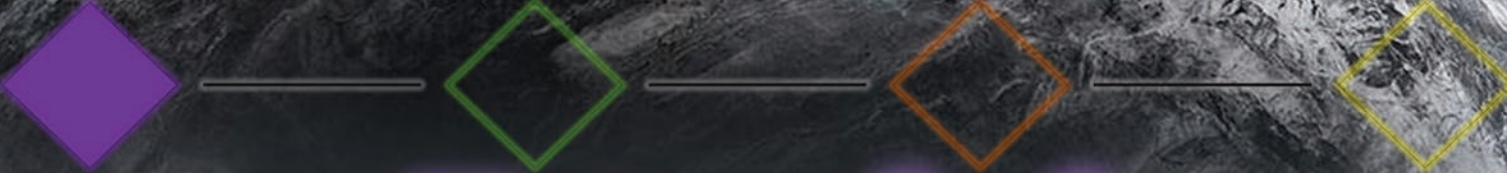


Dark Obelisk: Berinnocorte



Extended Pregenerated Characters



A Fantasy Roleplaying Supplement
by J. Evans Payne



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Thanks

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And finally, to **Endzeitgeist** (endzeitgeist.com), for reviewing indie RPG products with a passion that surpasses that of most those who author such products, and whose high standards, critical eye, thoughtful thoroughness, and exceptional writing are an inspiration to all in the hobby.

Special Thanks: Kickstarter Backers

Thank you for believing in me, when all I had to prove myself was an idea, a blurb, a handful of maps, and a dream.

The product you hold in your hands—or store on your hard drive—is a direct result of your faith, and support. I can't thank you enough.

Citizen Census-Takers

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- Michael Pfeiffer
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- Ramsett
- Scott Nerney - Smortal Master!
- Bulldozers

- Amadan
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- Benjamin Bernard
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- Jamie VanLengen

Catch-Up Citizen Census-Takers

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Dedication

This book is hereby dedicated to my wife, who, despite my predilection for doing stuff like this, has stuck with me for more than twenty years.

Now *that's* dedication.

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About Infinium Game Studio

Founded in 2015, **Infinium Game Studio (IGS)** came about as the result of a simple mission: Make shared storytelling games easier and more fun for both players and referees alike.

Our vision is that **Infinium Game Studio** empowers referees, players, and the industry entire with innovative gaming tools; high-quality, deeply-designed products; and creative takes on established paradigms.

Values and Key Differences

Plays Well With Everyone

IGS products are engineered to be usable by both novice and veteran gaming groups. As a result, they must contain everything a novice GM might need to react quickly to his/her play group.

Comprehensive and Immersive

Each **IGS** product should “feel real” and come with everything the referee might require to make the setting, context, environment, or other content come alive.

Everything You Need

The ideal adventure should contain practically everything you need to run the game, except the core rulebook. Even the most skilled GM wastes time looking things up in multiple books. It’s so exceedingly rare that an adventure contain all of the crunch and fluff necessary to run it.

Maps: Where Are We, Again?

A picture is worth a thousand words... and also, a thousand seconds of prep time. Visually appealing, easy-to-use, and extensive Maps are an essential part of any shared-storytelling experience.

Pervasive Maps

Don’t put a building on a map if I can’t go inside it.

Prepared for Anything

In a gaming session, a good referee must be prepared for the PCs to explore any aspect of the content. All too often, an otherwise outstanding adventure will fail to provide for a major percentage of its content. If there are twenty buildings in a town, but maps for only two of them--well, it’s fairly apparent where the Big Bad is going to be holed up! Not every map will be riddled with secret passages, custom random encounters, and combat, but there should be something of interest in every building. Otherwise, it shouldn’t be there!

Thoroughness: But What If...?

It’s possible to have a 16-page adventure that’s wonderful and exciting. It’s also possible to have a 255-page source-book be boring and repetitive. Striking the right balance between over-padding and under-describing is challenging, but an important part of what we do at **IGS**.

Flexible

Each product should be usable on its own, completely out of context; as a start to a completely new campaign; as part of the “intended” Adventure Path or associated suite of **IGS** products; or to insert into an existing ongoing campaign.

Reusable

No **IGS** product is “one and done” by design.

FlexTale and Comprehensive Design enable this flexibility and reusability.

Production Quality

Our goal is to produce world-class products with high production values.

Introduction

What Is This Book?

This book is intended to be any or all of the following. These are listed in no particular order.

- A quick and easy way for players to pick up a character and *instantly begin playing* the **Dark Obelisk: Berinncorte** adventure.
- A repository of instantly-playable PCs for use in *any* adventure or campaign setting.
- A source of *additional NPCs* for GMs to introduce in a game (either of **Dark Obelisk**, or of another adventure).
- A collection of “*replacement*” characters for PCs who die in the course of an adventure and whose players wish to continue participating.

Needs vs. Wants

This **Pregenerated Characters** book is not required to play the **Dark Obelisk: Berinncorte** adventure.

Similarly, to the point of several of the items on the list above, it is not required to have a copy of the **Dark Obelisk: Berinncorte** adventure materials to enjoy and make use of the contents of this list of PCs.

That said, having both works in front of you and using them together will realize the greatest benefit of this book.

Notes & Conventions

Below please find some visual conventions used in this document.

PC Replacement Opportunities

No way around it: **Dark Obelisk: Berinncorte** is a gruesome, brutal, and challenging adventure, particularly for low-level parties. Unless the PCs are exceptionally fortunate with their dice, or if you take the most expedient route to the adventure’s conclusion, it’s possible that you will lose some party members along the way.

Each gaming group has its own perspective on what to do about PC demise. Many GMs enforce death as a consequence of decision-making, and if your beloved PC dies, so be it; roll up another character and start over again. Other groups are more in the storytelling aspect of things; lenient GMs will take every measure necessary to make sure that every single PC makes it through, no matter how bone-headed their decision-making or horrible their luck.

If one or more PCs die in the course of this adventure, the GM has some options. You may of course enforce the death, and either have the player roll up a brand-new first-level character, or create a character of a level matching the lowest current level of surviving party members.

Alternately, sprinkled throughout the adventure are **PC Replacement Opportunities**, denoted like this:

 **Replacement: Dimplegruffe**

(example)

The blacksmith is an excellent replacement for Fighters, Barbarians, Paladins, or other martial characters.

These opportunities are chances for the specified NPC to be “taken over” by the player who lost a PC. This way, the player doesn’t have to slow down play creating a new character, and the party can keep going.

This should be viewed as an opportunity for roleplaying: the GM may consider showing the player the detailed information for the NPC they are assuming control over, and the player should be encouraged to act as though their new PC had that background, secrets, and so on.

The gaming group is encouraged to roleplay the “taken over” NPC as though s/he still had their place in society and the greater scope of the adventure, and **Adventure Path**. For example, if a player takes over an NPC who hates a rival NPC, then subsequent interactions between the “taken over” PC and that rival should reflect that animosity in the player’s roleplaying.

In the context of these “replacement” opportunities, the GM may wish to simply make available one of the PCs enclosed instead of using a named NPC. Indeed, using the prefab PCs in this book is recommended, since the gaming group is guaranteed that the replacement PC does not have any plot significance that might otherwise interfere with the **Adventure Path’s** progression.

Variable Challenge

Dark Obelisk: Berinncorte was designed initially as an adventure for four to six first-level PCs. However, one of the things that has frustrated many GMs is that adventures are almost universally designed in this manner: for a specific level of challenge, or at most, a very narrow range of PC levels (e.g., “4th to 6th level”).

There are many advantages to this approach, not least of which being the guarantee that all challenges (monsters, traps, and NPCs) are calibrated very specifically to that narrow zone of difficulty.

The drawback, of course, is the narrowness of that range. GMs wishing to run a module designed for 10th-level PCs, for example, are either flat out of luck, or have to do some fairly intensive work to scale the content up or down to better align with the PCs she is playing with.

The degree to which a particular GM, or even gaming group, enjoys perusing and tweaking game statistics—“crunch”, in common parlance—varies, of course. Some GMs love crunch, and spend a majority of their prep time creating and refining their challenges to ensure the crunch is accurate and appropriately challenging. On the other end of the spectrum are “by the seat of their pants” GMs, who ignore crunch almost entirely, rarely referring to stat blocks lest it distract from the focus of storytelling.

This adventure, and in a broader sense, **Infinium Game Studio**, does not want to judge as to which approach is “better” or “worse”. What matters is that you have fun and enjoy yourselves!

However, we do want to make it as easy as possible to play this adventure no matter what level your PCs happen to be.

Experience Points and Reward Nuggets

There are many ways of calculating, dispersing, and accounting for experience points (XP) in a Pathfinder gaming group. What follows is a method that I have used over the decades, and it's been a lot of fun. Although it may not be for every gaming group—your mileage may vary—it's an interesting spin on traditional methods, and the approach may work for you.

Whether this approach works for you or not, however, it's worth reading through, because all of the Quests in this adventure denote XP awards using this method.

I Want Candy

In the author's early days as a GM, I tossed out candies as rewards to the players when their characters did a good job. Candy could be distributed for defeating a kobold, picking a lock, dodging an attack, convincing the castle guard to look the other way, or any of the ordinary actions whose consequence typically involve experience points.

However, I also gave out candy for good roleplaying, convincing dialogue, outstanding (or horrid) emulation of accents, meta-jokes about the circumstances of the game that were truly hilarious, suggesting things to me as the GM or other players that took the story in a new direction, or—and I have to be honest, here—helping me as a GM.

My general rule was, if I forgot a rule, and you pointed it out in a way that didn't make you seem like a jerk, then you got rewarded. This could be something as innocuous as reminding me that your elf ranger's longbow was firing +1 arrows, or as significant as reminding me that a certain piece of equipment granted a reroll to a critically-failed outcome.

Generally speaking, candy rewards were given out in my games for anything—literally, anything—that made the gaming experience more fun. Doorbell rings, and the pizza's here, and your character is tied up in the cyclops' cave, so you know you won't be doing anything for a few minutes, and so you go and grab the grub, and tip the delivery guy—that's worth a candy. Tell a funny joke—that's worth a candy. Save the life of your comrade, only to drug him unconscious and use him as a prop, in the manner of Weekend at Bernie's—okay, that's a little ghoulish, but it's in character, and amazing, so, yeah, that's three candies right there.

Candy as XP

Candy is awesome, though for one of my gaming group, who was a diabetic, it was a controlled and mindful awesomeness. But even the most free-wheeling player wants their character to level up. I get it.

At the end of each gaming session, my players would “turn in” their candy wrappers. Each wrapper represented something gone right, a good deed done—and therefore it was converted to XP. Generally speaking, no matter what the PCs' levels, no matter what the adventure, 10 candy wrappers meant you advanced to the next level. If you fell short—let's say, you only got 6—then it meant you were closer for next gaming session (i.e., 4 needed in this example).

