use with any prepared casting classes that have the appropriate spells on their spell lists.

**Domain:** At 3rd level, she selects one domain her deity grants, gaining that domain's 1st-level granted power, treating her character level as her effective cleric level.

**Channel:** At 7th level, she gains the ability to channel energy as a cleric of her character level – 6 a number of times per day equal to her Charisma modifier + 1.

**Improved Channel:** At 11th level, her ability to channel energy improves to that of a cleric of her character level – 4.

**Improved Domain:** At 15th level, she gains the additional domain power of her chosen domain, treating her character level as her effective cleric level.

**Greater Channel:** At 19th level, her channel energy ability improves to that of a cleric of her character level – 2.

### DRUID

A character that chooses druid as her secondary class gains the following secondary class features.

**Code:** At 1st level, she gains Druidic as a bonus language and must abide by the druidic code of conduct—respecting nature, not teaching the Druidic language to outsiders, not wearing metal armor, and so on.

**Wild Empathy:** At 3rd level, she gains wild empathy, treating her character level as her effective druid level.

**Companion:** At 7th level, she gains an animal companion as a druid of her character level – 4. No ability other than Improved Companion can ever increase her effective druid level for this purpose.

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**Improved Companion:** At 11th level, her animal companion increases to that of a druid of her full character level.

**Wild Shape:** At 15th level, she gains the ability to use wild shape to turn into a Small or Medium animal two times per day for up to 1 hour per character level each time.

**Greater Wildshape:** At 19th level, her wild shape improves to include the 6th-level druid options, and she can use wild shape three times per day.

## FIGHTER

A character that chooses fighter as his secondary class gains the following secondary class features.

**Bravery:** At 3rd level, he gains the bravery class feature as a fighter of his character level – 1.

**Armor Training:** At 7th level, he gains armor training 1.

**Weapon Training:** At 11th level, he gains weapon training 1.

**Armor Training:** At 15th level, he gains armor training 2.

**Weapon Training:** At 19th level, he gains weapon training 2.

## MONK

A character that chooses monk as his secondary class gains the following secondary class features.

**Armor:** At 1st level, he loses all his secondary monk abilities when wearing armor, using a shield, or carrying a medium or heavy load.

**Unarmed Strike:** At 3rd level, he gains the Improved Unarmed Strike feat and the unarmed damage of a monk of his character level – 2.

**Evasion:** At 7th level, he gains evasion.

**Ki Pool:** At 11th level, he gains the ki pool class feature of a monk of his character level – 2, with a number of ki points equal to 1/2 his character level. He only ever gains a ki pool (lawful) if he is of lawful alignment.

**AC Bonus:** At 15th level, he gains a +3 dodge bonus to AC.

**Improved Evasion:** At 19th level, he gains improved evasion.

## PALADIN

A character that chooses paladin as her secondary class gains the following secondary class features.

**Code:** At 1st level, she must follow the paladin's code of conduct and gains the paladin's aura of good.

**Detect Evil:** At 3rd level, she can detect evil as a 1st-level paladin.

**Lay on Hands:** At 7th level, she gains the ability to lay on hands a number of times per day equal to 1/2 her character level, healing as much as a paladin of her character level – 4.

**Smite Evil:** At 11th level, she gains the ability to smite evil once per day as a paladin of her character level – 4.

**Mercy:** At 15th level, she selects one mercy from the paladin's 3rd-level mercy list.

**Divine Bond:** At 19th level, she gains a divine bond to a weapon as a paladin of her character level – 3.



# VARIANT MULTICLASSING RULES

## RANGER

A character that chooses ranger as his secondary class gains the following secondary class features.

**Track:** At 3rd level, he gains the track class feature, treating his character level as his effective ranger level.

**Favored Enemy:** At 7th level, he gains the 1st favored enemy class feature.

**Favored Terrain:** At 11th level, he gains the 1st favored terrain class feature.

**Expert Tracker:** At 15th level, he gains the woodland stride and swift tracker class features.

**Quarry:** At 19th level, he gains the quarry class feature.

## ROGUE

A character that chooses rogue as her secondary class gains the following secondary class features.

**Trapfinding:** At 3rd level, she gains the trapfinding class feature.

**Sneak Attack:** At 7th level, she gains the sneak attack class feature. She can deal 1d6 points of extra damage. This extra damage increases by 1d6 for every 4 levels beyond 7th, to a maximum of 4d6 at 19th level.

**Evasion:** At 11th level, she gains evasion.

**Uncanny Dodge:** At 15th level, she gains uncanny dodge.

**Improved Uncanny Dodge:** At 19th level, she gains improved uncanny dodge, treating her character level as her effective rogue level.

## SORCERER

A character that chooses sorcerer as her secondary class gains the following secondary class features.

**Bloodline:** At 1st level, she must select a sorcerer bloodline. She treats her character level as her effective sorcerer level for all bloodline powers.

**Bloodline Power:** At 3rd level, she gains her bloodline's 1st-level bloodline power.

**Improved Bloodline Power:** At 7th level, she gains her bloodline's 3rd-level bloodline power.

**Blood Feat:** At 11th level, she gains one of her bloodline's feats or Eschew Materials.

**Greater Bloodline Power:** At 15th level, she gains her bloodline's 9th-level power.

**True Bloodline Power:** At 19th level, she gains her bloodline's 15th-level bloodline power.

## WIZARD

A character that chooses wizard as his secondary class gains the following secondary class features.

**School:** At 1st level, he chooses a school of magic in which to specialize. For all powers of that school, he treats his character level as his effective wizard level.

**Familiar:** At 3rd level, he gains a familiar, treating his character level as his effective wizard level.

**School Power:** At 7th level, he gains the 1st-level powers of his chosen school. If any of those powers grant an extra effect at 20th level, the character does not gain that extra effect.

**Cantrip:** At 11th level, if he has an Intelligence score of 10 or higher, he chooses a wizard cantrip from his chosen school and can cast that cantrip as a spell-like ability at will. He uses his character level as the caster level and Intelligence as the cantrip's key ability score.

**Discovery:** At 15th level, he gains an arcane discovery (*Pathfinder Roleplaying Game Ultimate Magic*) or wizard bonus feat, treating his character level as his effective wizard level.

**Greater School Power:** At 19th level, he gains the 8th-level power of his chosen school.

## BASE CLASSES

The following secondary class features are based on features of the classes found in *Pathfinder Roleplaying Game Advanced Player's Guide*, *Pathfinder Roleplaying Game Ultimate Combat*, and *Pathfinder Roleplaying Game Ultimate Magic*.

## ALCHEMIST

A character that chooses alchemist as his secondary class gains the following secondary class features.

**Alchemy:** At 3rd level, he adds his character level as a competence bonus on all Craft (alchemy) checks and can use Craft (alchemy) to identify potions.

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**Bombs:** At 7th level, he gains the ability to create a number of bombs per day equal to his Intelligence modifier + 1/2 his character level. The bombs deal damage as an alchemist of his character level, but since he doesn't have the alchemist's throw anything class feature, he doesn't add his Intelligence modifier to the damage.

**Mutagen:** At 11th level, he gains the mutagen class feature, with a duration equal to 10 minutes per character level. He counts as an alchemist for the purpose of drinking a mutagen.

**Swift Poisoning:** At 15th level, he gains the poison use and swift poisoning abilities.

**Poison Immunity:** At 19th level, he becomes immune to poison.

## CAVALIER

A character that chooses cavalier as his secondary class gains the following secondary class features.

**Order:** At 1st level, he chooses an order. He must follow the edicts of his order.

**Challenge:** At 3rd level, he gains the ability to issue a challenge as a cavalier of his character level – 2 once per day. He adds the appropriate order adjustment to his challenge based on the order he selected.

**Order Ability:** At 7th level, he gains the 2nd-level ability of his chosen order, treating his character level as his effective cavalier level.

**Tactician:** At 11th level, he gains the tactician class feature, treating his character level as his effective cavalier level.

**Greater Order Ability:** At 15th level, he gains the 8th-level ability of his chosen order, treating his character level as his effective cavalier level.

**Greater Tactician:** At 19th level, he gains the greater tactician class feature, treating his character level as his effective cavalier level.

## GUNSLINGER

A character that chooses gunslinger as her secondary class gains the following secondary class features.

**Firearm Proficiency:** At 3rd level, she gains proficiency in all firearms.

**Gunsmith:** At 7th level, she gains the gunsmith class feature.

**Deed:** At 11th level, she gains a 3rd-level gunslinger deed of her choice.

**Improved Deed:** At 15th level, she gains a 3rd-level gunslinger deed of her choice.

**Greater Deed:** At 19th level, she gains a 7th-level gunslinger deed of her choice.

## INQUISITOR

A character that chooses inquisitor as her secondary class gains the following secondary class features.

**Deity:** At 1st level, she must select a deity within one alignment step of her alignment. She gains the inquisitor's code of conduct and restriction on casting spells of opposed alignments.

**Stern Gaze:** At 3rd level, she gains the stern gaze class feature, treating her character level as her effective inquisitor level.

**Judgment:** At 7th level, once per day, she can use the judgment class feature as an inquisitor of her character level – 3.

**Solo Tactics:** At 11th level, she gains the solo tactics class feature.

**Additional Judgment:** At 15th level, she can use the judgment class feature twice per day.

**Second Judgment:** At 19th level, she gains the second judgment ability.

## MAGUS

A character that chooses magus as his secondary class gains the following secondary class features.

**Arcane Pool:** At 3rd level, he gains the arcane pool class feature as a magus of his character level – 2.

**Magus Arcana:** At 7th level, he gains one magus arcana. He treats his character level as his effective magus level when determining whether or not he can select an arcana.

**Spellstrike:** At 11th level, he gains the spellstrike class feature, but he can only use it with spells that are on the magus spell list, even though he can cast them using another class's spell slots.

**Improved Arcana:** At 15th level, he gains one additional magus arcana.

**Greater Arcana:** At 19th level, he gains one additional magus arcana.

# VARIANT MULTICLASSING RULES

## ORACLE

A character that chooses oracle as her secondary class gains the following secondary class features.

**Mystery:** At 1st level, she must select a mystery. She never qualifies for the Extra Revelation feat.

**Curse:** At 1st level, she must select a curse. She gains all the effects of the curse, treating her effective oracle level as equal to 1/2 her character level.

**Revelation:** At 3rd level, she gains one of the following revelations from the list of those available to her mystery as an oracle of her character level – 6 (minimum 1). She must have an effective oracle level high enough to select the revelation.

**Battle:** Battlecry, battlefield clarity, combat healer, iron skin, resiliency, skill at arms, surprising charge, war sight.

**Bones:** Armor of bones, bleeding wounds, death's touch, near death, raise the dead, resist life, soul siphon, spirit walk, undead servitude, voice of the grave.

**Flame:** Burning magic, fire breath, form of flame, gaze of flames, heat aura, molten skin, touch of flame, wings of fire.

**Heaven:** Coat of many stars, dweller in darkness, guiding star, interstellar void, lure of the heavens, mantle of moonlight, spray of shooting stars, star chart.

**Life:** Channel, delay affliction, energy body, enhanced cures, healing hands, life link, lifesense, safe curing, spirit boost.

**Lore:** Arcane archivist, automatic writing, brain drain, mental acuity, spontaneous symbology, think on it, whirlwind lesson.

**Nature:** Erosion touch, life leach, natural divination, speak with animals, spirit of nature, transcendental bond, undo artifice.

**Stone:** Acid skin, clobbering strike, crystal sight, earth glide, mighty pebble, rock throwing, shard explosion, steelbreaker skin, touch of acid.

**Waves:** Blizzard, fluid nature, fluid travel, freezing spells, ice armor, icy skin, punitive transformation, water form, water sight, wintry touch.

**Wind:** Air barrier, gaseous form, invisibility, lightning breath, spark skin, thunder burst, touch of electricity, vortex spells, wind sight, wings of air.

**Orison:** At 7th level, if she has a Charisma score of 10 or higher, she chooses an oracle orison to cast a spell-like ability at will. She uses her character level as the caster level and Charisma as the orison's key ability score.

**Curse Focus:** At 11th level, she adds 5 to her effective oracle level for the purposes of determining her curse's effects.

**Improved Revelation:** At 15th level, she gains one additional revelation.

**Greater Revelation:** At 19th level, she gains one additional revelation.



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## SUMMONER

A character that chooses summoner as his secondary class gains the following secondary class features.

**Summon Monster:** At 3rd level, he gains the summoner's summon monster spell-like ability as a summoner of his character level – 2. He can use this ability once per day; the casting time is a full round, and the duration is 1 round per effective summoner level.

**Eidolon:** At 7th level, he gains the ability to summon an eidolon, using the statistics of an eidolon for a summoner of his character level – 4, except with half as many evolution points. This eidolon can only be summoned using his summon monster spell-like ability.

**Additional Summon:** At 11th level, he can use his summon monster spell-like ability three times per day.

**Shield Ally:** At 15th level, he gains the shield ally class feature.

**Aspect:** At 19th level, he gains the aspect class feature, except he can divert only 1 evolution point from his eidolon to himself.

## WITCH

A character that chooses witch as her secondary class gains the following secondary class features.

**Patron:** At 1st level, she chooses a patron. She never qualifies for the Extra Hex feat.

**Witch's Familiar:** At 3rd level, she gains a familiar, treating her character level as her effective witch level.

**Hex:** At 7th level, she gains a hex of her choice as a 1st-level witch. If she chooses the slumber hex, it can affect only creatures with Hit Dice less than or equal to her character level.

**Cantrip:** At 11th level, if she has an Intelligence score of 10 or higher, she chooses a witch cantrip and can cast that cantrip as a spell-like ability at will. She uses her character level as the caster level and Intelligence as the cantrip's key ability score.

**Improved Hex:** At 15th level, she gains a second hex as a 1st-level witch, and her first hex advances as if she were an 8th-level witch.

**Major Hex:** At 19th level, she gains a major hex as a 10th-level witch. She cannot gain the ice tomb hex.

## ALTERNATE CLASSES

The following secondary class features are based on features of the classes found in *Pathfinder Roleplaying Game Advanced Player's Guide* and *Pathfinder Roleplaying Game Ultimate Combat*.

## ANTIPALADIN

A character that chooses antipaladin as her secondary class gains the following secondary class features.

**Code:** At 1st level, she must follow the antipaladin's code of conduct and gains the antipaladin's aura of evil.

**Detect Good:** At 3rd level, she can detect good as a 1st-level antipaladin.

**Touch of Corruption:** At 7th level, she gains the touch of corruption ability a number of times per day equal to 1/2 her character level, dealing as much damage as an antipaladin of her character level – 4.

**Smite Good:** At 11th level, she gains the ability to smite good once per day as an antipaladin of her character level – 4.

**Mercy:** At 15th level, she selects one cruelty from the antipaladin's 3rd-level cruelty list.

**Fiendish Boon:** At 19th level, she gains a fiendish boon to a weapon as an antipaladin of her character level – 3.

## NINJA

A character that chooses ninja as her secondary class gains the following secondary class features.

**Poison Use:** At 3rd level, she gains the poison use class feature.

**Sneak Attack:** At 7th level, she gains the sneak attack class feature. She can deal 1d6 points of extra damage. This extra damage increases by 1d6 for every 4 levels beyond 7th, to a maximum of 4d6 at 19th level.

**Evasion:** At 11th level, she gains the ki pool class feature of a ninja of her character level – 2, with a number of ki points equal to 1/2 her character level.

# VARIANT MULTICLASSING RULES

**Uncanny Dodge:** At 15th level, she gains uncanny dodge.

**Improved Uncanny Dodge:** At 19th level, she gains improved uncanny dodge, treating her character level as her effective ninja level.

## SAMURAI

A character that chooses samurai as his secondary class gains the following secondary class features.

**Order:** At 1st level, he chooses an order. He must follow the edicts of his order.

### Challenge:

At 3rd level, he gains the ability to issue a challenge as a samurai of his character level – 2 once per day. He adds the appropriate order adjustment to his challenge based on the order he selected.

**Order Ability:** At 7th level, he gains the 2nd-level ability of his chosen order, treating his character level as his effective samurai level.

**Resolve:** At 11th level, he gains the resolve class feature, treating his character level as his effective samurai level.

**Greater Order Ability:** At 15th level, he gains the 8th-level ability of his chosen order, treating his character level as his effective samurai level.

**Greater Resolve:** At 19th level, he gains the greater resolve class feature, treating his character level as his effective samurai level.

## HYBRID CLASSES

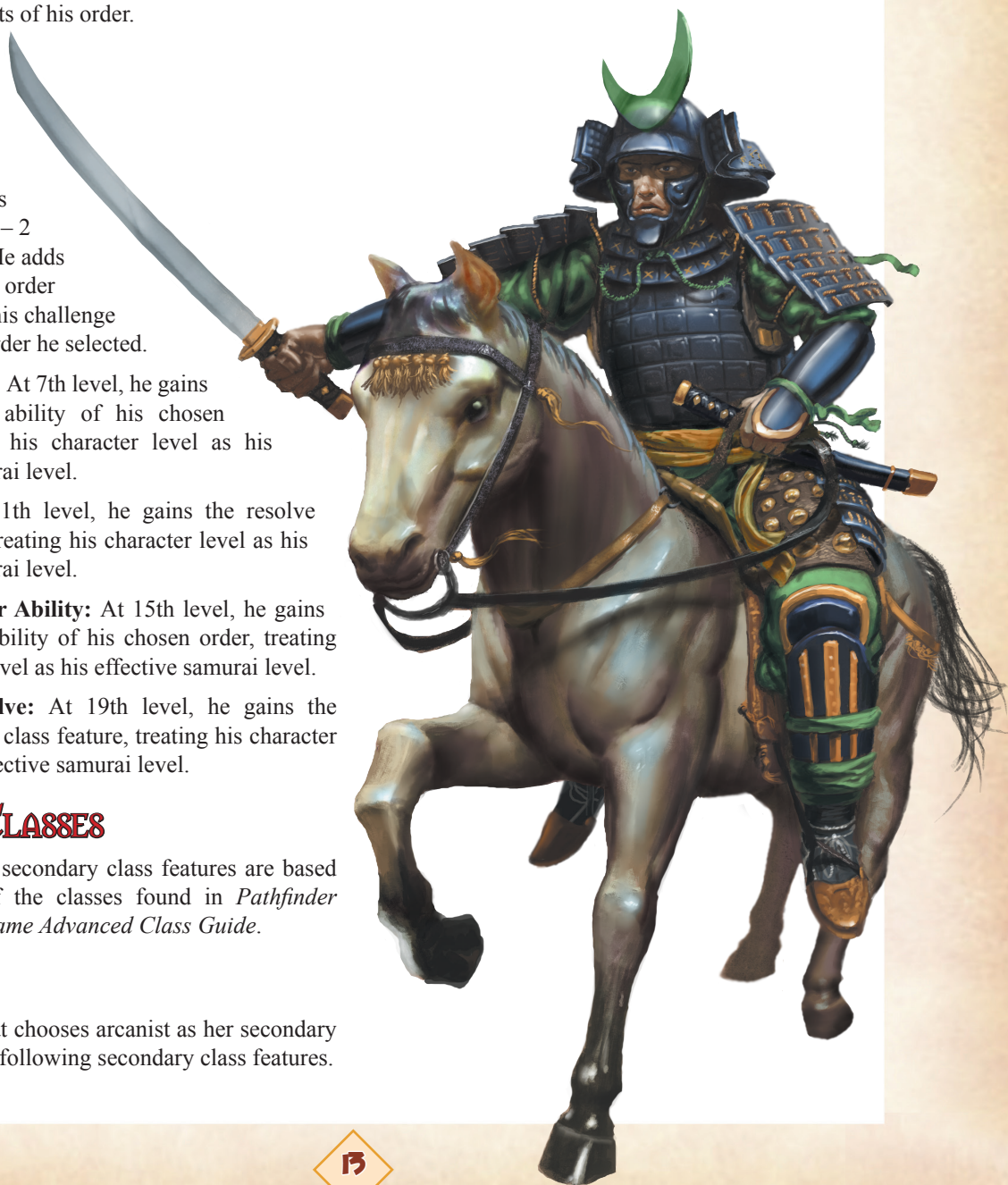
The following secondary class features are based on features of the classes found in *Pathfinder Roleplaying Game Advanced Class Guide*.

## ARCANIST

A character that chooses arcanist as her secondary class gains the following secondary class features.

**Arcane Reservoir:** At 3rd level, she gains the arcane reservoir class feature, with a maximum of arcane reservoir points equal to 1+1/2 her character level. Each day when she prepares her spells she gains a number of points equal to 1 +1/2 her character level.

**Cantrip:** At 7th level, if she has an Intelligence score of 10 or higher, she chooses an arcanist cantrip and can cast that cantrip as a spell-like ability at will. She uses her character level as the caster level and Intelligence as the cantrip's key ability score.



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**Arcanist Exploit:** At 11th level, she gains one of the following arcanist exploits as an arcanist of her level – 6 (minimum 1). She must have an effective arcanist level high enough to select the exploit.

**Exploits:** Acid jet, arcane barrier, arcane weapon, bloodline development, counterspell, dimensional slide, energy shield, familiar, flame arc, force strike, ice missile, lightning lance, metamixing, quick study, school understanding, see magic, spell disruption, spell resistance, spell tinkerer.

**Improved Exploit:** At 15th level, she gains one additional arcanist exploit.

**Greater Exploit:** At 19th level, she gains one additional arcanist exploit.

## BLOODRAGER

A character that chooses bloodrager as his secondary class gains the following secondary class features.

**Bloodline:** At 1st level, he must select a bloodrager bloodline. He treats his character level as his effective bloodrager level for all bloodline powers.

**Bloodrage:** At 3rd level, he gains the bloodrage class feature for a number of rounds per day equal to his Constitution modifier + his character level.

**Bloodline Power:** At 7th level, he gains his bloodline's 1st-level bloodline power.

**Improved Bloodline Power:** At 11th level, he gains his bloodline's 4th-level bloodline power.

**Bloodcasting:** At 15th level, he gains the bloodcasting ability.

**Greater Bloodrage:** At 19th level, he gains greater bloodrage.

## BRAWLER

A character that chooses brawler as her secondary class gains the following secondary class features.

**Unarmed Strike:** At 3rd level, she gains Improved Unarmed Strike as a bonus feat and the unarmed damage of a brawler of her character level – 2.

**Maneuver Training:** At 7th level, she gains maneuver training 1.

**Knockout:** At 11th level, she gains the knockout ability once per day. Her character level counts as her effective brawler level to determine the effect and DC.

**Improved Maneuver Training:** At 15th level, she gains maneuver training 2.

**AC Bonus:** At 19th level, she gains a +3 dodge bonus to AC.

## HUNTER

A character that chooses hunter as her secondary class gains the following secondary class features.

**Animal Focus:** At 3rd level, she gains the animal focus class feature useable a number of minutes per day equal to her character level – 4 (minimum 1).

**Companion:** At 7th level, she gains an animal companion as a hunter of her level – 4. No ability other than Improved Companion can ever increase her effective hunter level for this purpose.

**Improved Companion:** At 11th level, her animal companion increases to that of a hunter of her full character level.

**Expert Tracker:** At 15th level, she gains the woodland stride and swift tracker class features.

**Improved Animal Focus:** At 19th level, she may use the animal focus class feature a number of minutes per day equal to her character level – 2.

## INVESTIGATOR

A character that chooses investigator as his secondary class gains the following secondary class features.

**Trapfinding:** At 3rd level, he gains the trapfinding class feature.

**Studied Combat:** At 7th level, he gains the studied combat class feature, treating his character level as his effective investigator level. He also gains the studied strike class feature, dealing 1d6 points of extra damage. This extra damage increases by 1d6 for every 4 levels beyond 7th, to a maximum of 4d6 at 19th level.

**Swift Alchemy:** At 11th level, he gains the swift alchemy class feature. He also adds his character level as a competence bonus on all Craft (alchemy) checks and can use Craft (alchemy) to identify potions.

**Inspiration:** At 15th level, he gains the inspiration class feature of an investigator of his level – 2, with a number of inspiration points equal to 1/2 his character level.