As years went on, it became a bit less practical and/or healthy to urge my friends to consume at least ten pieces of

candy every time we got together, and so the approach was tweaked. Instead of candy wrappers, gold stars, or spare dice in a particular color, or Warhammer 40,000 figurines. The point was, you got a token, a “nugget” of reward, which was later converted into XP.

Rules lawyers hate this method, and I respect that. But even the most hardened min/maxer eventually recognizes that this approach, despite its drawbacks, keeps play flowing quite quickly, and keeps everyone focused on what I believe should be the goal of any roleplaying game session.

Namely: to have fun!

Reward Stars: The Formalized Approach

Whether or not you appreciated the above anecdote, or the approach it describes, it's required reading, because now we'll get to how it applies to **Dark Obelisk: Berinn corte**.

As with everything else in this book, the GM is encouraged to completely ignore or change this approach if you feel it would make it work better for your gaming group.

The following represent opportunities to gain an experience point reward in this adventure:

- **Defeating** monsters and NPCs.
- Avoiding traps, picking locks, or otherwise **overcoming obstacles**.
- Succeeding in **skill challenges** or checks.
- Fulfilling other objects in pursuit of a **Quest**.

Monsters and NPCs in this adventure list the **XP** reward the PCs should obtain for defeating them in combat. They also list the number of “**Reward Stars**” players should receive for success. This is denoted like this:  +2.

Think of a **Reward Star** as a sugar-free and abstracted version of a piece of candy from the earlier anecdote: players receive one or more most times that they achieve something in the game.

Locks, traps, and skill checks are typically “quadded”; each level of **CR** lists a suggested **XP** reward, but also a number of **Reward Stars**.

Quests only list **Reward Stars**. This is because **Quests** should be fun, interesting, and above all, useful to the PCs, but shouldn't be game-breakingly powerful or ignorably impotent. A simple delivery quest, for example: what should that be worth? **500 XP**? For a level one character, that can be almost halfway to levelling up; for a level 19 character, that makes for a completely worthless diversion. Using **Reward Stars** solves this problem, by automatically scaling the reward to be significant regardless of character level.

If you follow the approach I've used, then at the end of each gaming session (or in between sessions, or at the start of the next session, whatever works best for your schedule), convert the **Reward Stars** to traditional **Experience Points**.

The GM is heavily encouraged to augment the rewards documented with additional rewards, for perhaps-less-tangible contributions: good jokes, helpful behavior, playing fair and nice, being a good sport, paying for or even just ordering dinner, that sort of thing.

Such “intangible rewards” should be general in nature: a good, timely joke should be rewarded with a chunk of XP

that's meaningful and helpful to the PC in question, whether they're level 1 or level 19.

Stay In Character... Or Else

In rare cases, or with certain gaming groups, the GM should reserve the right to remove or revoke the **Reward Stars** a particular player, or the group entire, has earned.

Such penalties should not be applied in a discouraging manner, or against players who are genuinely trying, but whose luck is simply poor, or for whom things just aren't working out. Indeed, successful roleplaying in the face of dire circumstances should be rewarded more!

Reward Stars should only be revoked if the player is detracting from play, distracting others, making inappropriate jokes not appreciated by the rest of the group, not paying their fair share... or just generally being a jerk.

Converting Reward Stars to XP

Each **Reward Star** represents different **XP** depending on what your current level is.

If you've assigned **Reward Stars** to a particular PC, use the character's current level on the table below to convert to an **XP** reward.

On some occasions, you may instead have granted **Reward Stars** to the party as a whole. In this scenario, calculate the **Average Party Level** (APL) as you normally would, and use that on the table below to convert the reward to standard **XP**.

If a PC has more than the minimum sufficient **Reward Stars** to advance in level, they may continue to advance! In such a scenario, count Stars using the PC's current level, until they level up. Any remaining stars are converted to **XP** using the character's new level. In exceptionally rare circumstances—or with exceptionally indulgent GMs!—this may involve a PC levelling up multiple times between sessions, though such power-levelling is generally discouraged.

Finally, in addition to different methods of determining rewards, gaming groups tend to have different theories as to how rapidly characters should level up. Slow, average, and fast tracks are shown here, which scale to the corresponding Character Advancement experience point totals in the *Pathfinder Core Rulebook*.

For purposes of **Reward Stars**, the following standard has been used:

- **Slow** advancement requires 15 **Reward Stars** to advance.
- Advancement with the **Average** progression demands 10 **Reward Stars** per level.
- Only 5 **Reward Stars** are needed to advance following the **Fast** track.

Table 1: Converting Reward Stars to XP

Level, CR, or APL	Slow	Avg	Fast
1	200	200	260
2	300	300	400
3	433	400	540
4	600	600	800

Level, CR, or APL	Slow	Avg	Fast
5	800	800	1,000
6	1,200	1,200	1,600
7	1,600	1,600	2,200
8	2,533	2,400	3,200
9	3,000	3,000	4,200
10	5,000	5,000	6,800
11	6,333	6,500	8,000
12	9,667	9,500	13,000
13	12,667	13,000	17,000
14	19,333	19,000	26,000
15	26,333	25,500	35,000
16	36,667	41,000	50,000
17	53,333	50,000	70,000
18	76,667	75,000	100,000
19	100,000	105,000	140,000
20	n/a	n/a	n/a

"Quadded" Stat Blocks

Toward the goal of having an adventure that can be run with PCs of various levels, all NPCs and monsters in this adventure have four separate sets of statistics.

These represent iterations of the creature in four distinct scales of challenge. These scales are referred to, in ascending difficulty, as **Low**, **Moderate**, **Advanced**, and **Elite**.

Low-level statistics are the default, and are intended for parties of 1st to 4th level PCs. Typically, the **Low CR** for a creature will be in the range of fractional, up to 4.

Moderate statistics present a bit more challenge, and are meant for 5th to 8th level PCs. **CRs** can be in the range from 4-10.

Advanced creatures give even more of a fight, representing **CRs** in the range of 10-15, and are meant for adventurers of the same levels.

Elite monsters and NPCs are the most evolved, and present formidable difficulty in the 12-20 **CR** range. These stat blocks are designed for PCs above 15th level.

To avoid confusion, elsewhere in the text outside of the creature's quadded stat block definition, the statistics referred to are the **Low**, or default, block. For example, the condensed, "vital stats" block that is shown in red where the NPC or monster is introduced in the adventure uses the **Low** values.

Quadded Challenge Blocks

Skill challenges and checks, traps, poisons, and obstacles sometimes have quadded stat blocks as well.

Although nearly all NPCs and monsters have quadded stat blocks, not all other game elements do. This is intentional. It represents the reality that although monsters and people might be of advanced difficulty, the city of **Berinn corte** exists in a typical, average fantasy realm—DC 50 Mythic-caliber locks simply doesn't exist, let alone on every door in town!

Below is an example of a door that has a quadded challenge block. The icons represent the scale of increasing difficulty; from top to bottom, they are **Low**, **Moderate**, **Advanced**, and **Elite**.

Locked Secret Wooden Door

 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 16; **Break** DC 20; **Disable Device** DC 18

 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 20; **Break** DC 24; **Disable Device** DC 22

 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 22; **Break** DC 26; **Disable Device** DC 24

 5" thick; **Hardness** 5; **hp** 60; **Perception** DC 24; **Break** DC 28; **Disable Device** DC 26

Foreward: Character Through Crunch

Background & Definitions

First, some ground rules: “**Crunch**” is the mechanics, the numbers, of a roleplaying game. A Strength of 16, a +1 bonus on damage rolls, or a spell that causes *confusion* for 1d6 rounds—these are all examples of crunch.

Crunch is critical to nearly all roleplaying games, because without it, the game is really just interactive storytelling. Crunch gives determination to a game; it removes things to some extent from the control of the players and the GM.

In abiding by the rules of the game, the gaming group gives themselves up to Fate, and the whim of the dice. Different games place a different degree of emphasis on crunch, but even the most storytelling-focused products still rely on mechanics to some extent.

Particularly as a player, the stereotype is that you either love or hate crunch. Typically, “**rules lawyers**” and “**min/maxers**” love crunch, because they turn it into a weapon: If you know some obscure rule on page 385 of a two-decades-old book, that’s something you can use to your advantage.

A “**min/maxer**”, while we’re at it, is someone, typically a player rather than a GM, who makes decisions based on crunch impact. When picking a weapon for their character, they’ll pick something that deals the most damage (“maxing”); when assigning rolled numbers to Ability Scores, they’ll choose so as to reduce the negative implications of poor values (“minning”). This tends to result in a more formidable character, at least on paper.

Conversely, “**roleplayers**” focus on just that—roleplaying. Pretending to be someone they are not in real life. And for people who are good at that mindset, it tends to be more fun the more bizarre the choices are. A Bard who dreams of being a warrior is much more interesting and difficult to roleplay than a min/maxed Bard who focuses solely on buffing songs for his party, though the latter may indeed be more effective in combat. Roleplayers often contend that min/maxing removes the focus from true roleplaying and reduces the interactive and rich social experience of tabletop RPGs to a numbers game, something that could simply be reproduced on a spreadsheet.

Interpretation

There’s nothing wrong with either of those approaches, and this essay (and in a larger sense, this book) isn’t going to try and convince you otherwise.

If you love crunch, you will continue to focus on it. If you hate it, you’ll instead focus on storytelling, and the mechanics of the game will happen around that. Either way is fine. Most gaming groups contain people from both camps.

It’s rare, however, to love crunch **and** storytelling. To use one, intentionally, to enhance the other.

Even though, I’d argue, that was the very purpose of crunch all along—to facilitate storytelling, to enhance it, to put a frame and context around it, to make it easier for everyone involved to speak a common language when trying to storytell. Can you defeat the dragon? “Maybe” isn’t a satisfying answer, because the reality is far, far more complex than

that.

Just like real life.

Character Through Crunch

So, to the point, here: I believe it’s possible, fun even, to create **character** using **crunch**. Crunch can be *fun*; it’s just a matter of how you approach it.

If you’re not having fun creating crunch, you’re either devoid of imagination, or you’re not doing it with the proper creative spirit.

I remember watching the movie *Backdraft*. If you’re not familiar, this is a story about firefighters. Put water on fire, try not to get burned, right? Pretty straightforward. Yet it’s compelling, and interesting, and a solid flick.

I realized that any story can be interesting, if it’s told well.

Same thing with character creation: every class, every archetype, every spell, every skill, every feat, every weapon... every single option to be found in the wealth of content that’s available to us can be interesting.