**Poison Immunity:** At 19th level, he becomes immune to poison.

# VARIANT MULTICLASSING RULES

## SHAMAN

A character that chooses shaman as her secondary class gains the following secondary class features.

**Spirit:** At 1st level, she chooses a spirit.

**Spirit Animal:** At 3rd level, she gains a spirit animal, treating her character level as her effective shaman level.

**Spirit Ability:** At 7th level, she gains the spirit ability of her chosen spirit as a shaman of her character level – 4 (minimum 1).

**Hex:** At 11th level, she may select a hex from the list of hexes available to her chosen spirit.

**Greater Spirit Ability:** At 15th level, she gains the greater spirit ability of her chosen spirit as a shaman of her character level – 4 (minimum 1).

**Improved Hex:** At 19th level, she may select an additional hex from the list of hexes available to her chosen spirit.

## SKALD

A character that chooses skald as his secondary class gains the following secondary class features.

**Bardic Knowledge:** At 3rd level, he gains the bardic knowledge class feature, treating his character level as his effective skald level.

**Raging Song:** At 7th level, he gains the ability to inspire rage and song of marching as a skald of his character level – 4 for a number of rounds per day equal to his Charisma modifier + his character level.

**Rage Power:** At 11th level, he gains a rage power. For the purpose of which rage powers he can select, his effective skald level is equal to 1/2 his character level, but for the purpose of the rage power's

effect, his effective skald level is equal to his full character level.

**Loremaster:** At 15th level, he gains loremaster as a 7th-level skald.

**Damage Reduction:** At 19th level, he gains DR 3/—.

## SLAYER

A character that chooses slayer as his secondary class gains the following secondary class features.

**Track:** At 3rd level, he gains the track class feature, treating his character level as his effective slayer level.



# GENIUS GUIDE TO

**Sneak Attack:** At 7th level, he gains the sneak attack class feature. He can deal 1d6 points of extra damage. This extra damage increases by 1d6 for every 4 levels beyond 7th, to a maximum of 3d6 at 15th level.

**Studied Target:** At 11th level, he gains the 1st studied target class feature.

**Improved Studied Target:** At 15th level, he gains the 2nd studied target class feature.

**Quarry:** At 19th level, he gains the quarry class feature.

## SWASHBUCKLER

A character that chooses swashbuckler as her secondary class gains the following secondary class features.

**Swashbuckler Finesse:** At 3rd level, she gains the swashbuckler finesse class feature.

**Nimble:** At 7th level, she gains a +1 bonus to AC when wearing light or no armor. This bonus increases by 1 for every 6 levels beyond 7th, to a maximum of +3 at 19th level.

**Weapon Training 1:** At 11th level, she gains swashbuckler weapon training 1.

**Deed:** At 15th level, she gains a 1st-level or 3rd-level swashbuckler deed of her choice.

**Improved Deed:** At 19th level, she gains a 3rd-level swashbuckler deed of her choice.

## WARPRIEST

A character that chooses warpriest as his secondary class gains the following secondary class features.

**Deity:** At 1st level, he must select a deity within one alignment step of his own. He gains the warpriest's aura, bonus languages, code of conduct, and restriction from casting spells of



# VARIANT MULTICLASSING RULES

opposed alignments. He also gains the warpriest's spontaneous casting ability, which he can use with any prepared casting classes that have the appropriate spells on their spell lists.

**Blessing:** At 3rd level, he selects one domain his deity grants, gaining that domain's 1st-level blessing, treating his character level as his effective warpriest level.

**Fervor:** At 7th level, he gains the fervor class feature as a warpriest of his character level – 4 a number of times per day equal to his Charisma modifier + 1.

**Channel Energy:** At 11th level, he gains the ability to channel energy.

**Improved Blessing:** At 15th level, he gains the additional blessing of his chosen domain, treating his character level as his effective warpriest level.

**Improved Fervor:** At 19th level, his fervor ability improves to that of a warpriest of his character level – 2.

## VARIANT PRESTIGE CLASSING

Under the core rules, taking levels in prestige classes can lead to a wide disparity in character ability. With this system, each character can choose a prestige class at 5th level that she trains in throughout her career, without giving up levels in her primary class. Once selected, this choice is permanent (though if using the retraining rules from *Pathfinder Roleplaying Game Ultimate Campaign*, the prestige class can be retrained by paying half the cost of retraining all her class levels). A character that selects this option doesn't gain feats at 5th, 9th, 13th, and 17th levels, but instead gains class features from her prestige class as described in the table below. It is probably a good idea to use either this variant system or normal prestige classing, but it is possible for the two systems to be used together. In a game using both systems, a character can't take levels in the prestige class she gains from this variant. A character must meet the requirements listed in the prestige class's entry below in order to take prestige class features.

### PRESTIGE CLASS CHARACTER ADVANCEMENT

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

### PRESTIGE CLASSES

The following secondary class features are based on features of the prestige classes found in *Pathfinder Roleplaying Game Advanced Player's Guide* and *Pathfinder Roleplaying Game Core Rulebook*.

#### ARCANE ARCHER

A character that chooses arcane archer as her prestige class must fulfill the following criteria.

**Feats:** Weapon Focus (longbow or shortbow).

**Spells:** Ability to cast 1st-level arcane spells or spell-like abilities.

**Prestige Class Features:** A character that chooses arcane archer as her prestige class gains the following prestige class features.

**Enhance Arrows:** At 5th level, she gains the 1st-level enhance arrows class feature.

# GENIUS GUIDE TO

**Imbue Arrow:** At 9th level, she gains the imbue arrow class feature.

**Improved Enhance Arrows:** At 13th level, she gains the 3rd-level enhance arrows class feature.

**Seeker Arrow:** At 18th level, she gains the seeker arrow class feature twice per day.

## ARCANE TRICKSTER

A character that chooses arcane trickster as her prestige class must fulfill the following criteria.

**Alignment:** Any nonlawful.

**Skills:** Disable Device 2 ranks, Escape Artist 2 ranks, Knowledge (arcana) 2 ranks.

**Spells:** Ability to cast 1st-level arcane spells or spell-like abilities.

**Special:** Sneak attack class feature.

**Prestige Class Features:** A character that chooses arcane trickster as her prestige class gains the following prestige class features.

**Ranged Legerdemain:** At 5th level, she gains the ranged legerdemain class feature.

**Impromptu Sneak Attack:** At 9th level, she gains the impromptu sneak attack ability once per day.

**Tricky Spells:** At 13th level, she gains the tricky spells class feature. She may use this ability twice per day.

**Invisible Thief:** At 17th level, she can become invisible, as if under the effects of invisibility, as a free action. She can remain invisible for 10 rounds per day. Her caster level for this effect is equal to her character level. These rounds need not be consecutive.

## ASSASSIN

A character that chooses assassin as his prestige class must fulfill the following criteria.

**Alignment:** Any evil.

**Skills:** Disguise 2 ranks, Stealth 2 ranks.

**Special:** The character must kill someone for no other reason than to become an assassin.

**Prestige Class Features:** A character that chooses assassin as his prestige class gains the following prestige class features.

**Poison Use:** At 5th level, he gains the poison use class feature.

**Sneak Attack:** At 9th level, he gains the sneak attack class feature. He can deal 1d6 points of extra damage. This extra damage increases by 1d6 for every 4 levels beyond 9th, to a maximum of 3d6 at 17th level. If he gets a sneak attack bonus from another source, the bonuses on damage stack.

**Death Attack:** At 13th level, he gains the death attack class feature as an assassin of 4th level.

**Hide in Plain Sight:** At 17th level, he gains the hide in plain sight class feature.

## BATTLE HERALD

A character that chooses battle herald as his prestige class must fulfill the following criteria.

**Base Attack Bonus:** +3.

**Special:** Challenge or inspire courage class features.

**Skills:** Perform (oratory) 3 ranks, Profession (soldier) 1 rank.

**Prestige Class Features:** A character that chooses battle herald as his prestige class gains the following prestige class features.

**Inspiring Command:** At 5th level, he gains the ability to inspire courage with his inspiring command as a battle herald of his level – 4 for a number of rounds per day equal to his Charisma modifier + his character level. In addition, he selects one of the inspiring commands from the list that he may use in place of inspire courage.

**Inspire Greatness:** At 9th level, he may use his inspiring command ability to inspire greatness as a battle herald of his level – 4.

**Banner:** At 13th level, he gains the banner class feature as a battle herald of his character level – 4.

**Improved Inspiring Command:** At 17th level, he selects an additional inspiring command.

## DRAGON DISCIPLE

A character that chooses dragon disciple as her prestige class must fulfill the following criteria.

**Race:** Any non-dragon.

# VARIANT MULTICLASSING RULES

**Languages:** Draconic.

**Spells:** Ability to cast 1st-level arcane spells or spell-like abilities. If the character gains levels of sorcerer after taking this class, she must take the draconic bloodline.

**Prestige Class Features:** A character that chooses dragon disciple as her prestige class gains the following prestige class features.

**Blood of Dragons:** At 5th level, she must choose a dragon type. If she has levels of sorcerer, the dragon type must be the same as her sorcerer type.

**Natural Armor:** At 5th level, she gains a +1 increase to her existing natural armor. This bonus increases to +2 at 13th level.

**Bloodline Feat:** At 9th level, she gains one bonus feat from the draconic bloodline's feat list.

**Breath Weapon:** At 13th level, she gains the breath weapon bloodline power. If she already has this ability through the sorcerer bloodline, she gains an additional use of her breath weapon each day. The type and shape of the breath weapon depends on the type of dragon selected by the dragon disciple.

**Dragon Form:** At 17th level, she gains the 7th level dragon form class feature. Her caster level for this effect is equal to her character level.

## DUELIST

A character that chooses duelist as her prestige class must fulfill the following criteria.

**Base Attack Bonus:** +4.

**Skills:** Acrobatics 2 ranks, Perform 2 ranks.

**Feats:** Weapon Finesse.

**Prestige Class Features:** A character that chooses duelist as her prestige class gains the following prestige class features.

**Canny Defense:** At 5th level, when wearing light or no armor and not using a shield, she may add her Intelligence bonus to her Armor Class while wielding a melee weapon. If she is caught flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus.

**Parry:** At 9th level, she gains the parry class feature.

**Combat Reflexes:** At 13th level, she gains the benefit of the Combat Reflexes feat when using a light or one-handed piercing weapon.

**Riposte:** At 17th level, she gains the riposte class feature.



# GENIUS GUIDE TO

## ELDRITCH KNIGHT

A character that chooses eldritch knight as his prestige class must fulfill the following criteria.

**Spells:** Ability to cast 1st-level arcane spells or spell-like abilities.

**Weapon Proficiency:** Must be proficient with at least one martial weapon.

**Prestige Class Features:** A character that chooses eldritch knight as his prestige class gains the following prestige class features.

**Enhanced Casting:** At 5th level, he gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If he does not possess levels in an arcane spellcasting class, he gains the ability to cast spells as an arcane spellcasting class of first level.

**Combat Casting:** At 9th level, he gains Combat Casting as a bonus feat.

**Improved Enhanced Casting:** At 13th level, he gains the ability to cast spells per day as if he had gained an additional level in an arcane spellcasting class he belonged to before adding the prestige class (total of +2 levels). If he does not possess levels in an arcane spellcasting class, he gains the ability to cast spells as an arcane spellcasting class of second level.

**Spell Critical:** At 17th level, he gains the spell critical class feature. He may use this ability 3/day.

## HOLY VINDICATOR

A character that chooses holy vindicator as his prestige class must fulfill the following criteria.

**Base Attack Bonus:** +3.

**Special:** Channel energy class feature.

**Skills:** Knowledge (religion) 3 ranks.

**Spells:** Ability to cast 1st-level divine spells.

**Prestige Class Features:** A character that chooses holy vindicator as his prestige class gains the following prestige class features.



# VARIANT MULTICLASSING RULES

**Vindicator's Shield:** At 5th level, he gains the vindicator's shield class feature.

**Stigmata:** At 9th level, he gains the stigmata class feature as a holy vindicator of his character level – 4.

**Channel Smite:** At 13th level, he gains Channel Smite as a bonus feat.

**Bloodfire:** At 17th level, he gains the bloodfire class feature.

## HORIZON WALKER

A character that chooses horizon walker as his prestige class must fulfill the following criteria.