Assume that’s true, though some will claim or point out spells or items that really are single-role and throwaway outside of a particular context. Even those, however, can be interesting—just assume that context exists, and create a character around that.

This just wouldn’t be a roleplaying opinion essay without an *Art of War* quotation, so here goes: Just as war is the continuation of politics by other means, crunch is the continuation of character development by other means.

As the preamble to each section, I’ve placed a brief discussion on how this applies more specifically to each class or set of classes.

Hopefully, whether you use this book as simply a stockpile of ready-made characters, or if you use it as inspiration for creating your own PCs or NPCs, something in here enhances your respect for the concept of **character through crunch**.

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Malvern, Pennsylvania

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Pregenerated Characters: Core Classes

Table 2: Pregenerated Character Summary: Core Classes

Name	Page	Class	Race	Sex
Gronka Hackbang	14	Barbarian	Half-Orc	M
Lelenia Amastacia	17	Bard	Elf	F
Forinne	22	Cleric	Half-Elf	F
Tordek Dankill	25	Druid	Dwarf	M
Osysh	29	Fighter	Tiefling	F
Howther Wakiki	32	Monk	Halfling	M
Oskar Dankill	36	Paladin	Dwarf	M
Milo Windby	40	Ranger	Halfling	M
Endrin	44	Rogue	Human	M
Jobelle	47	Sorcerer	Gnome	F
Ivellios	51	Wizard	Elf	M

Designer's Soapbox: Core Classes

✂ There's so much variety represented by the **core classes** that I really only have one critical piece of advice, here:

Buck stereotypes.

Don't make every Ranger a bow-using elf with maxed Dexterity. Try a half-orc Paladin.

Essentially, if there's a "typical", "vanilla", or "cookie-cutter" approach to a particular class, try and tweak at least one aspect of that stereotype--either in race, equipment, spells, feats, or so on.

I can't stress this enough. If you've ever encountered an interesting, really *memorable* character in a role-playing game, think of what made that PC or NPC interesting. Yes, stereotypes exist for a reason; iconic sources of those concepts in fantasy fiction and movies are some of the greatest inspiration for our hobby and craft. But how much fun will you have, playing yet another incarnation of Strider from Lord of the Rings?

One excellent approach to character creation is to roll your ability scores in order, not changing anything, and only then pick a race and class and so on that fits those scores. This forces you to have your character reflect their God-given abilities, rather than deciding you want a combat-heavy Cleric and rerolling until you get good Charisma and Strength.

You can use a similar approach with any aspect of your character. Need inspiration? Use the treasure-generation tables to randomize some weapons, armor, and other equipment, and see what you come up with. Flip through the Spells section of the book and stop at a random page, stabbing your finger at a random spell; use that spell, whatever it is, as a focus for your character.

Incidentally, this is a good piece of advice to have in mind no matter what class or archetype you're using to create your character!

Gronka Hackbang (Barbarian)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Half-Orc			
Class	Barbarian 1	Barbarian 6	Barbarian 10	Barbarian 14
Initiative	+1	+1	+1	+1
Senses	Darkvision 60 ft. Perception +4	Darkvision 60 ft. Perception +9	Darkvision 60 ft. Perception +13	Darkvision 60 ft. Perception +17
Defense				
Armor Class	AC 15, touch 11, ff 14 (+1 Dex, +4 hide armor)	AC 15, touch 11, ff 14 (+1 Dex, +4 hide armor)	AC 15, touch 11, ff 14 (+1 Dex, +4 hide armor)	AC 15, touch 11, ff 14 (+1 Dex, +4 hide armor)
hp / HD	15 (1d12)+3	62 (6d12)+18	108 (10d12)+40	150 (14d12)+56
Saves	Fort +4, Ref +1, Will +0	Fort +7, Ref +3, Will +2 +2 Reflex to avoid traps	Fort +10, Ref +4, Will +3 +3 Reflex to avoid traps	Fort +12, Ref +5, Will +4 +4 Reflex to avoid traps; +4 Will vs. Enchantment spells when raging
Defensive Abilities	-	Improved Uncanny Dodge, Trap Sense +2, Uncanny Dodge	Improved Uncanny Dodge, Trap Sense +3, Uncanny Dodge DR 2/-	Improved Uncanny Dodge, Trap Sense +4, Uncanny Dodge DR 3/-
Offense				
Movement	30 ft., Fast Movement			
Attacks	Melee greataxe +6 (2H: 1d12+7/x3) or Melee dagger +6 (1d4+5/19-20) or Ranged dagger (thrown) +2 (1d4+5/19-20)	Melee masterwork greataxe +12/+7 (2H: 1d12+7/x3) or Melee dagger +11/+6 (1d4+5/19-20) or Ranged dagger (thrown) +7/+2 (1d4+5/19-20)	Melee +1 greataxe +17/+12 (2H: 1d12+8/x3) or Melee dagger +15/+10 (1d4+5/19-20) or Ranged dagger (thrown) +11/+6 (1d4+5/19-20)	Melee +2 greataxe +22/+17/+12 (2H: 1d12+9/x3) or Melee dagger +19/+14/+9 (1d4+5/19-20) or Ranged dagger (thrown) +15/+10/+5 (1d4+5/19-20)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	-	Brawler, Deadly Accuracy, Knockback	Brawler, Deadly Accuracy, Knockback, Knockdown	Brawler, Deadly Accuracy, Knockback, Knockdown, Mighty Swing
Statistics				
Ability Scores	Str 20, Dex 13, Con 14, Int 6, Wis 10, Cha 8	Str 20, Dex 13, Con 15, Int 6, Wis 10, Cha 8	Str 20, Dex 13, Con 16, Int 6, Wis 10, Cha 8	Str 21, Dex 13, Con 16, Int 6, Wis 10, Cha 8
Core Attack	Base Atk +1; CMB +6; CMD 17	Base Atk +6; CMB +11; CMD 22	Base Atk +10; CMB +15; CMD 26	Base Atk +14; CMB +19; CMD 31
Feats	Antagonize	Antagonize, Fleet, Grudge Fighter	Antagonize, Critical Focus, Fleet, Grudge Fighter, Weapon Focus (Greataxe)	Antagonize, Critical Focus, Difficult Swings, Dodge, Fleet, Grudge Fighter, Weapon Focus (Greataxe)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics -2, Appraise -2, Artistry -2, Bluff -1, Climb +2, Craft (Untrained) -2, Diplomacy -1, Disguise -1, Escape Artist -2, Fly -2, Intimidate +5, Perception +4, Perform (Untrained) -1, Ride -2, Stealth -2, Swim +2	Acrobatics -3, Appraise -2, Artistry -2, Bluff -1, Climb +1, Craft (Untrained) -2, Diplomacy -1, Disguise -1, Escape Artist -3, Fly -3, Intimidate +10, Perception +9, Perform (Untrained) -1, Ride -3, Stealth -3, Swim +1	Acrobatics -2, Appraise -2, Artistry -2, Bluff -1, Climb +2, Craft (Untrained) -2, Diplomacy -1, Disguise -1, Escape Artist -2, Fly -2, Intimidate +14, Perception +13, Perform (Untrained) -1, Ride -2, Stealth -2, Swim +2	Acrobatics -2, Appraise -2, Artistry -2, Bluff -1, Climb +5, Craft (Untrained) -2, Diplomacy -1, Disguise -1, Escape Artist -2, Fly -2, Intimidate +18, Perception +17, Perform (Untrained) -1, Ride -2, Stealth -2, Swim +2
Languages	Common, Orc			
Special Qualities	Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Rage, Weapon Familiarity	Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Rage, Weapon Familiarity	Damage Reduction, Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Quick Reflexes, Rage, Weapon Familiarity	Damage Reduction, Darkvision, Fast Movement, Indomitable Will, Intimidating, Orc Blood, Orc Ferocity, Quick Reflexes, Rage, Rolling Dodge, Weapon Familiarity
Treasure	Greataxe; hide armor; traveler's outfit; dagger (4x)	Masterwork greataxe; breastplate; traveler's outfit; dagger (4x)	+1 greataxe; +1 breastplate; traveler's outfit; dagger (4x)	+2 greataxe; +2 breastplate; traveler's outfit; dagger (4x)

Special Abilities

Brawler While raging, the barbarian is treated as if she has Improved Unarmed Strike. If she already has the feat, her unarmed strikes deal 1d6 points of damage (1d4 if she is Small).

Damage Reduction (Ex) You gain damage reduction. Subtract 3 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Deadly Accuracy (Ex) If the barbarian scores a critical threat when using her surprise accuracy rage power, she applies double the surprise accuracy bonus when rolling to confirm the critical. A barbarian must have the surprise accuracy rage power and be at least 4th level before selecting this rage power.

Fast Movement (Ex) Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 4.

Indomitable Will (Ex) While in rage, you gain a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you also receive during your rage.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Knockback (Ex) Once per round, you can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes points of damage and is moved back as normal. You do not need to move with the target if successful. This does not provoke an attack of opportunity.

Knockdown (Ex) Once per rage, the barbarian can make a trip attack against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is knocked prone. This does not provoke an attack of opportunity.

Mighty Swing (Ex) You automatically confirm a critical hit. This power is used as an immediate action once a critical threat has been determined. This power can only be used once per rage.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) 1/day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Quick Reflexes (Ex) While raging, you can make one additional attack of opportunity per round.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 33 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +6 morale bonus to your Strength and a +6 morale bonus to Constitution, as well as a +3 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 42 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Rolling Dodge (Ex) You gain a +3 dodge bonus to your Armor Class against ranged attacks for 3 round against ranged attacks. Activating this ability is a move action that does not provoke attacks of opportunity.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses

would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word “orc” in its name as a martial weapon.

⚡ Feats

Antagonize Whether with biting remarks or hurtful words, you are adept at making creatures angry with you. You can make Diplomacy and Intimidate checks to make creatures respond to you with hostility. No matter which skill you use, antagonizing a creature takes a standard action that does not provoke attacks of opportunity, and has a DC equal to 10 + the target's Hit Dice + the target's Wisdom modifier. The benefits you gain for this check depend on the skill you use. This is a mind-affecting effect.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Difficult Swings You can force foes to move cautiously when near you. When you make a full attack with an appropriate melee weapon, you can force creatures to treat squares adjacent to you as difficult terrain until the beginning of your next turn. You can choose to allow any creature you are aware of to ignore the difficult terrain you effectively create with this feat.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Grudge Fighter You feel great anger at anyone who dares to attack you, and this fury makes your own attacks that much stronger. You gain a +1 morale bonus on attack and damage rolls made against any creature that attacked you in the current combat.