**Skills:** Knowledge (geography) 3 ranks.

**Feats:** Endurance.

**Prestige Class Features:** A character that chooses horizon walker as his prestige class gains the following prestige class features.

**Terrain Mastery:** At 5th level, he selects a favored terrain from the ranger Favored Terrains table (*Pathfinder Roleplaying Game Core Rulebook*). In addition, he gains the terrain mastery class feature, selecting one favored terrain from the horizon walker list.

**Terrain Dominance:** At 9th level, he selects a second favored terrain from the ranger Favored Terrains table. In addition, he gains the terrain dominance class feature for the favored terrain he previously selected.

**Improved Terrain Mastery:** At 13th level, he selects one additional terrain to master.

**Improved Terrain Dominance:** At 17th level, he gains the terrain dominance class feature for the second horizon walker favored terrain he selected.

## LOREMASTER

A character that chooses loremaster as his prestige class must fulfill the following criteria.

**Skills:** Knowledge (any two) 2 ranks in each.

**Feats:** Skill Focus (Knowledge [any individual knowledge skill])

**Spells:** Ability to cast at least one divination spell.

**Prestige Class Features:** A character that chooses loremaster as his prestige gains the following prestige class features.

**Lore:** At 5th level, he gains the lore class feature.

**Secret:** At 9th level, he may select one secret from the list of loremaster secrets found in the *Pathfinder Roleplaying Game Core Rulebook*.

**Greater Lore:** At 13th level, he gains the greater lore class feature.

**Improved Secret:** At 17th level, he may select one additional secret from the list of loremaster secrets found in the *Pathfinder Roleplaying Game Core Rulebook*.

## MASTER CHYMIST

A character that chooses master chymist as her prestige class must fulfill the following criteria.

**Spells:** Ability to create 1st-level extracts.

**Special:** Mutagen class feature.

**Prestige Class Features:** A character that chooses master chymist as her prestige class gains the following prestige class features.

**Mutagenic Form:** At 5th level, she gains the mutagenic form class feature.

**Mutate:** At 5th level, she gains the mutate class feature as a master chymist of her character level – 4.

**Advanced Mutagen:** At 9th level, she selects one advanced mutagen.

**Brutality:** At 13th level, she gains the brutality class feature as a master chymist of her character level – 4.

**Improved Advanced Mutagen:** At 17th level, she selects one additional advanced mutagen.

## MASTER SPY

A character that chooses master spy as her prestige class must fulfill the following criteria.

**Feats:** Deceitful

**Skills:** Bluff 3 ranks, Disguise 3 ranks

**Prestige Class Features:** A character that chooses master spy as her prestige class gains the following prestige class features.

**Spy Training:** At 5th level, she gains the art of deception and master of disguise class features.

**Sneak Attack:** At 9th level, she gains the sneak attack class feature. She can deal 1d6 points of

# GENIUS GUIDE TO

extra damage. This extra damage increases by 1d6 for every 4 levels beyond 9th, to a maximum of 3d6 at 17th level. If she gets a sneak attack bonus from another source, the bonuses on damage stack.

**Superficial Knowledge:** At 13th level, she gains the superficial knowledge class feature.

**Slippery Mind:** At 17th level, she gains the slippery mind class feature.

## MYSTIC THEURGE

A character that chooses mystic theurge as her prestige class must fulfill the following criteria.

**Skills:** Knowledge (arcana) 2 ranks, Knowledge (religion) 2 ranks.

**Spells:** Ability to cast 1st-level divine spells and 1st-level arcane spells or spell-like abilities.

**Prestige Class Features:** A character that chooses mystic theurge as her prestige class gains the following prestige class features.

**Duality:** At 5th level, if the character belongs to an arcane spellcasting class, she selects one divine spellcasting class from which to draw additional spells. If the character belongs to a divine class, she must select an arcane class from which to draw

additional spells. Only spells from the chosen spell list may be prepared as combined spells. Once this choice is made, it is permanent.

**Combined Spells:** At 5th level, she gains the combined spells class feature. She may prepare 1st-level spells from the chosen list using the 2nd-level slots of her original spellcasting class.

**Improved Combined Spells:** At 9th level, she may prepare 2nd-level spells from the chosen list using the 3rd-level spell slots of her original spellcasting class.

**Greater Combined Spells:** At 13th level, she may prepare 3rd-level spells from the chosen list using the 4th-level slots of her original spellcasting class.

**True Combined Spells:** At 17th level, she may prepare 4th-level spells from the chosen list using the 5th-level slots of her original spellcasting class.

## NATURE WARDEN

A character that chooses nature warden as her prestige class must fulfill the following criteria.

**Base Attack Bonus:** +3.

**Special:** Animal companion class feature.

**Skills:** Handle Animal 2 ranks, Knowledge (geography) 2 ranks, Knowledge (nature) 2 ranks.



# VARIANT MULTICLASSING RULES

**Spells:** Ability to cast 1st-level divine spells.

**Prestige Class Features:** A character that chooses nature warden as her prestige class gains the following prestige class features.

**Favored Terrain:** At 5th level, if she does not already possess the favored terrain class feature, she chooses one favored terrain. This ability is identical to the ranger class ability, but it does not stack with any other favored terrain abilities.

**Companion Bond:** At 5th level, the nature warden and her animal companion have an empathetic link like that between a wizard and his familiar. At 9th level, the nature warden's animal companion gains the same benefits the warden does when in the warden's favored terrain.

**Mystic Harmony:** At 9th level, she gains the mystic harmony class feature.

**Wildstride:** At 13th level, she gains the wildstride class feature.

**Silverclaw:** At 17th level, she gains the silverclaw class feature, with her effective nature warden level equal to 1/2 her character level.

## RAGE PROPHET

A character that chooses rage prophet as his prestige class must fulfill the following criteria.

**Base Attack Bonus:** +3.

**Special:** Rage class feature

**Skills:** Knowledge (religion) 2 ranks.

**Spells:** Ability to cast 1st-level spells or spell-like abilities.

**Prestige Class Features:** A character that chooses rage prophet as his prestige class gains the following prestige class features.

**Spirit Guide:** At 5th level, he gains the spirit guide class feature.

**Raging Healer:** At 9th level, he gains the raging healer class feature.

**Indomitable Caster:** At 13th level, he gains the indomitable caster class feature.

**Spirit Guardian:** At 17th level, he gains the spirit guardian class feature.

## SHADOWDANCER

A character that chooses shadowdancer as her prestige class must fulfill the following criteria.

**Feats:** Combat Reflexes

**Skills:** Stealth 2 ranks, Perform (dance) 2 ranks.

**Prestige Class Features:** A character that chooses shadowdancer as her prestige class gains the following prestige class features.

**Hide In Plain Sight:** At 5th level, she gains the hide in plain sight class feature.

**Darkvision:** At 9th level, she gains darkvision. If she already has darkvision, the range increases by 30 ft.

**Shadow Jump:** At 13th level, she gains the shadow jump class feature.

**Shadow Master:** At 17th level, whenever a shadowdancer is in an area of dim light, she gains DR 5/— and a +2 luck bonus on all saving throws. In addition, whenever she successfully scores a critical hit against a foe who is in an area of dim light, that foe is blinded for 1d4 rounds.

## SOJOURN CHRONICLER

A character that chooses sojourn chronicler as her prestige class must fulfill the following criteria.

**Skills:** Linguistics 2 ranks, Perform (oratory) 2 ranks, Profession (scribe) 2 ranks.

**Special:** Must have authored or scribed something (other than a magical scroll or other device) for which another person (not a PC) paid at least 25 gp.

**Prestige Class Features:** A character that chooses sojourn chronicler as her prestige class gains the following prestige class features.

**Bardic Knowledge:** At 5th level, she gains the bardic knowledge class feature. She also gains the master scribe class feature.

**Performance:** At 9th level, she gains the bardic performance class feature, with her effective bard level equal to her character level – 4.

**Live to Tell the Tale:** At 13th level, she gains the live to tell the tale class feature 3/day.

**Greater Performance:** At 17th level, she is able to expend uses of her bardic performance to inspire action and call down the legends as the class features.

# GENIUS GUIDE TO

## STALWART DEFENDER

A character that chooses stalwart defender as his prestige class must fulfill the following criteria.

**Base Attack Bonus:** +4.

**Feats:** Dodge, Endurance, or Toughness.

**Special:** Proficiency with light and medium armor.

**Prestige Class Features:** A character that chooses stalwart defender as his prestige class gains the following prestige class features.

**Defensive Stance:** At 5th level, he gains the defensive stance class feature. He can maintain this stance for a number of rounds per day equal to 4 + his Constitution modifier. At 9th level, and every 4 levels thereafter, he can maintain the stance for 2 additional rounds per day.

**Defensive Power:** At 9th level, he may select one defensive power.

**Uncanny Dodge:** At 13th level, he gains the uncanny dodge class feature.

**Improved defensive Power:** At 17th level, he may select one additional defensive power.

## DEDICATED MULTICLASSING

With this system, characters can give up additional feats to further advance in their secondary class. This system must be used with the variant multiclassing system.

Many of the dedicated multiclass options grant the ability to cast spells as spell-like abilities a limited

number of times per day. These spells must be selected when the ability is changed, but one spell can be swapped out (losing the ability to cast an existing spell and replacing it with a new spell of the same level) at every odd character level. The character's caster level is equal to his total level/hit dice.

## DEDICATED MULTICLASS CHARACTER ADVANCEMENT

Character Level	Ability
1st	Feat
2nd	—
3rd	Secondary class feature
4th	—
5th	Dedicated secondary class feature
6th	—
7th	Secondary class feature
8th	—
9th	Dedicated secondary class feature
10th	—
11th	Secondary class feature
12th	—
13th	Dedicated secondary class feature
14th	—
15th	Secondary class feature
16th	—
17th	Dedicated secondary class feature
18th	—
19th	Secondary class feature
20th	—



# VARIANT MULTICLASSING RULES

## CORE CLASSES

The following dedicated secondary class features are based on features of the classes found in *Pathfinder Roleplaying Game Core Rulebook*.

### BARBARIAN

A character that chooses barbarian as her dedicated secondary class gains the following secondary class features.

**Rage:** At 3rd level, she gains the rage class feature for a number of rounds per day equal to her Constitution modifier + her character level.

**Trap Sense:** At 5th level, she gains trap sense +1.

**Uncanny Dodge:** At 7th level, she gains uncanny dodge.

**Improved Trap Sense:** At 9th level, she gains trap sense +2.

**Rage Power:** At 11th level, she gains a rage power. For the purpose of which rage powers she can select, her effective barbarian level is equal to 1/2 her character level, but for the purpose of the rage power's effect, her effective barbarian level is equal to her full character level.

**Improved Uncanny Dodge:** At 13th level, she gains improved uncanny dodge.

**Damage Reduction:** At 15th level, she gains DR 3/—

**Improved Rage Power:** At 17th level, she gains an additional rage power. For the purpose of which rage powers she can select, her effective barbarian level is equal to 1/2 her character level, but for the purpose of the rage power's effect, her barbarian level is equal to her full character level.

**Greater Rage:** At 19th level, she gains greater rage.

### BARD

A character that chooses bard as his dedicated secondary class gains the following secondary class features.

**Bardic Knowledge:** At 3rd level, he gains the bardic knowledge class feature, treating his character level as his effective bard level.

**Bard Spells:** At 5th level, he gains the ability to cast 3 0-level spells and 1 1st-level spell from the bard spell list as spell-like abilities once per day.

**Bardic Performance:** At 7th level, he gains the ability to inspire courage and inspire competence as a bard of his character level – 4 for a number of rounds per day equal to his Charisma modifier + his character level.

**Improved Bard Spells:** At 9th level, he gains the ability to cast 1 2nd-level spell and an additional 1st-level spell from the bard spell list as spell-like abilities once per day.

**Versatile Performance:** At 11th level, he gains versatile performance in one Perform skill of his choice. He can retrain all his ranks in the two associated skills for free.

**Greater Bard Spells:** At 13th level, he gains the ability to cast 1 3rd-level spell, an additional 2nd-level spell, and an additional 1st-level spell from the bard spell list as spell-like abilities once per day.