Weapon Focus (Greataxe) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Lelenia Amastacia (Bard)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Elf			
Class	Bard 1	Bard 6	Bard 10	Bard 14
Initiative	+2	+2	+3	+3
Senses	Low-Light Vision; Perception +3	Low-Light Vision; Perception +3	Low-Light Vision; Perception +3	Low-Light Vision; Perception +3
Defense				
Armor Class	AC 13, touch 12, ff 11 (+2 Dex, +1 padded armor)	AC 14, touch 12, ff 12 (+2 Dex, +2 leather armor)	AC 16, touch 13, ff 13 (+3 Dex, +3 studded leather armor)	AC 18, touch 14, ff 14 (+3 Dex, +4 studded leather armor +1; +1 dodge)
hp / HD	7 (1d8)-1	30 (6d8)-6	47 (10d8)-10	72 (14d8)
Saves	Fort -2, Ref +4, Will +3, +2 vs. enchantment spells and effects	Fort +0, Ref +7, Will +8, +2 vs. enchantment spells and effects; +4 vs. Bardic Performance, sonic, and language-dependent effects	Fort +1, Ref +10, Will +10, +2 vs. enchantment spells and effects; +4 vs. Bardic Performance, sonic, and language-dependent effects	Fort +3, Ref +14, Will +12, +2 vs. enchantment spells and effects; +4 vs. Bardic Performance, sonic, and language-dependent effects
Offense				
Movement	30 ft.			
Attacks	Melee rapier -1 (1d6-1/18-20) or Melee dagger -1 (1d4-1/19-20) or Ranged dagger (thrown) +2 (1d4-1/19-20) or Ranged shortbow +2 (1d6-1/x3)	Melee dagger +3 (1d4-1/19-20) or Ranged dagger (thrown) +6 (1d4-1/19-20) or Melee masterwork rapier +4 (1d6-1/18-20) or Ranged shortbow +6 (1d6-1/x3)	Melee dagger +6 (1d4-1/19-20) or Ranged dagger (thrown) +10/+5 (1d4-1/19-20) or Melee +1 rapier +7/+2 (1d6/18-20) or Ranged shortbow +10/+5 (1d6-1/x3)	Melee dagger +9 (1d4-1/19-20) or Ranged dagger (thrown) +13/+8 (1d4-1/19-20) or Melee +2 rapier +11/+6 (1d6+1/18-20) or Ranged shortbow +13/+8 (1d6-1/x3)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	Distraction, Fascinate	Distraction, Fascinate, Suggestion	Dirge of Doom, Distraction, Fascinate, Suggestion	Dirge of Doom, Distraction, Fascinate, Frightening Tune, Suggestion

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Known Spells	Bard (CL 1st): 1st (2x/day) - charm person, cure light wounds oth (at will) - daze, light, read magic, resistance	Bard (CL 6th): 2nd (4x/day) - cure moderate wounds 1st (5x/day) - charm person, cure light wounds oth (at will) - daze, light, read magic, resistance	Bard (CL 10th): 3rd (4x/day) - blink, charm monster, cure serious wounds, dispel magic 2nd (5x/day) - cure moderate wounds, daze monster, hold person, invisibility, tongues 1st (6x/day) - charm person, cure light wounds, disguise self, feather fall, sleep oth (at will) - daze, detect magic, light, message, read magic, resistance	Bard (CL 14th): 5th (2x/day) - dispel magic (greater), suggestion (mass) 4th (5x/day) - cure critical wounds, dimension door, hold monster, virtuoso performance 3rd (5x/day) - blink, charm monster, cure serious wounds, dispel magic, feather step (mass) 2nd (6x/day) - cure moderate wounds, daze monster, enthrall, hold person, invisibility, tongues 1st (6x/day) - charm person, cure light wounds, disguise self, feather fall, identify, sleep oth (at will) - daze, detect magic, light, message, read magic, resistance
📋 Statistics				
Ability Scores	Str 9, Dex 15, Con 7, Int 11, Wis 12, Cha 17	Str 9, Dex 15, Con 7, Int 11, Wis 12, Cha 18	Str 9, Dex 16, Con 7, Int 11, Wis 12, Cha 18	Str 9, Dex 16, Con 8, Int 11, Wis 12, Cha 18
Core Attack	Base Atk +0; CMB +2; CMD 11	Base Atk +4; CMB +6; CMD 15	Base Atk +7; CMB +10; CMD 19	Base Atk +10; CMB +13; CMD 23
Feats	Agile Maneuvers	Agile Maneuvers, Iron Will, Lingering Performance	Agile Maneuvers, Extra Performance, Iron Will, Lingering Performance, Performance Weapon Mastery	Agile Maneuvers, Dodge, Extra Performance, Iron Will, Lightning Reflexes, Lingering Performance, Performance Weapon Mastery

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics +2, Bluff +7, Climb -1, Diplomacy +7, Disguise +7, Escape Artist +2, Fly +2, Heal +1, Intimidate +3, Knowledge (Untrained) +1, Perception +3, Perform (String Instruments) +7, Perform (Untrained) +3, Ride +2, Sense Motive +5, Stealth +6, Survival +1, Swim -1	Acrobatics -1, Bluff +13, Bluff (Perform (Sing)) +4, Bluff (Perform (String Instruments)) +13, Climb -4, Diplomacy +13, Diplomacy (Perform (String Instruments)) +13, Disguise +13, Escape Artist -1, Fly -1, Heal +1, Intimidate +4, Knowledge (Untrained) +3, Perception +3, Perform (String Instruments) +13, Perform (Untrained) +4, Ride -1, Sense Motive +10, Sense Motive (Perform (Sing)) +4, Stealth +8, Survival +1, Swim -4	Bluff +17, Bluff (Perform (Sing)) +4, Bluff (Perform (String Instruments)) +17, Climb -4, Diplomacy +17, Diplomacy (Perform (Oratory)) +4, Diplomacy (Perform (String Instruments)) +17, Disguise +17, Heal +1, Intimidate +4, Knowledge (Untrained) +5, Perception +3, Perform (String Instruments) +17, Perform (Untrained) +4, Sense Motive +14, Sense Motive (Perform (Oratory)) +4, Sense Motive (Perform (Sing)) +4, Stealth +13, Survival +1, Swim -4	Bluff +21, Bluff (Perform (Sing)) +4, Bluff (Perform (String Instruments)) +21, Climb -4, Diplomacy +21, Diplomacy (Perform (Oratory)) +4, Diplomacy (Perform (String Instruments)) +21, Diplomacy (Perform (Wind Instruments)) +4, Disguise +21, Handle Animal (Perform (Wind Instruments)) +4, Heal +1, Intimidate +4, Knowledge (Untrained) +7, Perception +3, Perform (String Instruments) +21, Perform (Untrained) +4, Sense Motive +18, Sense Motive (Perform (Oratory)) +4, Sense Motive (Perform (Sing)) +4, Stealth +17, Survival +1, Swim -4
Languages	Common, Elven			
Special Qualities	Armored Casting, Bardic Knowledge, Bardic Performance, Cantrips, Countersong, Elven Immunities, Elven Magic, Inspire Courage, Keen Senses, Low-Light Vision, Weapon Familiarity	Armored Casting, Bardic Knowledge, Bardic Performance, Cantrips, Countersong, Elven Immunities, Elven Magic, Inspire Competence, Inspire Courage, Keen Senses, Lore Master, Low-Light Vision, Versatile Performance (Sing), Versatile Performance (String Instruments), Weapon Familiarity, Well-Versed	Armored Casting, Bardic Knowledge, Bardic Performance, Cantrips, Countersong, Elven Immunities, Elven Magic, Inspire Competence, Inspire Courage, Inspire Greatness, Jack of All Trades, Keen Senses, Lore Master, Low-Light Vision, Versatile Performance (Oratory), Versatile Performance (Sing), Versatile Performance (String Instruments), Weapon Familiarity, Well-Versed	Armored Casting, Bardic Knowledge, Bardic Performance, Cantrips, Countersong, Elven Immunities, Elven Magic, Inspire Competence, Inspire Courage, Inspire Greatness, Jack of All Trades, Keen Senses, Lore Master, Low-Light Vision, Soothing Performance, Versatile Performance (Oratory), Versatile Performance (Sing), Versatile Performance (String Instruments), Versatile Performance (Wind Instruments), Weapon Familiarity, Well-Versed
Treasure	Rapier; dagger (2x); padded armor; entertainer's outfit; arrows (40x); shortbow	Masterwork rapier; dagger (2x); leather armor; entertainer's outfit; arrows (40x); shortbow	+1 rapier; dagger (2x); studded leather armor; entertainer's outfit; arrows (40x); shortbow	+2 rapier; dagger (2x); +1 studded leather armor; entertainer's outfit; arrows (40x); shortbow
 Magic				
Spells per Day	Bard: 0/2/0/0/0/0/0/0/0 DC: 14+spell level	Bard: 0/5/4/0/0/0/0/0/0 DC: 15+spell level	Bard: 0/6/5/4/2/0/0/0/0 DC: 15+spell level	Bard: 0/6/6/5/5/2/0/0/0 DC: 15+spell level

Special Abilities

Armored Casting (Ex) You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.

Bardic Knowledge (Ex) You add +7 to all Knowledge checks and may make all Knowledge skill checks untrained.

Bardic Performance You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 40 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a swift action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a swift action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.

Cantrips You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Countersong (Su) You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Dirge of Doom (Su) You can use your performance to foster a sense of growing dread in your enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear your performance. The effect persists for as long as the enemy is within 30 feet and you continue your performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of Doom is a mind-affecting fear effect, and it relies on audible and visual components.

Distraction (Su) You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Elven Immunities (Ex) Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic (Ex) Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Fascinate (Su) You can use your performance to cause up to 5 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other

dangers prevents this ability from working. Each creature within range receives a Will save (DC 21) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Frightening Tune (Sp) You can use your performance to cause fear in your enemies. To be affected, an enemy must be able to hear you perform and be within 30 feet. Each enemy within range receives a Will save (DC 21) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear your performance. Frightening Tune relies on audible components.

Inspire Competence (Su) You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +4 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Inspire Courage (Su) You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +3 morale bonus on saving throws against charm and fear effects and a +3 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Greatness (Su) You can use your performance to inspire greatness in yourself or up to 2 willing allies within 30 feet, granting extra fighting capability. To inspire greatness, all of the targets must be able to see and hear you. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire Greatness is a mind-affecting ability and it relies on audible and visual components.

Jack of All Trades (Ex) You can use any skill, even if the skill normally requires you to be trained.

Keen Senses (Ex) Elves receive a +2 bonus on Perception skill checks.

Lore Master (Ex) You have become a master of lore and can take 10 on any Knowledge skill check that you have ranks in. You can choose not to take 10 and can instead roll normally. In addition, 2 times per day, you can take 20 on any Knowledge skill check as a standard action.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Soothing Performance (Su) You can use your performance to create an effect equivalent to a Mass Cure Serious Wounds (caster level 14). In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear you throughout the performance. Soothing performance affects all targets that remain within 30 feet

throughout the performance. Soothing performance relies on audible and visual components.

Suggestion (Sp) You use your performance to make a Suggestion (as per the spell) to a creature you have already fascinated. Using this ability does not disrupt the Fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the Fascinate effect). You can use this ability more than once against an individual creature during an individual performance. Making a Suggestion does not count against your daily use of Bardic Performance. A Will saving throw (DC 21) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

Versatile Performance (Oratory) (Ex) You can use your bonus in the Perform (Oratory) skill in place of your bonus in the Diplomacy or Sense Motive skills. When substituting in this way, you use your total Perform (Oratory) skill bonus, including class skill bonus, in place of your Diplomacy or Sense Motive skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Sing) (Ex) You can use your bonus in the Perform (Sing) skill in place of your bonus in the Bluff or Sense Motive skills. When substituting in this way, you use your total Perform (Sing) skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (String Instruments) (Ex) You can use your bonus in the Perform (String Instruments) skill in place of your bonus in the Bluff or Diplomacy skills. When substituting in this way, you use your total Perform (String Instruments) skill bonus, including class skill bonus, in place of your Bluff or Diplomacy skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Wind Instruments) (Ex) You can use your bonus in the Perform (Wind Instruments) skill in place of your bonus in the Diplomacy or Handle Animal skills. When substituting in this way, you use your total Perform (Wind Instruments) skill bonus, including class skill bonus, in place of your Diplomacy or Handle Animal skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Weapon Familiarity (Ex) Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word “elven” in its name as a martial weapon.

Well-Versed (Ex) You have become resistant to the Bardic Performance of others, and to sonic effects in general. You gain a +4 bonus on saving throws made against Bardic Performance, sonic, and language-dependent effects.

⚡ Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Extra Performance You can use your bardic performance ability more often than normal. You can use bardic performance for 6 additional rounds per day.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Lingering Performance The effects of your bardic performance carry on, even after you have stopped performing. The bonuses and penalties from your bardic performance continue for 2 rounds after you cease performing. Any other requirement, such as range or specific conditions, must still be met for the effect to continue. If you

begin a new bardic performance during this time, the effects of the previous performance immediately cease.

Performance Weapon Mastery You wield all your weapons with the flair of a performer. You treat all weapons you are proficient in as if they had the performance weapon quality.

Forinne (Cleric)

	 Low	 Moderate	 Advanced	 Elite
 General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Half-Elf			
Class	Cleric 1	Cleric 6	Cleric 10	Cleric 14
Initiative	+1	+1	+1	+1
Senses	Low-Light Vision; Perception +6	Low-Light Vision; Perception +7	Low-Light Vision; Perception +7	Low-Light Vision; Perception +7
 Defense				
Armor Class	AC 14, touch 11, ff 13 (+1 Dex, +1 leather armor; +1 light shield)	AC 16, touch 11, ff 15 (+1 Dex, +3 studded leather armor; +2 heavy shield)	AC 20, touch 11, ff 19 (+1 Dex, +6 breastplate; +3 heavy shield)	AC 21, touch 11, ff 20 (+1 Dex, +7 agile breastplate +1; +3 heavy shield)
hp / HD	8 (1d8)	32 (6d8)	64 (10d8)+10	82 (14d8)+10
Saves	Fort +1, Ref +1, Will +8; +2 vs. enchantment spells and effects	Fort +4, Ref +5, Will +12; +2 vs. enchantment spells and effects	Fort +7, Ref +6, Will +14; +2 vs. enchantment spells and effects	Fort +11, Ref +7, Will +16; +2 vs. enchantment spells and effects
 Offense				
Movement	30 ft.			
Attacks	Melee heavy mace +1 (1d8+1) or	Melee masterwork heavy mace +6 (1d8+1) or	Melee shield, heavy wooden +4 (1d4) or	Melee shield, heavy wooden +8 (1d4+1) or
	Melee shield, light wooden -3 (1d3) or	Melee shield, heavy wooden +1 (1d4) or	Melee +1 heavy mace +9/+4 (1d8+2) or	Melee +2 heavy mace +15/+10 (1d8+4) or
	Melee dagger +1 (1d4+1/19-20) or	Melee dagger +5 (1d4+1/19-20) or	Melee dagger +8/+3 (1d4+1/19-20) or	Melee dagger +12/+7 (1d4+2/19-20) or
	Ranged dagger (thrown) +1 (1d4+1/19-20)	Ranged dagger (thrown) +5 (1d4+1/19-20)	Ranged dagger (thrown) +8/+3 (1d4+1/19-20)	Ranged dagger (thrown) +11/+6 (1d4+2/19-20)
Space / Reach	5 ft. / 5 ft.			
Prepared Spells	Cleric (CL 1st): 1st - bless, cure light wounds oth - guidance, light, purify food and drink	Cleric (CL 6th): 3rd - cure serious wounds (2x), dispel magic 2nd - aid, cure moderate wounds (2x), hold person 1st - bless, cure light wounds (4x) oth - detect magic, guidance, light, purify food and drink	Cleric (CL 10th): 5th - cure light wounds (mass), flame strike, true seeing 4th - cure critical wounds (2x), forceful strike, restoration 3rd - cure serious wounds (2x), dispel magic, prayer 2nd - aid, cure moderate wounds (2x), hold person, remove paralysis 1st - bless, cure light wounds (4x), sanctuary oth - detect magic, guidance, light, purify food and drink	Cleric (CL 14th): 7th - cure serious wounds (mass) (2x) 6th - cure moderate wounds (mass) (2x), dispel magic (greater) 5th - cure light wounds (mass) (2x), flame strike, true seeing 4th - cure critical wounds (3x), forceful strike, restoration 3rd - cure serious wounds (3x), dispel magic, prayer 2nd - aid, cure moderate wounds (2x), hold person, remove paralysis 1st - bless, cure light wounds (4x), sanctuary oth - detect magic, guidance, light, purify food and drink
 Statistics				

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Ability Scores	Str 13, Dex 12, Con 9, Int 9, Wis 19, Cha 13	Str 13, Dex 12, Con 9, Int 9, Wis 20, Cha 13	Str 13, Dex 12, Con 10, Int 9, Wis 20, Cha 13	Str 14, Dex 12, Con 10, Int 9, Wis 20, Cha 13
Core Attack	Base Atk +0; CMB +1; CMD 12	Base Atk +4; CMB +5; CMD 16	Base Atk +7; CMB +8; CMD 19	Base Atk +10; CMB +12; CMD 23
Feats	Iron Will, Skill Focus (Heal)	Godless Healing, Iron Will, Lightning Reflexes, Skill Focus (Heal)	Critical Cure, Godless Healing, Iron Will, Lightning Reflexes, Shield Focus, Skill Focus (Heal)	Critical Cure, Godless Healing, Great Fortitude, Iron Will, Lightning Reflexes, Shield Focus, Skill Focus (Heal), Weapon Focus (Mace (Heavy))
Skills	Appraise -1, Artistry -1, Bluff +1, Craft (Untrained) -1, Diplomacy +1, Disguise +1, Heal +11, Intimidate +1, Perception +6, Perform (Untrained) +1, Sense Motive +4, Survival +4	Acrobatics -2, Appraise -1, Artistry -1, Bluff +1, Climb -2, Craft (Untrained) -1, Diplomacy +1, Disguise +1, Escape Artist -2, Fly -2, Heal +17, Intimidate +1, Perception +7, Perform (Untrained) +1, Ride -2, Sense Motive +5, Stealth -2, Survival +5, Swim -2	Acrobatics -5, Appraise -1, Artistry -1, Bluff +1, Climb -5, Craft (Untrained) -1, Diplomacy +1, Disguise +1, Escape Artist -5, Fly -5, Heal +24, Intimidate +1, Perception +7, Perform (Untrained) +1, Ride -5, Sense Motive +5, Stealth -5, Survival +5, Swim -5	Acrobatics -4, Appraise -1, Artistry -1, Bluff +1, Craft (Untrained) -1, Diplomacy +1, Disguise +1, Escape Artist -4, Fly -4, Heal +28, Intimidate +1, Perception +7, Perform (Untrained) +1, Ride -4, Sense Motive +5, Stealth -4, Survival +5, Swim -3
Languages	Common, Elven			
Special Qualities	Adaptability, Aura, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Orisons, Spontaneous Casting			
Treasure	Heavy mace; light wooden shield; leather armor; cleric's vestments; holy symbol (wooden); dagger (2x)	Masterwork heavy mace; heavy wooden shield; studded leather armor; cleric's vestments; holy symbol (wooden); dagger (2x)	+1 heavy mace; heavy wooden shield; breastplate; cleric's vestments; holy symbol (wooden); dagger (2x)	+2 heavy mace; heavy wooden shield; +1 agile breastplate; cleric's vestments; holy symbol (wooden); dagger (2x)
☞ Magic				
Spells per Day	Cleric: 3/2/0/0/0/0/0/0/0 DC: 15+spell level	Cleric: 4/5/4/3/0/0/0/0/0 DC: 16+spell level	Cleric: 4/6/5/4/4/3/0/0/0 DC: 16+spell level	Cleric: 4/6/5/5/5/4/3/2/0 DC: 16+spell level

☞ Special Abilities

Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.

Aura (Ex) A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a

level in either one of those classes.

Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

☞ Feats

Critical Cure Your healing is more effective if your patient is badly injured. When you cast a conjuration (healing) spell, it cures 1 additional hit point if the recipient of the healing is grazed, wounded, or critical. The additional healing increases by an additional 1 point at caster level 6th, and every 6 caster levels thereafter.