**Lore Master:** At 15th level, he gains lore master as a 5th-level bard.

**True Bard Spells:** At 17th level, he gains the ability to cast 1 4th-level spell and an additional 3rd-level and 2nd-level spell from the bard spell list as spell-like abilities once per day.

**Additional Performances:** At 19th level, he gains the ability to use dirge of doom and inspire greatness as a bard of his character level – 4.

### CLERIC

A character that chooses cleric as her dedicated secondary class gains the following secondary class features.

**Deity:** At 1st level, she must select a deity within one alignment step of her own. She gains the cleric's aura, bonus languages, code of conduct, and restriction from casting spells of opposed alignments. She also gains the cleric's spontaneous casting ability, which she can use with any prepared casting classes that have the appropriate spells on their spell lists.

**Domain:** At 3rd level, she selects one domain her deity grants, gaining that domain's 1st-level granted power, treating her character level as her effective cleric level.



# VARIANT MULTICLASSING RULES

**Cleric Spells:** At 5th level, she gains the ability to cast 3 0-level spells and 1 1st-level spell from the cleric spell list as spell-like abilities once per day.

**Channel:** At 7th level, she gains the ability to channel energy as a cleric of her character level – 6 a number of times per day equal to her Charisma modifier + 1.

**Improved Cleric Spells:** At 9th level, she gains the ability to cast 1 2nd-level spell and an additional 1st-level spell from the cleric spell list as spell-like abilities once per day.

**Improved Channel:** At 11th level, her ability to channel energy improves to that of a cleric of her character level – 4.

**Greater Cleric Spells:** At 13th level, she gains the ability to cast 1 3rd-level spell, an additional 2nd-level spell, and an additional 1st-level spell from the cleric spell list as spell-like abilities once per day.

**Improved Domain:** At 15th level, she gains the additional domain power of her chosen domain, treating her character level as her effective cleric level.

**True Cleric Spells:** At 17th level, she gains the ability to cast 1 4th-level spell and an additional 3rd-level and 2nd-level spell from the cleric spell list as spell-like abilities once per day.

**Greater Channel:** At 19th level, her channel energy ability improves to that of a cleric of her character level – 2.

## DRUID

A character that chooses druid as her dedicated secondary class gains the following secondary class features.

**Code:** At 1st level, she gains Druidic as a bonus language and must abide by the druidic code of conduct—respecting nature, not teaching the Druidic language to outsiders, not wearing metal armor, and so on.

**Wild Empathy:** At 3rd level, she gains wild empathy, treating her character level as her effective druid level.

**Druid Spells:** At 5th level, she gains the ability to cast 3 0-level spells and 1 1st-level spell from the druid spell list as spell-like abilities once per day.

**Companion:** At 7th level, she gains an animal companion as a druid of her character level – 4. No ability other than Improved Companion can ever increase her effective druid level for this purpose.

**Improved Druid Spells:** At 9th level, she gains the ability to cast 1 2nd-level spell and an additional 1st-level spell from the druid spell list as spell-like abilities once per day.

**Improved Companion:** At 11th level, her animal companion increases to that of a druid of her full character level.

**Greater Druid Spells:** At 13th level, she gains the ability to cast 1 3rd-level spell, an additional 2nd-level spell, and an additional 1st-level spell from the druid spell list as spell-like abilities once per day.

**Wild Shape:** At 15th level, she gains the ability to use wild shape to turn into a Small or Medium animal two times per day for up to 1 hour per character level each time.

**True Druid Spells:** At 17th level, she gains the ability to cast 1 4th-level spell and an additional 3rd-level and 2nd-level spell from the druid spell list as spell-like abilities once per day.

**Greater Wildshape:** At 19th level, her wild shape improves to include the 6th-level druid options, and she can use wild shape three times per day.

## FIGHTER

A character that chooses fighter as his dedicated secondary class gains the following secondary class features.

**Bravery:** At 3rd level, he gains the bravery class feature as a fighter of his character level – 1.

**Weapon Specialization:** At 5th level, he gains Weapon Specialization as a bonus feat.

**Armor Training:** At 7th level, he gains armor training 1.

**Disruptive:** At 9th level, he gains Disruptive as a bonus feat.

**Weapon Training:** At 11th level, he gains weapon training 1.

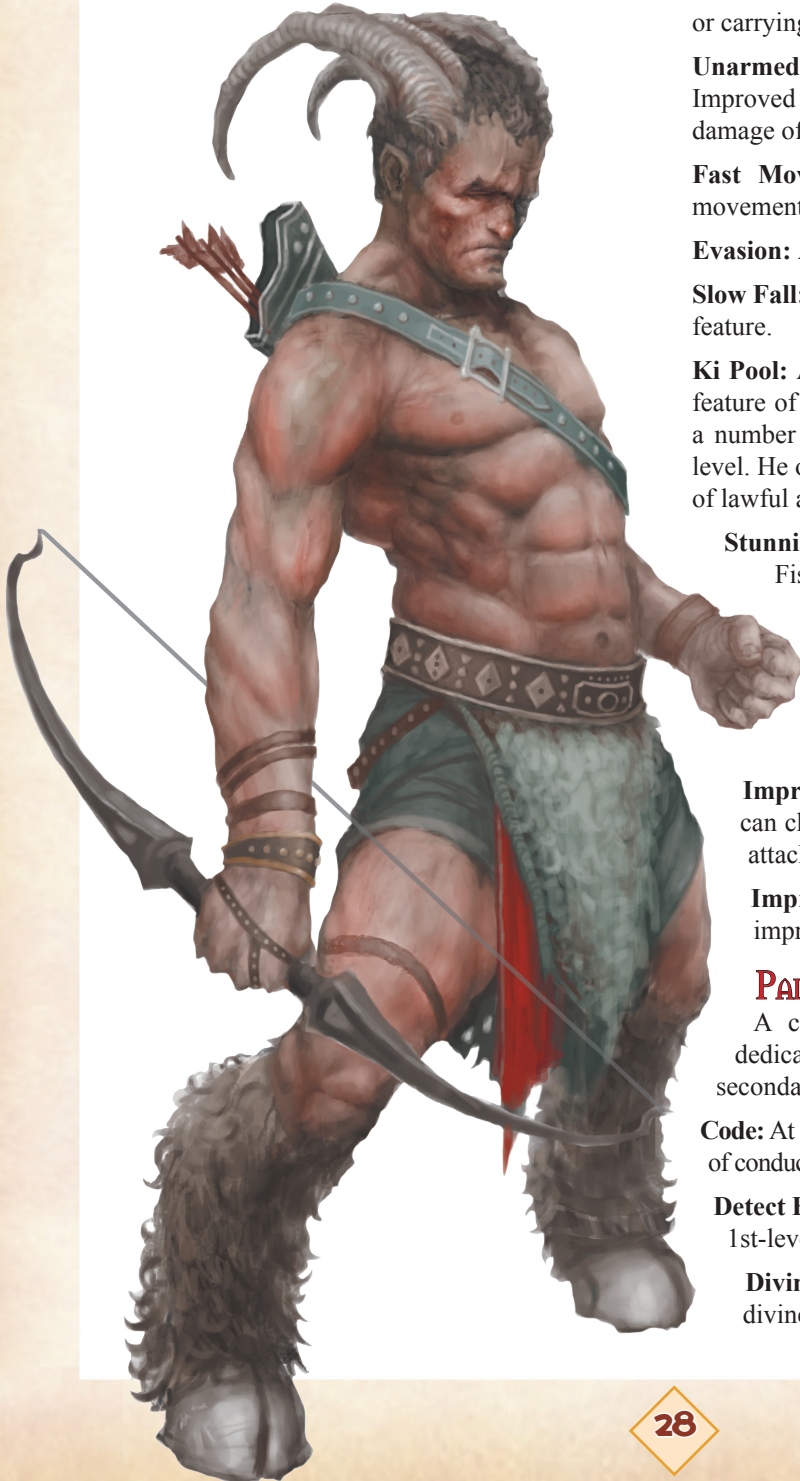
**Greater Weapon Specialization:** At 13th level, he gains Greater Weapon Specialization as a bonus feat.

# GENIUS GUIDE TO

**Armor Training:** At 15th level, he gains armor training 2.

**Penetrating Strike:** At 17th level, he gains Penetrating Strike as a bonus feat.

**Weapon Training:** At 19th level, he gains weapon training 2.



## MONK

A character that chooses monk as his dedicated secondary class gains the following secondary class features.

**Armor:** At 1st level, he loses all his secondary monk abilities when wearing armor, using a shield, or carrying a medium or heavy load.

**Unarmed Strike:** At 3rd level, he gains the Improved Unarmed Strike feat and the unarmed damage of a monk of his character level – 2.

**Fast Movement:** At 5th level, he gains fast movement +10 feet.

**Evasion:** At 7th level, he gains evasion.

**Slow Fall:** At 9th level, he gains the slow fall class feature.

**Ki Pool:** At 11th level, he gains the ki pool class feature of a monk of his character level – 2, with a number of ki points equal to 1/2 his character level. He only ever gains a ki pool (lawful) if he is of lawful alignment.

**Stunning Fist:** At 13th level, he gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. He may attempt a stunning attack a number of times per day equal to 1/2 his character level.

**AC Bonus:** At 15th level, he gains a +3 dodge bonus to AC.

**Improved Stunning Fist:** At 17th level, he can choose to make the target of his stunning attack fatigued.

**Improved Evasion:** At 19th level, he gains improved evasion.

## PALADIN

A character that chooses paladin as her dedicated secondary class gains the following secondary class features.

**Code:** At 1st level, she must follow the paladin's code of conduct and gains the paladin's aura of good.

**Detect Evil:** At 3rd level, she can detect evil as a 1st-level paladin.

**Divine Grace:** At 5th level, she gains the divine grace class feature.

# VARIANT MULTICLASSING RULES

**Lay on Hands:** At 7th level, she gains the ability to lay on hands a number of times per day equal to 1/2 her character level, healing as much as a paladin of her character level – 4.

**Paladin Spells:** At 9th level, she gains the ability to cast 2 1st-level spells from the paladin spell list as a spell-like ability once per day.

**Smite Evil:** At 11th level, she gains the ability to smite evil once per day as a paladin of her character level – 4.

**Improved Paladin Spells:** At 13th level, she gains the ability to cast 1 2nd-level spell and an additional 1st-level spell from the paladin spell list as spell-like abilities once per day.

**Mercy:** At 15th level, she selects one mercy from the paladin’s 3rd-level mercy list.

**Channel Positive Energy:** At 17th level, she gains the ability to channel positive energy once per day as a paladin of her character level – 4.

**Divine Bond:** At 19th level, she gains a divine bond to a weapon as a paladin of her character level – 3.

## RANGER

A character that chooses ranger as his dedicated secondary class gains the following secondary class features.

**Track:** At 3rd level, he gains the track class feature, treating his character level as his effective ranger level.

**Combat Style:** At 5th level, he chooses a combat style. He gains a bonus combat feat from his combat style’s list.

**Favored Enemy:** At 7th level, he gains the 1st favored enemy class feature.

**Evasion:** At 9th level, he gains evasion.

**Favored Terrain:** At 11th level, he gains the 1st favored terrain class feature.

**Improved Combat Style:** At 13th level, he chooses a second combat style feat.

**Expert Tracker:** At 15th level, he gains the woodland stride and swift tracker class features.

**Hunter’s Bond:** At 17th level, he gains the hunter’s bond class feature, but he does not receive an animal companion from this ability. He may use

this ability for a number of rounds per day equal to his character level + his Wisdom modifier. These rounds need not be consecutive.

**Quarry:** At 19th level, he gains the quarry class feature.

## ROGUE

A character that chooses rogue as her dedicated secondary class gains the following secondary class features.

**Trapfinding:** At 3rd level, she gains the trapfinding class feature.

**Rogue Talent:** At 5th level, she gains a rogue talent. Her effective rogue level is 1/2 her character level for the purpose of determining which rogue talents she can select, but her effective rogue level is equal to her character level for the purpose of determining a talent’s effect.

**Sneak Attack:** At 7th level, she gains the sneak attack class feature. She can deal 1d6 points of extra damage. This extra damage increases by 1d6 for every 4 levels beyond 7th, to a maximum of 4d6 at 19th level.

**Improved Rogue Talent:** At 9th level, she gains a rogue talent. Her effective rogue level is 1/2 her character level for the purpose of determining which rogue talents she can select, but her effective rogue level is equal to her character level for the purpose of determining a talent’s effect.

**Evasion:** At 11th level, she gains evasion.

**Greater Rogue Talent:** At 9th level, she gains a rogue talent. Her effective rogue level is 1/2 her character level for the purpose of determining which rogue talents she can select, but her effective rogue level is equal to her character level for the purpose of determining a talent’s effect.

**Uncanny Dodge:** At 15th level, she gains uncanny dodge.

**True Rogue Talent:** At 17th level, she gains a rogue talent. Her effective rogue level is 1/2 her character level for the purpose of determining which rogue talents she can select, but her effective rogue level is equal to her character level for the purpose of determining a talent’s effect.

**Improved Uncanny Dodge:** At 19th level, she gains improved uncanny dodge, treating her character level as her effective rogue level.

# GENIUS GUIDE TO



## SORCERER

A character that chooses sorcerer as her dedicated secondary class gains the following secondary class features.

**Bloodline:** At 1st level, she must select a sorcerer bloodline. She treats her character level as her effective sorcerer level for all bloodline powers.

**Bloodline Power:** At 3rd level, she gains her bloodline's 1st-level bloodline power.

**Sorcerer Spells:** At 5th level, she gains the ability to cast 3 0-level spells and 1 1st-level spell from the sorcerer spell list as spell-like abilities once per day.

**Improved Bloodline Power:** At 7th level, she gains her bloodline's 3rd-level bloodline power.

**Improved Sorcerer Spells:** At 9th level, she gains the ability to cast 1 2nd-level spell and an additional 1st-level spell from the sorcerer spell list as spell-like abilities once per day.

**Blood Feat:** At 11th level, she gains one of her bloodline's feats or Eschew Materials.

**Greater Sorcerer Spells:** At 13th level, she gains the ability to cast 1 3rd-level spell, an additional 2nd-level spell, and an additional 1st-level spell from the sorcerer spell list as spell-like abilities once per day.

**Greater Bloodline Power:** At 15th level, she gains her bloodline's 9th-level power.

**True Sorcerer Spells:** At 17th level, she gains the ability to cast 1 4th-level spell and an additional 3rd-level and 2nd-level spell from the sorcerer spell list as spell-like abilities once per day.

**True Bloodline Power:** At 19th level, she gains her bloodline's 15th-level bloodline power.

## WIZARD

A character that chooses wizard as his dedicated secondary class gains the following secondary class features.

**School:** At 1st level, he chooses a school of magic in which to specialize. For all powers of that school, he treats his character level as his effective wizard level.

# VARIANT MULTICLASSING RULES

**Familiar:** At 3rd level, he gains a familiar, treating his character level as his effective wizard level.

**Wizard Spells:** At 5th level, he gains the ability to cast 3 0-level spells and 1 1st-level spell from the wizard spell list as spell-like abilities once per day.

**School Power:** At 7th level, he gains the 1st-level powers of his chosen school. If any of those powers grant an extra effect at 20th level, the character does not gain that extra effect.

**Improved Wizard Spells:** At 9th level, he gains the ability to cast 1 2nd-level spell and an additional 1st-level spell from the wizard spell list as spell-like abilities once per day.

**Cantrip:** At 11th level, if he has an Intelligence score of 10 or higher, he chooses a wizard cantrip from his chosen school and can cast that cantrip as a spell-like ability at will. He uses his character level as the caster level and Intelligence as the cantrip's key ability score.

**Greater Druid Spells:** At 13th level, he gains the ability to cast 1 3rd-level spell, an additional 2nd-level spell, and an additional 1st-level spell from the sorcerer spell list as spell-like abilities once per day.

**Discovery:** At 15th level, he gains an arcane discovery (*Pathfinder Roleplaying Game Ultimate Magic*) or wizard bonus feat, treating his character level as his effective wizard level.

**True Wizard Spells:** At 17th level, he gains the ability to cast 1 4th-level spell and an additional 3rd-level and 2nd-level spell from the sorcerer spell list as spell-like abilities once per day.

**Greater School Power:** At 19th level, he gains the 8th-level power of his chosen school.

## BASE CLASSES

The following secondary class features are based on features of the classes found in *Pathfinder Roleplaying Game Advanced Player's Guide*, *Pathfinder Roleplaying Game's Ultimate Combat*, and *Pathfinder Roleplaying Game's Ultimate Magic*.

### ALCHEMIST

A character that chooses alchemist as his dedicated secondary class gains the following secondary class features.

**Alchemy:** At 3rd level, he adds his character level as a competence bonus on all Craft (alchemy) checks and can use Craft (alchemy) to identify potions.

**Alchemist Extracts:** At 5th level, he gains the ability to create 2 1st-level extracts per day.

**Bombs:** At 7th level, he gains the ability to create a number of bombs per day equal to his Intelligence modifier + 1/2 his character level. The bombs deal damage as an alchemist of his character level, but since he doesn't have the alchemist's throw anything class feature, he doesn't add his Intelligence modifier to the damage.

**Improved Alchemist Extracts:** At 9th level, he gains the ability to create an additional 1st-level extract and 1 2nd-level extract per day.

**Mutagen:** At 11th level, he gains the mutagen class feature, with a duration equal to 10 minutes per character level. He counts as an alchemist for the purpose of drinking a mutagen.

**Greater Alchemist Extracts:** At 13th level, he gains the ability to create an additional 2nd-level extract and 1 3rd-level extract per day.

**Swift Poisoning:** At 15th level, he gains the poison use and swift poisoning abilities.

**True Alchemist Extracts:** At 17th level, he gains the ability to create an additional 3rd-level extract and 1 4th-level extract per day.

**Poison Immunity:** At 19th level, he becomes immune to poison.

### CAVALIER

A character that chooses cavalier as his dedicated secondary class gains the following secondary class features.

**Order:** At 1st level, he chooses an order. He must follow the edicts of his order.

**Challenge:** At 3rd level, he gains the ability to issue a challenge as a cavalier of his character level – 2 once per day. He adds the appropriate order adjustment to his challenge based on the order he selected.

**Mount:** At 5th level, he gains an animal companion as a cavalier of his character level – 4. No ability other than Improved Companion can ever increase his effective cavalier level for this purpose.

# GENIUS GUIDE TO

**Order Ability:** At 7th level, he gains the 2nd-level ability of his chosen order, treating his character level as his effective cavalier level.

**Mounted Combat:** At 9th level, he gains Mounted Combat as a bonus feat.

**Tactician:** At 11th level, he gains the tactician class feature, treating his character level as his effective cavalier level.

**Cavalier's Charge:** At 13th level, he gains the cavalier's charge class feature. He may only use this ability when he is riding his mount companion.

**Greater Order Ability:** At 15th level, he gains the 8th-level ability of his chosen order, treating his character level as his effective cavalier level.

**Expert Trainer:** At 17th level, he gains the expert trainer class feature.

**Greater Tactician:** At 19th level, he gains the greater tactician class feature, treating his character level as his effective cavalier level.

## GUNSLINGER

A character that chooses gunslinger as her dedicated secondary class gains the following secondary class features.

**Firearm Proficiency:** At 3rd level, she gains proficiency in all firearms.

**Nimble:** At 5th level, she gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes her to lose her Dexterity bonus to AC also causes her to lose this dodge bonus.

**Gunsmith:** At 7th level, she gains the gunsmith class feature.

**Gun Training:** At 9th level, she gains gun training 1.

**Deed:** At 11th level, she gains a 3rd-level gunslinger deed of her choice.

**Nimble:** At 13th level, the bonus to AC she gains while wearing light or no armor increases to +3. Anything that causes her to lose her Dexterity bonus to AC also causes her to lose this dodge bonus.

**Improved Deed:** At 15th level, she gains a 3rd-level gunslinger deed of her choice.

**Improved Gun Training:** At 17th level, she gains gun training 2.

**Greater Deed:** At 19th level, she gains a 7th-level gunslinger deed of her choice.

## INQUISITOR

A character that chooses inquisitor as her dedicated secondary class gains the following secondary class features.

**Deity:** At 1st level, she must select a deity within one alignment step of her alignment. She gains the inquisitor's code of conduct and restriction on casting spells of opposed alignments.

**Stern Gaze:** At 3rd level, she gains the stern gaze class feature, treating her character level as her effective inquisitor level.

**Inquisitor Spells:** At 5th level, she gains the ability to cast 3 0-level spells and 1 1st-level spell from the inquisitor spell list as spell-like abilities once per day.

**Judgment:** At 7th level, once per day, she can use the judgment class feature as an inquisitor of her character level – 3.

**Detect Alignment:** At 9th level, she may cast detect chaos, detect evil, detect good, or detect law at will as a spell-like ability.

**Solo Tactics:** At 11th level, she gains the solo tactics class feature.

**Improved Spells:** At 13th level, she gains the ability to cast 1 2nd-level spell and an additional 1st-level spell from the inquisitor spell list as spell-like abilities once per day.

**Additional Judgment:** At 15th level, she can use the judgment class feature twice per day.

**Bane:** At 17th level, she may use bane a number of rounds per day equal to 1/2 her character level.

**Second Judgment:** At 19th level, she gains the second judgment ability.

## MAGUS

A character that chooses magus as his dedicated secondary class gains the following secondary class features.

**Arcane Pool:** At 3rd level, he gains the arcane pool class feature as a magus of his character level – 2.

# VARIANT MULTICLASSING RULES

**Magus Spells:** At 5th level, he gains the ability to cast 3 0-level spells and 1 1st-level spell from the magus spell list as spell-like abilities once per day.

**Magus Arcana:** At 7th level, he gains one magus arcana. He treats his character level as his effective magus level when determining whether or not he can select an arcana.

**Improved Magus Spells:** At 9th level, he gains the ability to cast 1 2nd-level spell and an additional 1st-level spell from the magus spell list as spell-like abilities once per day.

**Spellstrike:** At 11th level, he gains the spellstrike class feature, but he can only use it with spells that are on the magus spell list, even though he can cast them using another class's spell slots.

**Greater Magus Spells:** At 13th level, he gains the ability to cast 1 3rd-level spell, an additional 2nd-level spell, and an additional 1st-level spell from the magus spell list as spell-like abilities once per day.

**Improved Arcana:** At 15th level, he gains one additional magus arcana.

**True Magus Spells:** At 17th level, he gains the ability to cast 1 4th-level spell and an additional 3rd-level and 2nd-level spell from the magus spell list as spell-like abilities once per day.

**Greater Arcana:** At 19th level, he gains one additional magus arcana.

## ORACLE

A character that chooses oracle as her secondary class gains the following secondary class features.

**Mystery:** At 1st level, she must select a mystery. She never qualifies for the Extra Revelation feat.

**Curse:** At 1st level, she must select a curse. She gains all the effects of the curse, treating her effective oracle level as equal to 1/2 her character level.

**Revelation:** At 3rd level, she gains one of the following revelations from the list of those available to her mystery as an oracle of her character level – 6 (minimum 1). She must have an effective oracle level high enough to select the revelation.



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**Battle:** Battlecry, battlefield clarity, combat healer, iron skin, resiliency, skill at arms, surprising charge, war sight.

**Bones:** Armor of bones, bleeding wounds, death's touch, near death, raise the dead, resist life, soul siphon, spirit walk, undead servitude, voice of the grave.

**Flame:** Burning magic, fire breath, form of flame, gaze of flames, heat aura, molten skin, touch of flame, wings of fire.

**Heaven:** Coat of many stars, dweller in darkness, guiding star, interstellar void, lure of the heavens, mantle of moonlight, spray of shooting stars, star chart.

**Life:** Channel, delay affliction, energy body, enhanced cures, healing hands, life link, lifesense, safe curing, spirit boost.

**Lore:** Arcane archivist, automatic writing, brain drain, mental acuity, spontaneous symbology, think on it, whirlwind lesson.