Godless Healing You have mastered a specialized and complex technique to ignore pain by focusing your belief on the self rather than relying on faith. Heal yourself 1d8+(TL) hp 1/day. You have mastered a specialized and complex technique to ignore pain by focusing your belief on the self rather than relying on faith. 1/day when you have half your total hit points or fewer, you may heal yourself of an amount of damage equal to 1d8 plus your total Hit Dice as a move action. This is a supernatural ability.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Skill Focus (Heal) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Weapon Focus (Mace (Heavy)) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Tordek Dankill (Druid)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Dwarf			
Class	Druid 1	Druid 6	Druid 10	Druid 14
Initiative	-1	-1	+0	+0
Senses	Darkvision; Perception +9	Darkvision; Perception +14	Darkvision; Perception +24	Darkvision; Perception +28
Defense				
Armor Class	AC 10, touch 9, ff 10 (-1 Dex; +1 padded armor)	AC 11, touch 9, ff 11 (-1 Dex, +2 leather armor)	AC 13, touch 10, ff 13 (+3 studded leather armor)	AC 14, touch 10, ff 14 (+4 studded leather armor +1)
hp / HD	11 (1d8)+3	41 (6d8)+13	69 (10d8)+21	101 (14d8)+29
Saves	Fort +4, Ref -1, Will +7; +2 vs. poison, spells, and spell-like abilities	Fort +9, Ref +1, Will +12; +2 vs. poison, spells, and spell-like abilities; +4 vs. spell-like and supernatural abilities of fey and spells and effects that utilize and target plants	Fort +11, Ref +3, Will +14; +2 vs. poison, spells, and spell-like abilities; +4 vs. spell-like and supernatural abilities of fey and spells and effects that utilize and target plants	Fort +13, Ref +4, Will +16; +2 vs. poison, spells, and spell-like abilities; +4 vs. spell-like and supernatural abilities of fey and spells and effects that utilize and target plants
Special Defenses	-	Resistances Fire 20	Resistances Fire 20	Resistances Fire 40
Offense				
Movement	25 ft.	25 ft.; Woodland Stride	20 ft.; Woodland Stride	20 ft.; Woodland Stride
Attacks	Melee quarterstaff +1 (1d6+1/) or Melee dagger +1 (1d4+1/19-20) or Ranged dagger (thrown) -1 (1d4+1/19-20) or Ranged sling -1 (1d4+1)	Melee quarterstaff +5 (1d6+1/) or Melee dagger +5 (1d4+1/19-20) or Ranged dagger (thrown) +3 (1d4+1/19-20) or Ranged sling +3 (1d4+1) or Melee masterwork dagger +6 (1d4+1/19-20) or Ranged masterwork dagger (thrown) +4 (1d4+1/19-20)	Melee quarterstaff +8/+3 (1d6+1/) or Melee dagger +8/+3 (1d4+1/19-20) or Ranged dagger (thrown) +7/+2 (1d4+1/19-20) or Ranged sling +7/+2 (1d4+1) or Melee +1 dagger +9/+4 (1d4+2/19-20) or Ranged +1 dagger (thrown) +8/+3 (1d4+2/19-20)	Melee quarterstaff +11/+6 (1d6+1/) or Melee dagger +12/+7 (1d4+1/19-20) or Ranged dagger (thrown) +11/+6 (1d4+1/19-20) or Ranged sling +10/+5 (1d4+1) or Melee +2 dagger +14/+9 (1d4+3/19-20) or Ranged +2 dagger (thrown) +13/+8 (1d4+3/19-20)
Space / Reach	5 ft. / 5 ft.			

Prepared Spells

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Druid (CL 1st): 1st - charm animal, cure light wounds, entangle oth - detect magic, know direction, resistance	Druid (CL 6th): 3rd - call lightning, fireball (2x), ice spears 2nd - barkskin, flaming sphere, hold animal, produce flame, spider climb 1st - burning hands, charm animal, cure light wounds, entangle, flare burst, jump oth - detect magic, know direction, light, resistance	Druid (CL 10th): 5th - cure critical wounds, fire shield, stoneskin, wall of fire 4th - cure serious wounds, flame strike, ice storm, spike stones, wall of fire 3rd - call lightning, fireball (2x), ice spears, remove disease 2nd - barkskin, bull's strength, flaming sphere, hold animal, produce flame, spider climb 1st - burning hands, charm animal, cure light wounds, entangle, flare burst, jump, shillelagh oth - detect magic, know direction, light, resistance	Druid (CL 14th): 7th - elemental body IV (fire only), fire storm, heal 6th - cure light wounds (mass), dispel magic (greater), fire seeds, wall of stone 5th - cure critical wounds, fire shield, insect plague, stoneskin, wall of fire 4th - blight, cure serious wounds, flame strike, ice storm, spike stones, wall of fire 3rd - call lightning, fireball (3x), ice spears, remove disease 2nd - barkskin, bull's strength, flaming sphere, hold animal, produce flame, spider climb 1st - burning hands, charm animal, cure light wounds, entangle, flare burst, jump, shillelagh oth - detect magic, know direction, light, resistance

📋 Statistics

Ability Scores

Core Attack

Feats

Skills

Languages

Str 12, Dex 8, Con 14, Int 10, Wis 20, Cha 4	Str 12, Dex 9, Con 14, Int 10, Wis 20, Cha 4	Str 12, Dex 10, Con 14, Int 10, Wis 20, Cha 4	Str 12, Dex 10, Con 14, Int 10, Wis 21, Cha 4
Base Atk +0; CMB +1; CMD 10 14 vs. bullrush; 14 vs. trip	Base Atk +4; CMB +5; CMD 14 18 vs. bullrush; 18 vs. trip	Base Atk +7; CMB +8; CMD 18 22 vs. bullrush; 22 vs. trip	Base Atk +10; CMB +11; CMD 21 25 vs. bullrush; 25 vs. trip
Fleet	Fleet, Great Fortitude, Iron Will	Fleet, Great Fortitude, Iron Will, Skill Focus (Perception, Survival)	Critical Focus, Fleet, Great Fortitude, Iron Will, Skill Focus (Perception, Survival), Weapon Focus (Dagger)
Acrobatics -1, Bluff -3, Climb +1, Diplomacy -3, Disguise -3, Escape Artist -1, Fly -1, Heal +5, Intimidate -3, Knowledge (Nature) +6, Perception +9, Perform (Untrained) -3, Ride -1, Sense Motive +5, Stealth -1, Survival +11, Swim +5	Acrobatics -1, Bluff -3, Climb +1, Diplomacy -3, Disguise -3, Escape Artist -1, Fly -1, Heal +5, Intimidate -3, Knowledge (Nature) +11, Perception +14, Perform (Untrained) -3, Ride -1, Sense Motive +5, Stealth -1, Survival +16, Swim +10	Acrobatics -3, Bluff -3, Climb -2, Diplomacy -3, Disguise -3, Escape Artist -3, Fly -3, Heal +5, Intimidate -3, Knowledge (Nature) +15, Perception +24, Perform (Untrained) -3, Ride -3, Sense Motive +5, Stealth -3, Survival +26, Swim +11	Acrobatics -3, Bluff -3, Climb -2, Diplomacy -3, Disguise -3, Escape Artist -3, Fly -3, Heal +5, Intimidate -3, Knowledge (Nature) +19, Perception +28, Perform (Untrained) -3, Ride -3, Sense Motive +5, Stealth -3, Survival +30, Swim +15
Common, Druidic, Dwarven			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Qualities	Darkvision, Fire, Greed, Hardy, Hatred, Nature Bond, Nature Sense, Orisons, Stability, Steady, Stonecunning, Weapon Familiarity, Wild Empathy +2	Darkvision, Fire, Greed, Hardy, Hatred, Nature Bond, Nature Sense, Orisons, Resist Nature's Lure, Stability, Steady, Stonecunning, Trackless Step, Weapon Familiarity, Wild Empathy +3, Wild Shape, Woodland Stride	Darkvision, Fire, Greed, Hardy, Hatred, Nature Bond, Nature Sense, Orisons, Resist Nature's Lure, Stability, Steady, Stonecunning, Trackless Step, Venom Immunity, Weapon Familiarity, Wild Empathy +7, Wild Shape, Woodland Stride	A Thousand Faces, Darkvision, Fire, Greed, Hardy, Hatred, Nature Bond, Nature Sense, Orisons, Resist Nature's Lure, Stability, Steady, Stonecunning, Trackless Step, Venom Immunity, Weapon Familiarity, Wild Empathy +11, Wild Shape, Woodland Stride
Treasure	Quarterstaff; padded armor; explorer's outfit; sling; sling bullets (20x); dagger (2x)	Quarterstaff; studded leather armor; explorer's outfit; sling; sling bullets (20x); dagger (2x); masterwork dagger	Quarterstaff; studded leather armor; explorer's outfit; sling; sling bullets (20x); dagger (2x); +1 dagger	Quarterstaff; +1 studded leather armor; explorer's outfit; sling; sling bullets (20x); dagger (2x); +2 dagger
☞ Magic				
Spells per Day	Druid: 3/3/0/0/0/0/0/0/0 DC: 16+spell level	Druid: 4 / 5+1 / 4+1 / 3+1 / 0 / 0 / 0 / 0 / 0 DC: 16+spell level	Druid: 4 / 6+1 / 5+1 / 4+1 / 4+1 / 3+1 / 0 / 0 / 0 DC: 16+spell level	Druid: 4 / 6+1 / 5+1 / 5+1 / 5+1 / 4+1 / 3+1 / 2+1 / 0 DC: 16+spell level

☞ Special Abilities

A Thousand Faces (Su) You have the ability to change your appearance at will, as if using the *Alter Self* spell, but only while in your normal form.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Fire You can call forth fire, command creatures of the inferno, and your flesh does not burn.

Fire Bolt (Sp) As a standard action, you can unleash a scorching bolt of divine fire from your hand. You can target any single foe within 30 feet as a ranged touch attack with this bolt of fire. If you hit the foe, the fire bolt deals 1d6+7 points of fire damage. You can use this ability 16 times per day.

Fire Bolt (Sp) As a standard action, you can unleash a scorching bolt of divine fire from your hand. You can target any single foe within 30 feet as a ranged touch attack with this bolt of fire. If you hit the foe, the fire bolt deals 1d6+7 points of fire damage. You can use this ability 16 times per day.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Nature Bond (Ex) At 1st level, a druid forms a bond with nature.

This bond can take one of two forms. The first is a close tie to the natural world, granting the druid one of the following cleric domains: Air, Animal, Earth, Fire, Plant, Water, or Weather. When determining the powers and bonus spells granted by this domain, the druid's effective cleric level is equal to her druid level. A druid that selects this option also receives additional domain spell slots, just like a cleric. She must prepare the spell from her domain in this slot and this spell cannot be used to cast a spell spontaneously. The second option is to form a close bond with an animal companion. A druid may begin play with any of the animals listed in the *Animal Companions* section beginning on page 51. This animal is a loyal companion that accompanies the druid on her adventures. Unlike normal animals of its kind, an animal companion's Hit Dice, abilities, skills, and feats advance as the druid advances in level. If a character receives an animal companion from more than one source, her effective druid levels stack for the purposes of determining the statistics and abilities of the companion. Most animal companions increase in size when their druid reaches 4th or 7th level, depending on the companion. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. This ceremony can also replace an animal companion that has perished.

Nature Sense (Ex) You gain a +2 bonus on Knowledge (Nature) and Survival skill checks.

Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Resistance to Fire (Ex) You may ignore 40 points of Fire damage each time you take fire damage.