**Nature:** Erosion touch, life leach, natural divination, speak with animals, spirit of nature, transcendental bond, undo artifice.

**Stone:** Acid skin, clobbering strike, crystal sight, earth glide, mighty pebble, rock throwing, shard explosion, steelbreaker skin, touch of acid.

**Waves:** Blizzard, fluid nature, fluid travel, freezing spells, ice armor, icy skin, punitive transformation, water form, water sight, wintry touch.

**Wind:** Air barrier, gaseous form, invisibility, lightning breath, spark skin, thunder burst, touch of electricity, vortex spells, wind sight, wings of air.

**Oracle Spells:** At 5th level, she gains the ability to cast 3 0-level spells and 1 1st-level spell from the oracle spell list as spell-like abilities once per day.

**Orison:** At 7th level, if she has a Charisma score of 10 or higher, she chooses an oracle orison to cast a spell-like ability at will. She uses her character level as the caster level and Charisma as the orison's key ability score.

**Improved Oracle Spells:** At 9th level, she gains the ability to cast 1 2nd-level spell and an additional 1st-level spell from the oracle spell list as spell-like abilities once per day.



# VARIANT MULTICLASSING RULES

**Curse Focus:** At 11th level, she adds 5 to her effective oracle level for the purposes of determining her curse's effects.

**Greater Oracle Spells:** At 13th level, she gains the ability to cast 1 3rd-level spell, an additional 2nd-level spell, and an additional 1st-level spell from the oracle spell list as spell-like abilities once per day.

**Improved Revelation:** At 15th level, she gains one additional revelation.

**True Oracle Spells:** At 17th level, she gains the ability to cast 1 4th-level spell and an additional 3rd-level and 2nd-level spell from the oracle spell list as spell-like abilities once per day.

**Greater Revelation:** At 19th level, she gains one additional revelation.

## SUMMONER

A character that chooses summoner as his dedicated secondary class gains the following secondary class features.

**Summon Monster:** At 3rd level, he gains the summoner's summon monster spell-like ability as a summoner of his character level - 2. He can use this ability once per day; the casting time is a full round, and the duration is 1 round per effective summoner level.

**Summoner Spells:** At 5th level, he gains the ability to cast 3 0-level spells and 1 1st-level spell from the summoner spell list as spell-like abilities once per day.

**Eidolon:** At 7th level, he gains the ability to summon an eidolon, using the statistics of an eidolon for a summoner of his character level - 4, except with half as many evolution points. This eidolon can only be summoned using his summon monster spell-like ability.

**Improved Summoner Spells:** At 9th level, he gains the ability to cast 1 2nd-level spell and an additional 1st-level spell from the summoner spell list as spell-like abilities once per day.

**Additional Summon:** At 11th level, he can use his summon monster spell-like ability three times per day.

**Greater Summoner Spells:** At 13th level, he gains the ability to cast 1 3rd-level spell, an additional 2nd-level spell, and an additional 1st-level spell from the summoner spell list as spell-like abilities once per day.

**Shield Ally:** At 15th level, he gains the shield ally class feature.

**True Summoner Spells:** At 17th level, he gains the ability to cast 1 4th-level spell and an additional 3rd-level and 2nd-level spell from the summoner spell list as spell-like abilities once per day.

**Aspect:** At 19th level, he gains the aspect class feature, except he can divert only 1 evolution point from his eidolon to himself.

## WITCH

A character that chooses witch as her dedicated secondary class gains the following secondary class features.

**Patron:** At 1st level, she chooses a patron. She never qualifies for the Extra Hex feat.

**Witch's Familiar:** At 3rd level, she gains a familiar, treating her character level as her effective witch level.

**Witch Spells:** At 5th level, she gains the ability to cast 3 0-level spells and 1 1st-level spell from the witch spell list as spell-like abilities once per day.

**Hex:** At 7th level, she gains a hex of her choice as a 1st-level witch. If she chooses the slumber hex, it can affect only creatures with Hit Dice less than or equal to her character level.

**Improved Witch Spells:** At 9th level, she gains the ability to cast 1 2nd-level spell and an additional 1st-level spell from the witch spell list as spell-like abilities once per day.

**Cantrip:** At 11th level, if she has an Intelligence score of 10 or higher, she chooses a witch cantrip and can cast that cantrip as a spell-like ability at will. She uses her character level as the caster level and Intelligence as the cantrip's key ability score.

**Greater Witch Spells:** At 13th level, she gains the ability to cast 1 3rd-level spell, an additional 2nd-level spell, and an additional 1st-level spell from the witch spell list as spell-like abilities once per day.

**Improved Hex:** At 15th level, she gains a second hex as a 1st-level witch, and her first hex advances as if she were an 8th-level witch.

**True Witch Spells:** At 17th level, she gains the ability to cast 1 4th-level spell and an additional 3rd-level and 2nd-level spell from the witch spell list as spell-like abilities once per day.

**Major Hex:** At 19th level, she gains a major hex as a 10th-level witch. She cannot gain the ice tomb hex.

# GENIUS GUIDE TO

## ALTERNATE CLASSES

The following dedicated secondary class features are based on features of the classes found in *Pathfinder Roleplaying Game Advanced Player's Guide* and *Pathfinder Roleplaying Game Ultimate Combat*.

### ANTIPALADIN

A character that chooses antipaladin as her dedicated secondary class gains the following secondary class features.

**Code:** At 1st level, she must follow the antipaladin's code of conduct and gains the antipaladin's aura of evil.

**Detect Good:** At 3rd level, she can detect good as a 1st-level antipaladin.

**Unholy Resilience:** At 5th level, she gains the unholy resilience class feature.

**Touch of Corruption:** At 7th level, she gains the touch of corruption ability a number of times per day equal to 1/2 her character level, dealing as much damage as an antipaladin of her character level – 4.

**Antipaladin Spells:** At 9th level, she gains the ability to cast 2 1st-level spells from the antipaladin spell list as a spell-like ability once per day.

**Smite Good:** At 11th level, she gains the ability to smite good once per day as an antipaladin of her character level – 4.

**Improved Antipaladin Spells:** At 13th level, she gains the ability to cast 1 2nd-level spell and an additional 1st-level spell from the antipaladin spell list as spell-like abilities once per day.

**Cruelty:** At 15th level, she selects one cruelty from the antipaladin's 3rd-level cruelty list.

**Channel Negative Energy:** At 17th level, she gains the ability to channel negative energy once per day as an antipaladin of her character level – 4.

**Fiendish Boon:** At 19th level, she gains a fiendish boon to a weapon as an antipaladin of her character level – 3.

### NINJA

A character that chooses ninja as her dedicated secondary class gains the following secondary class features.

**Poison Use:** At 3rd level, she gains the poison use class feature.

**Ninja Trick:** At 5th level, she gains a ninja trick. Her effective ninja level is 1/2 her character level for the purpose of determining which ninja tricks she can select, but her effective ninja level is equal to her character level for the purpose of determining a trick's effect.

**Sneak Attack:** At 7th level, she gains the sneak attack class feature. She can deal 1d6 points of extra damage. This extra damage increases by 1d6 for every 4 levels beyond 7th, to a maximum of 4d6 at 19th level.

**Improved Ninja Trick:** At 9th level, she gains a ninja trick. Her effective ninja level is 1/2 her character level for the purpose of determining which ninja tricks she can select, but her effective ninja level is equal to her character level for the purpose of determining a trick's effect.

**Evasion:** At 11th level, she gains the ki pool class feature of a ninja of her character level – 2, with a number of ki points equal to 1/2 her character level.

**Greater Ninja Trick:** At 9th level, she gains a ninja trick. Her effective ninja level is 1/2 her character level for the purpose of determining which ninja tricks she can select, but her effective ninja level is equal to her character level for the purpose of determining a trick's effect.

**Uncanny Dodge:** At 15th level, she gains uncanny dodge.

**True Ninja Trick:** At 9th level, she gains a ninja trick. Her effective ninja level is 1/2 her character level for the purpose of determining which ninja tricks she can select, but her effective ninja level is equal to her character level for the purpose of determining a trick's effect.

**Improved Uncanny Dodge:** At 19th level, she gains improved uncanny dodge, treating her character level as her effective ninja level.

### SAMURAI

A character that chooses samurai as his dedicated secondary class gains the following secondary class features.

**Order:** At 1st level, he chooses an order. He must follow the edicts of his order.



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**Challenge:** At 3rd level, he gains the ability to issue a challenge as a samurai of his character level – 2 once per day. He adds the appropriate order adjustment to his challenge based on the order he selected.

**Mount:** At 5th level, he gains an animal companion as a samurai of his character level – 4. No ability other than Improved Companion can ever increase his effective cavalier level for this purpose.

**Order Ability:** At 7th level, he gains the 2nd-level ability of his chosen order, treating his character level as his effective samurai level.

**Mounted Combat:** At 9th level, he gains Mounted Combat as a bonus feat.

**Resolve:** At 11th level, he gains the resolve class feature, treating his character level as his effective samurai level.

**Weapon Expertise:** At 13th level, he gains the weapon expertise class feature.

**Greater Order Ability:** At 15th level, he gains the 8th-level ability of his chosen order, treating his character level as his effective samurai level.

**Mounted Archer:** At 17th level, he gains the mounted archer class feature. He may only use this ability when he is riding his mount companion.

**Greater Resolve:** At 19th level, he gains the greater resolve class feature, treating his character level as his effective samurai level.



## HYBRID CLASSES

The following dedicated secondary class features are based on features of the classes found in *Pathfinder Roleplaying Game Advanced Class Guide*.

### ARCANIST

A character that chooses arcanist as her dedicated secondary class gains the following secondary class features.

**Arcane Reservoir:** At 3rd level, she gains the arcane reservoir class feature, with a maximum of arcane reservoir points equal to  $1+1/2$  her character level. Each day when she prepares her spells she gains a number of points equal to  $1+1/2$  her character level.

**Arcanist Spells:** At 5th level, she gains the ability to cast 2 1st-level spells from the arcanist spell list as spell-like abilities once per day.

**Cantrip:** At 7th level, if she has an Intelligence of 10 or higher, she chooses an arcanist cantrip and can cast that cantrip as a spell-like ability at will. She uses her character level as the caster level and Intelligence as the cantrip's key ability score.

# VARIANT MULTICLASSING RULES

**Improved Arcanist Spells:** At 9th level, she gains the ability to cast an additional 1st-level spell and 1 2nd-level spell from the arcanist spell list as spell-like abilities once per day.

**Arcanist Exploit:** At 11th level, she gains one of the following arcanist exploits as an arcanist of her level – 6 (minimum 1). She must have an effective arcanist level high enough to select the exploit.

**Exploits:** Acid jet, arcane barrier, arcane weapon, bloodline development, counterspell, dimensional slide, energy shield, familiar, flame arc, force strike, ice missile, lightning lance, metamixing, quick study, school understanding, see magic, spell disruption, spell resistance, spell tinkerer.

**Greater Arcanist Spells:** At 13th level, she gains the ability to cast an additional 2nd-level spell and 1 3rd-level spell from the arcanist spell list as spell-like abilities once per day.

**Improved Exploit:** At 15th level, she gains one additional arcanist exploit.

**True Arcanist Spells:** At 17th level, she gains the ability to cast an additional 3rd-level spell and 1 4th-level spell from the arcanist spell list as spell-like abilities once per day.

**Greater Exploit:** At 19th level, she gains one additional arcanist exploit.

## BLOODRAGER

A character that chooses bloodrager as his dedicated secondary class gains the following secondary class features.

**Bloodline:** At 1st level, he must select a bloodrager bloodline. He treats his character level as his effective bloodrager level for all bloodline powers.

**Bloodrage:** At 3rd level, he gains the bloodrage class feature for a number of rounds per day equal to his Constitution modifier + his character level.

**Bloodrager Spells:** At 5th level, he gains the ability to cast 2 1st-level spells from the bloodrager spell list as spell-like abilities once per day.

**Bloodline Power:** At 7th level, he gains his bloodline's 1st-level bloodline power.

**Improved Bloodrager Spells:** At 9th level, he gains the ability to cast an additional 1st-level spell and 1 2nd-level spell from the bloodrager spell list as spell-like abilities once per day.