Resist Nature's Lure (Ex) You gain a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that utilize and target plants, such as *Blight*, *Entangle*, *Spike Growth*, and *Warp Wood*.

Spontaneous Casting You can channel stored spell energy into summoning spells that you haven't prepared ahead of time. You can "lose" any prepared spell in order to cast any *Summon Nature's Ally* spell of the same spell level or lower.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Trackless Step (Ex) You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.

Venom Immunity (Ex) You are Immune to all poisons.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+11 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Wild Shape (Su) You can change shape 6 times / day for up to 14 hours. You can change into any Diminutive, Tiny, Small, Medium, Large or Huge animal, a Small, Medium, Large or Huge elemental, or a Small, Medium, Large or Huge plant creature. When changing into an animal, this functions as Beast Shape III. When changing into a plant, this functions as Plant Shape III. When changing into an elemental, this functions as Elemental Body IV.

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

⚡ Feats

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Skill Focus (Perception, Survival) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Weapon Focus (Dagger) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Osysh (Fighter)

	Low	Moderate	Advanced	Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Tiefling			
Class	Fighter 1	Fighter 6	Fighter 10	Fighter 14
Initiative	+2	+3	+3	+3
Senses	Darkvision; Perception -1	Darkvision; Perception -1	Darkvision; Perception -1	Darkvision; Perception -1
Defense				
Armor Class	AC 17, touch 13, ff 14 (+2 Dex, +1 dodge, +3 armor, +1 light shield)	AC 22, touch 14, ff 18 (+3 Dex, +1 dodge, +6 armor, +2 heavy shield)	AC 24, touch 14, ff 20 (+3 Dex, +1 dodge, +6 armor, +4 heavy shield)	AC 27, touch 14, ff 23 (+3 Dex, +1 dodge, +8 armor, +5 heavy shield)
hp / HD	12 (1d10)+2	50 (6d10)+12	82 (10d10)+20	125 (14d10)+28
Saves	Fort +3, Ref +2, Will +1	Fort +6, Ref +4, Will +1; +2 Will vs. fear	Fort +8, Ref +6, Will +2; +3 Will vs. fear	Fort +10, Ref +7, Will +3; +4 Will vs. fear
Special Defenses	Resistances Cold 5, Electricity 5, Fire 5	Resistances Cold 5, Electricity 5, Fire 5	Resistances Cold 5, Electricity 5, Fire 5	Resistances Cold 5, Electricity 5, Fire 5
Offense				
Movement	30 ft.	20 ft.	30 ft.	20 ft.
Attacks	Melee warhammer +3 (1d8+2/x3) or Melee shield, light steel +3 (1d3+1) or Ranged shortbow +3 (1d6/x3) or Melee dagger +3 (1d4+2/19-20) or Ranged dagger (thrown) +3 (1d4+2/19-20)	Melee masterwork warhammer +11/+6 (1d8+3/x3) or Melee shield, heavy steel +8 (1d4+1) or Ranged shortbow +9/+4 (1d6/x3) or Melee dagger +8/+3 (1d4+2/19-20) or Ranged dagger (thrown) +9/+4 (1d4+2/19-20)	Melee shield, heavy steel +13 (1d4+1) or Melee +1 warhammer +18/+13 (1d8+6/x3) or Ranged shortbow +13/+8 (1d6/x3) or Melee dagger +14/+9 (1d4+4/19-20) or Ranged dagger (thrown) +14/+9 (1d4+4/19-20)	Melee +2 warhammer +24/+19/+14 (1d8+12/x3) or Melee +1 heavy steel shield +17 (1d4+1) or Ranged shortbow +18/+13/+8 (1d6+1/x3) or Melee dagger +19/+14/+9 (1d4+5/19-20) or Ranged dagger (thrown) +19/+14/+9 (1d4+5/19-20) or Melee gauntlet +17/+12/+7 (1d3+3)
Space / Reach	5 ft. / 5 ft.			
Prepared Spells	Innate Spell-Like Abilities: 1x/day - darkness			
Statistics				
Ability Scores	Str 15, Dex 15, Con 12, Int 11, Wis 9, Cha 8	Str 15, Dex 16, Con 12, Int 11, Wis 9, Cha 8	Str 16, Dex 16, Con 12, Int 11, Wis 9, Cha 8	Str 17, Dex 16, Con 12, Int 11, Wis 9, Cha 8
Core Attack	Base Atk +1; CMB +3; CMD 16	Base Atk +6; CMB +8; CMD 22	Base Atk +10; CMB +13; CMD 27	Base Atk +14; CMB +17; CMD 31

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Feats	Dodge, Power Attack	Cleave, Cleaving Finish, Death or Glory, Dodge, Great Cleave, Power Attack, Weapon Focus (Warhammer)	Cleave, Cleaving Finish, Critical Focus, Death or Glory, Dodge, Great Cleave, Greater Shield Focus, Greater Weapon Focus (Warhammer), Power Attack, Shield Focus, Weapon Focus (Warhammer)	Cleave, Cleaving Finish, Critical Focus, Death or Glory, Dodge, Great Cleave, Greater Shield Focus, Greater Shield Specialization (Shield (Heavy)), Greater Weapon Focus (Warhammer), Greater Weapon Specialization (Warhammer), Power Attack, Shield Focus, Shield Specialization (Shield (Heavy)), Weapon Focus (Warhammer), Weapon Specialization (Warhammer)
Skills	Bluff +1, Climb +4, Diplomacy -1, Disguise -1, Heal -1, Intimidate -1, Perception -1, Perform (Untrained) -1, Ride +4, Sense Motive -1, Stealth +2, Survival -1	Acrobatics -3, Bluff +1, Climb +5, Diplomacy -1, Disguise -1, Escape Artist -3, Fly -3, Heal -1, Intimidate -1, Perception -1, Perform (Untrained) -1, Ride +6, Sense Motive -1, Stealth -1, Survival -1, Swim -4	Bluff +1, Climb +13, Diplomacy -1, Disguise -1, Heal -1, Intimidate -1, Perception -1, Perform (Untrained) -1, Ride +13, Sense Motive -1, Stealth +2, Survival -1	Acrobatics -2, Bluff +1, Climb +15, Diplomacy -1, Disguise -1, Escape Artist -2, Fly -2, Heal -1, Intimidate -1, Perception -1, Perform (Untrained) -1, Ride +15, Sense Motive -1, Survival -1, Swim -2
Languages	Abyssal, Common			
Special Qualities	Armor Training, Bonus Feats, Bravery, Darkvision, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Skilled, Spell-Like Ability, Weapon Training			
Treasure	Warhammer; light steel shield; studded leather armor; explorer's outfit; arrows (40x); dagger (2x); shortbow	Masterwork warhammer; heavy steel shield; chainmail; explorer's outfit; arrows (40x); dagger (2x); shortbow	+1 warhammer; heavy steel shield; masterwork breastplate; explorer's outfit; arrows (40x); dagger (2x); shortbow	+2 warhammer; +1 heavy steel shield; half-plate armor; explorer's outfit; arrows (40x); dagger (2x); shortbow

Special Abilities

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 3 and increase the maximum Dexterity bonus allowed by your armor by +3

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called “fighter bonus feats.” Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +4 bonus to Will saves against fear effects.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The

presence of light does not spoil darkvision.

Fiendish Language (Ex) Tieflings speak either Abyssal or Infernal.

Fiendish Resistance (Ex) Tieflings have cold resistance 5, electricity resistance 5, and fire resistance 5.

Fiendish Sorcery (Ex) Tiefling sorcerers with the Abyssal or Infernal bloodlines treat their Charisma score as 2 points higher for all sorcerer class abilities.

Resistance to Cold (Ex) You may ignore 5 points of Cold damage each time you take cold damage.

Resistance to Electricity (Ex) You may ignore 5 points of Electricity damage each time you take electricity damage.

Resistance to Fire (Ex) You may ignore 5 points of Fire damage each time you take fire damage.

Skilled (Ex) Tieflings have a +2 racial bonus on Bluff and Stealth checks.

Spell-Like Ability (Sp) Tieflings can use darkness 1/day as a spell-like ability.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Light Blades +2 Bows +1 Hammers +3

Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base

attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Cleaving Finish When you strike down an opponent, you can continue your swing into another target. If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Death or Glory Even when facing a larger foe, you aren't afraid to take great risks in order to finish the fight. Against a creature of size Large or larger, you can make a single melee attack as a full-round action, gaining a +4 bonus on the attack roll, damage roll, and critical confirmation roll. You gain an additional +1 on this bonus at base attack bonus +11, +16, and +20 (for a maximum of +7 at base attack +20). After you resolve your attack, the opponent you attack can spend an immediate action to make a single melee attack against you with the same bonuses. You can combine the full-round action attack this feat allows with the benefit of Vital Strike, Improved Vital Strike, or Greater Vital Strike.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Greater Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1. This bonus stacks with the bonus granted by Shield Focus.

Greater Shield Specialization (Shield (Heavy)) Your masterful shieldwork provides even greater protection to your vital areas. Choose one type of shield (buckler, light, heavy, or tower shield) for which you possess the Shield Specialization feat. With the selected shield, you gain a +2 bonus to your Armor Class against critical hit confirmation rolls (this bonus stacks with that from Shield Specialization). In addition, once per day you may negate a critical hit, and damage is instead rolled normally.

Greater Weapon Focus (Warhammer) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Greater Weapon Specialization (Warhammer) You deal extra damage when using your chosen weapon. You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus to damage stacks with other damage roll bonuses, including any you gain from Weapon Specialization.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point

damage.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Shield Specialization (Shield (Heavy)) You have mastered the use of one type of shield. Choose one type of shield (buckler, light, heavy, or tower shield). With the selected shield, you gain a +2 bonus to your Armor Class against critical hit confirmation rolls. In addition, you may add your base shield bonus (including the bonus from Shield Focus but not including enhancement bonuses to your CMD.)

Weapon Focus (Warhammer) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Weapon Specialization (Warhammer) You deal extra damage when using your chosen weapon. You gain a +2 bonus on all damage rolls you make using the selected weapon.