**Improved Bloodline Power:** At 11th level, he gains his bloodline's 4th-level bloodline power.

**Greater Bloodrager Spells:** At 13th level, he gains the ability to cast an additional 2nd-level spell and 1 3rd-level spell from the bloodrager spell list as spell-like abilities once per day.

**Bloodcasting:** At 15th level, he gains the bloodcasting ability.

**True Bloodrager Spells:** At 17th level, he gains the ability to cast an additional 3rd-level spell and 1 4th-level spell from the bloodrager spell list as spell-like abilities once per day.

**Greater Bloodrage:** At 19th level, he gains greater bloodrage.

## BRAWLER

A character that chooses brawler as her dedicated secondary class gains the following secondary class features.

**Unarmed Strike:** At 3rd level, she gains Improved Unarmed Strike as a bonus feat and the unarmed damage of a brawler of her character level – 2.

**Martial Flexibility:** At 5th level, she gains the martial flexibility class feature once per day.

**Maneuver Training:** At 7th level, she gains maneuver training 1.

**Improved Martial Flexibility:** At 9th level, she may use martial flexibility to gain the benefit of two combat feats at the same time. She may use this ability once per day.

**Knockout:** At 11th level, she gains the knockout ability once per day. Her character level counts as her effective brawler level to determine the effect and DC.

**Greater Martial Flexibility:** At 13th level, she may use martial flexibility to gain the benefit of three combat feats at the same time. She may use this ability once per day.

**Improved Maneuver Training:** At 15th level, she gains maneuver training 2.

**True Martial Flexibility:** At 17th level, she may use martial flexibility twice per day.

**AC Bonus:** At 19th level, she gains a +3 dodge bonus to AC.

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## HUNTER

A character that chooses hunter as her dedicated secondary class gains the following secondary class features.

**Animal Focus:** At 3rd level, she gains the animal focus class feature useable a number of minutes per day equal to her character level – 4 (minimum 1).

**Wild Empathy:** At 5th level, she gains the wild empathy class feature.

**Companion:** At 7th level, she gains an animal companion as a hunter of her level – 4. No ability other than Improved Companion can ever increase her effective hunter level for this purpose.

**Hunter Spells:** At 9th level, she gains the ability to cast 3 0-level spells and 1 1st-level spell from the hunter spell list as spell-like abilities once per day.

**Improved Companion:** At 11th level, her animal companion increases to that of a hunter of her full character level.

**Improved Hunter Spells:** At 13th level, she gains the ability to cast 1 2nd-level spell and an additional 1st-level spell from the hunter spell list as spell-like abilities once per day.

**Expert Tracker:** At 15th level, she gains the woodland stride and swift tracker class features.

**Greater Hunter Spells:** At 17th level, she gains the ability to cast 1 3rd-level spell and an additional 2nd-level spell from the hunter spell-list as spell-like abilities once per day.

**Improved Animal Focus:** At 19th level, she may use the animal focus class feature a number of minutes per day equal to her character level – 2.

## INVESTIGATOR

A character that chooses investigator as his dedicated secondary class gains the following secondary class features.

**Trapfinding:** At 3rd level, he gains the trapfinding class feature.

**Investigator Extracts:** At 5th level, he gains the ability to create 2 1st-level extracts per day.

**Studied Combat:** At 7th level, he gains the studied combat class feature, treating his character level as

# VARIANT MULTICLASSING RULES

his effective investigator level. He also gains the studied strike class feature, dealing 1d6 points of extra damage. This extra damage increases by 1d6 for every 4 levels beyond 7th, to a maximum of 4d6 at 19th level.

**Investigator Talent:** At 9th level, he gains an investigator talent. His effective investigator level is 1/2 his character level for the purpose of determining which talents he can select, but his effective investigator level is equal to his character level for the purpose of determining a talent's effect.

**Swift Alchemy:** At 11th level, he gains the swift alchemy class feature. He also adds his character level as a competence bonus on all Craft (alchemy) checks and can use Craft (alchemy) to identify potions.

**Improved Investigator Extracts:** At 13th level, he gains the ability to create an additional 1st-level extract and 1 2nd-level extract per day.

**Inspiration:** At 15th level, he gains the inspiration class feature of an investigator of his level – 2, with a number of inspiration points equal to 1/2 his character level.

**Improved Investigator Talent:** At 17th level, he gains an investigator talent. His effective investigator level is 1/2 his character level for the purpose of determining which talents he can select, but his effective investigator level is equal to his character level for the purpose of determining a talent's effect.

**Poison Immunity:** At 19th level, he becomes immune to poison.

## SHAMAN

A character that chooses shaman as her dedicated secondary class gains the following secondary class features.

**Spirit:** At 1st level, she chooses a spirit.

**Spirit Animal:** At 3rd level, she gains a spirit animal, treating her character level as her effective shaman level.

**Shaman Spells:** At 5th level, she gains the ability to cast 3 0-level spells and 1 1st-level spell from the shaman spell list as spell-like abilities once per day.

**Spirit Ability:** At 7th level, she gains the spirit ability of her chosen spirit as a shaman of her character level – 4 (minimum 1).

**Improved Shaman Spells:** At 9th level, she gains the ability to cast 1 2nd-level spell and an additional 1st-level spell from the shaman spell list as spell-like abilities once per day.

**Hex:** At 11th level, she may select a hex from the list of hexes available to her chosen spirit.

**Greater Shaman Spells:** At 13th level, she gains the ability to cast 1 3rd-level spell, an additional 2nd-level spell, and an additional 1st-level spell from the shaman spell list as spell-like abilities once per day.

**Greater Spirit Ability:** At 15th level, she gains the greater spirit ability of her chosen spirit as a shaman of her character level – 4 (minimum 1).

**True Shaman Spells:** At 17th level, she gains the ability to cast 1 4th-level spell and an additional 3rd-level and 2nd-level spell from the shaman spell list as spell-like abilities once per day.

**Improved Hex:** At 19th level, she may select an additional hex from the list of hexes available to her chosen spirit.

## SKALD

A character that chooses skald as his dedicated secondary class gains the following secondary class features.

**Bardic Knowledge:** At 3rd level, he gains the bardic knowledge class feature, treating his character level his effective skald level.

**Skald Spells:** At 5th level, he gains the ability to cast 2 1st-level spells from the skald spell list as spell-like abilities once per day.

**Raging Song:** At 7th level, he gains the ability to inspire rage and song of marching as a skald of his character level – 4 for a number of rounds per day equal to his Charisma modifier + his character level.

**Improved Skald Spells:** At 9th level, he gains the ability to cast an additional 1st-level spell and 1 2nd-level spell from the skald spell list as spell-like abilities once per day.

**Rage Power:** At 11th level, he gains a rage power. For the purpose of which rage powers he can select, his effective skald level is equal to 1/2 his character level, but for the purpose of the rage power's effect, his effective skald level is equal to his full character level.

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**Greater Skald Spells:** At 13th level, he gains the ability to cast an additional 2nd-level spell and 1 3rd-level spell from the skald spell list as spell-like abilities once per day.

**Loremaster:** At 15th level, he gains loremaster as a 7th-level skald.

**True Skald Spells:** At 17th level, he gains the ability to cast an additional 3rd-level spell and 1 4th-level spell from the skald spell list as spell-like abilities once per day.

**Damage Reduction:** At 19th level, he gains DR 3/—.

## SLAYER

A character that chooses slayer as his dedicated secondary class gains the following secondary class features.

**Track:** At 3rd level, he gains the track class feature, treating his character level as his effective slayer level.

**Slayer Talent:** At 5th level, he gains a slayer talent. His effective slayer level is 1/2 his character level for the purpose of determining which slayer talents he can select, but his effective slayer level is equal to his character level for the purpose of determining a talent's effect.

**Sneak Attack:** At 7th level, he gains the sneak attack class feature. He can deal 1d6 points of extra damage. This extra damage increases by 1d6 for every 4 levels beyond 7th, to a maximum of 3d6 at 15th level.

**Improved Slayer Talent:** At 9th level, he gains a slayer talent. His effective slayer level is 1/2 his character level for the purpose of determining which slayer talents he can select, but his effective slayer level is equal to his character level for the purpose of determining a talent's effect.



# VARIANT MULTICLASSING RULES

**Studied Target:** At 11th level, he gains the 1st studied target class feature.

**Greater Slayer Talent:** At 13th level, he gains a slayer talent. His effective slayer level is 1/2 his character level for the purpose of determining which slayer talents he can select, but his effective slayer level is equal to his character level for the purpose of determining a talent's effect.

**Improved Studied Target:** At 15th level, he gains the 2nd studied target class feature.

**True Slayer Talent:** At 17th level, he gains a slayer talent. His effective slayer level is 1/2 his character level for the purpose of determining which slayer talents he can select, but his effective slayer level is equal to his character level for the purpose of determining a talent's effect.

**Quarry:** At 19th level, he gains the quarry class feature.

## SWASHBUCKLER

A character that chooses swashbuckler as her dedicated secondary class gains the following secondary class features.

**Swashbuckler Finesse:** At 3rd level, she gains the swashbuckler finesse class feature.

**Charmed Life:** At 5th level, she gains the charmed life class feature once per day.

**Nimble:** At 7th level, she gains a +1 bonus to AC when wearing light or no armor. This bonus increases by 1 for every 6 levels beyond 7th, to a maximum of +3 at 19th level.

**Bonus Feat:** At 9th level, she gains Combat Reflexes as a bonus feat.

**Weapon Training 1:** At 11th level, she gains swashbuckler weapon training 1.

**Lesser Deed:** At 13th level, she gains a 1st-level swashbuckler deed of her choice.

**Deed:** At 15th level, she gains a 1st-level or 3rd-level swashbuckler deed of her choice.

**Improved Charmed Life:** At 17th level, she gains the charmed life class feature twice per day.

**Improved Deed:** At 19th level, she gains a 3rd-level swashbuckler deed of her choice.

## WARPRIEST

A character that chooses warpriest as his dedicated secondary class gains the following secondary class features.

**Deity:** At 1st level, he must select a deity within one alignment step of his own. He gains the warpriest's aura, bonus languages, code of conduct, and restriction from casting spells of opposed alignments. He also gains the warpriest's spontaneous casting ability, which he can use with any prepared casting classes that have the appropriate spells on their spell lists.

**Blessing:** At 3rd level, he selects one domain his deity grants, gaining that domain's 1st-level blessing, treating his character level as his effective warpriest level.

**Warpriest Spells:** At 5th level, he gains the ability to cast 3 0-level spells and 1 1st-level spell from the warpriest spell list as spell-like abilities once per day.

**Fervor:** At 7th level, he gains the fervor class feature as a warpriest of his character level – 4 a number of times per day equal to his Charisma modifier + 1.

**Improved Warpriest Spells:** At 9th level, he gains the ability to cast 1 2nd-level spell and an additional 1st-level spell from the warpriest spell list as spell-like abilities once per day.

**Channel Energy:** At 11th level, he gains the ability to channel energy.

**Greater Warpriest Spells:** At 13th level, he gains the ability to cast 1 3rd-level spell, an additional 2nd-level spell, and an additional 1st-level spell from the warpriest spell list as spell-like abilities once per day.

**Improved Blessing:** At 15th level, he gains the additional blessing of his chosen domain, treating his character level as his effective warpriest level.

**True Warpriest Spells:** At 17th level, he gains the ability to cast 1 4th-level spell and an additional 3rd-level and 2nd-level spell from the warpriest spell list as spell-like abilities once per day.

**Improved Fervor:** At 19th level, his fervor ability improves to that of a warpriest of his character level – 2.

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## CREDITS

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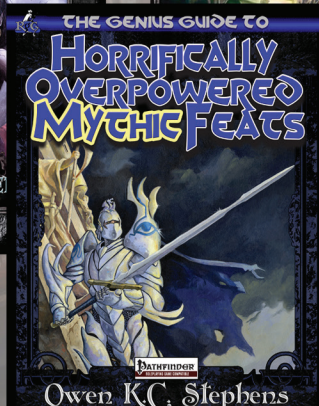
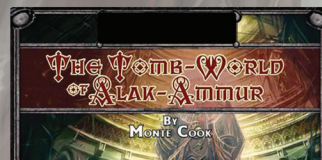
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