Howther Wakiki (Monk)

	Low	Moderate	Advanced	Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Halfling			
Class	Monk 1	Monk 6	Monk 10	Monk 14
Initiative	+4	+4	+4	+4
Senses	Perception +5	Perception +5	Perception +6	Perception +6
Defense				
Armor Class	AC 19, touch 19, ff 14 (+1 size, +4 Dex, +1 dodge, +3 misc)	AC 20, touch 20, ff 15 (+1 size, +4 Dex, +1 dodge, +4 misc)	AC 23, touch 23, ff 18 (+1 size, +4 Dex, +1 dodge, +7 misc)	AC 25, touch 25, ff 20 (+1 size, +4 Dex, +1 dodge, +9 misc)
hp / HD	8 (1d8)	35 (6d8)	50 (10d8)	69 (14d8)
Saves	Fort +2, Ref +7, Will +6 +2 vs. fear	Fort +5, Ref +10, Will +9 +2 vs. fear; +2 vs. enchantment spells and effects	Fort +7, Ref +12, Will +12 +2 vs. fear; +2 vs. enchantment spells and effects	Fort +9, Ref +14, Will +14 +2 vs. fear; +2 vs. enchantment spells and effects
Special Defenses	-	Evasion, Still Mind; Immunities Disease	Improved Evasion, Still Mind; Immunities Disease	Improved Evasion, Still Mind; Spell Resistance 24; Immunities Disease, Poison
Offense				
Movement	20 ft.	40 ft.; Fast Movement; High Jump; Slow Fall	50 ft.; Fast Movement; High Jump; Slow Fall	60 ft.; Abundant Step; Fast Movement; High Jump; Slow Fall
Attacks	Melee quarterstaff (small) +1 (1d4/) or Melee brass knuckles (small) +1 (1d4) or Ranged shuriken (small) +5 (1d1) or Melee flurry of blows (small) +0/+0 (1d4) or Melee unarmed strike (small) +1 (1d4)	Melee masterwork brass knuckles (small) +7 (1d6) or Melee flurry of blows (small) +6 (1d6) or Melee unarmed strike (small) +6 (1d6) or Ranged shuriken (small) +9 (1d1) or Melee masterwork quarterstaff (small) +6 (2H: 1d4)	Melee +1 brass knuckles +10/+5 (1d8+1) or Melee flurry of blows (small) +10 (1d8) or Melee unarmed strike (small) +9/+4 (1d8) or Ranged shuriken (small) +12/+7 (1d1) or Melee masterwork quarterstaff (small) +9/+4 (2H: 1d4)	Melee +2 defending brass knuckles +14/+9 (1d10+2) or Melee unarmed strike (small) +12 (1d10) or Melee flurry of blows (small) +14/+14/+14/+9/+4 (1d10) or Ranged shuriken (small) +15/+10 (1d1) or Melee masterwork quarterstaff (small) +12/+7 (2H: 1d4)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	Flurry of Blows, Stunning Fist	Flurry of Blows, Ki Pool, Stunning Fist		
Statistics				
Ability Scores	Str 10, Dex 18, Con 8, Int 9, Wis 16, Cha 6	Str 10, Dex 18, Con 8, Int 9, Wis 17, Cha 6	Str 10, Dex 18, Con 8, Int 9, Wis 18, Cha 6	Str 10, Dex 18, Con 8, Int 9, Wis 19, Cha 6
Core Attack	Base Atk +0; CMB +1; CMD 17	Base Atk +4; CMB +5; CMD 22	Base Atk +7; CMB +9; CMD 28	Base Atk +10; CMB +13; CMD 33

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Feats	Dodge, Improved Unarmed Strike, Stunning Fist, Throw Anything	Dodge, Improved Unarmed Strike, Mobility, Slow Time, Stunning Fist, Throw Anything, Weapon Focus (Flurry of Blows, Unarmed Strike)	Blind-Fight, Cautious Fighter, Deflect Arrows, Dodge, Improved Unarmed Strike, Mobility, Slow Time, Stunning Fist, Throw Anything, Weapon Focus (Flurry of Blows, Unarmed Strike)	Ability Focus (Stunning Fist), Blind-Fight, Cautious Fighter, Critical Focus, Deflect Arrows, Dodge, Improved Unarmed Strike, Mobility, Slow Time, Snatch Arrows, Stunning Fist, Throw Anything, Weapon Focus (Flurry of Blows, Unarmed Strike)
Skills	Acrobatics +6, Appraise -1, Artistry -1, Bluff -2, Climb +2, Craft (Untrained) -1, Diplomacy -2, Disguise -2, Escape Artist +8, Fly +6, Heal +3, Intimidate -2, Perception +5, Perform (Untrained) -2, Ride +4, Sense Motive +7, Stealth +12, Survival +3	Acrobatics +6, Appraise -1, Artistry -1, Bluff -2, Climb +2, Craft (Untrained) -1, Diplomacy -2, Disguise -2, Escape Artist +13, Fly +6, Heal +3, Intimidate -2, Perception +5, Perform (Untrained) -2, Ride +4, Sense Motive +12, Stealth +17, Survival +3	Acrobatics +6, Appraise -1, Artistry -1, Bluff -2, Climb +2, Craft (Untrained) -1, Diplomacy -2, Disguise -2, Escape Artist +17, Fly +6, Heal +4, Intimidate -2, Perception +6, Perform (Untrained) -2, Ride +4, Sense Motive +17, Stealth +21, Survival +4	Acrobatics +6, Appraise -1, Artistry -1, Bluff -2, Climb +2, Craft (Untrained) -1, Diplomacy -2, Disguise -2, Escape Artist +21, Fly +6, Heal +4, Intimidate -2, Perception +6, Perform (Untrained) -2, Ride +4, Sense Motive +21, Stealth +25, Survival +4
Languages	Common, Halfling			
Special Qualities	AC Bonus, Fearless, Halfling Luck, Keen Senses, Sure-Footed, Unarmed Strike, Weapon Familiarity	AC Bonus, Fast Movement, Fearless, Halfling Luck, High Jump, Keen Senses, Maneuver Training, Purity of Body, Slow Fall, Sure-Footed, Unarmed Strike, Weapon Familiarity	AC Bonus, Fast Movement, Fearless, Halfling Luck, High Jump, Keen Senses, Maneuver Training, Purity of Body, Slow Fall, Sure-Footed, Unarmed Strike, Weapon Familiarity, Wholeness of Body	Abundant Step, AC Bonus, Diamond Body, Diamond Soul, Fast Movement, Fearless, Halfling Luck, High Jump, Keen Senses, Maneuver Training, Purity of Body, Slow Fall, Sure-Footed, Unarmed Strike, Weapon Familiarity, Wholeness of Body
Treasure	Quarterstaff (small); scholar's outfit (small); shuriken (small, 5x); brass knuckles (small)	Masterwork quarterstaff (small); scholar's outfit (small); shuriken (small, 5x); masterwork brass knuckles (small)	Masterwork quarterstaff (small); scholar's outfit (small); shuriken (small, 5x); +1 brass knuckles (small)	Masterwork quarterstaff (small); scholar's outfit (small); shuriken (small, 5x); +2 defending brass knuckles (small)

Special Abilities

Abundant Step (Su) You can slip magically between spaces, as if using the spell Dimension Door. Using this Ability is a move action that consumes 2 points from your Ki pool. Your caster level is 14. You cannot take other creatures with you when you use this ability.

AC Bonus (Ex) When unarmored and unencumbered, you add +7 to your AC and your CMD. These bonuses apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, when you carry a shield, or when you carry a medium or heavy load.

Diamond Body (Su) You are immune to poisons of all kinds.

Diamond Soul (Ex) You gain spell resistance 24. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the monk's spell resistance.

Fast Movement (Ex) You gain a +40 feet enhancement bonus to your land speed. If you wear armor or carry a medium or heavy load,

you lose this extra speed.

Fearless (Ex) Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.

Flurry of Blows (Ex) You can make a flurry of blows as a full-attack action. You can make a flurry of blows as a full-attack action. When doing so, you may make two additional attacks using any combination of unarmed strikes or attack with a special monk weapon (kama, nunchaku, quarterstaff, sai, shuriken, and siangham) as if using the Two-Weapon Fighting and Improved Two-Weapon Fighting feats. For the purpose of these attacks, your base attack bonus is equal to your monk level. For all other purposes, such as qualifying for a feat or a prestige class, you use your normal base attack bonus.

Halfling Luck (Ex) Halflings receive a +1 racial bonus on all saving throws.

High Jump (Ex) You can add +14 to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, you

always count as having a running start when making jump checks using Acrobatics. By spending 1 point from your ki pool as a swift action, you gain a +20 bonus on Acrobatics checks made to jump for 1 round.

Immunity to Disease (Ex) You are never subject to disease effects.

Immunity to Poison (Ex) You never take poison damage.

Improved Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.

Keen Senses (Ex) Halflings receive a +2 bonus on Perception skill checks.

Ki Pool (Su) You have a pool of 11 ki points, supernatural energy he can use to accomplish amazing feats. You have a pool of 11 ki points, supernatural energy you can use to accomplish amazing feats. As long as you have at least 1 point in your ki pool, you can make a ki strike. Ki strike allows your unarmed attacks to be treated as magic, cold iron, silver and lawful weapons for the purpose of overcoming damage reduction. By spending 1 point from your ki pool, you can make one additional attack at your highest attack bonus when making a Flurry of Blows attack. In addition, you can spend 1 point to increase your speed by 20 feet for 1 round. Finally, you can spend 1 point from your ki pool to give yourself a +4 dodge bonus to AC for 1 round. Each use of these powers is activated as a swift action. The ki pool is replenished after 8 hours of rest or meditation; these hours do not need to be consecutive.

Maneuver Training (Ex) A monk uses his monk level in place of his base attack bonus when calculating his combat maneuver bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

Purity of Body (Ex) You are immune to all diseases, including supernatural and magical diseases.

Slow Fall (Ex) You can use a nearby wall to slow your descent. If you are within arm's reach of a wall, you can use it to slow your descent. You take damage as if the fall were 70 feet shorter than it actually is.

Still Mind (Ex) You gain a +2 bonus on saving throws against enchantment spells and effects.

Stunning Fist (Ex) You gain Stunning Fist as a bonus feat. You gain Stunning Fist as a bonus feat. You can choose to make the target of your Stunning Fist fatigued, sickened for 1 minute, or staggered for 1d6+1 rounds. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. You must choose which condition will apply before the attack roll is made. These effects do not stack with themselves, but additional hits do increase the duration.

Sure-Footed (Ex) Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Unarmed Strike At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table 3-10. The unarmed damage values listed on Table 3-10 is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage; see Small or Large Monk Unarmed Damage on the table given below.

Weapon Familiarity (Ex) Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Wholeness of Body (Su) You can heal your own wounds as a standard action. You can heal 14 hit points of damage by using 2 points from your ki pool.

⚡ Feats

Ability Focus (Stunning Fist) One of this creature's special attacks is particularly difficult to resist. Choose one of the creature's special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses. Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Blind-Fight You are skilled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Cautious Fighter You care more about survival than victory. When fighting defensively or using total defense, your dodge bonus to AC increases by 2.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Deflect Arrows You can know arrows and other projectiles off course, preventing them from hitting you. You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Unarmed Strike You are skilled while fighting unarmed. You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Mobility You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Slow Time Meditation allows you to perceive time as if it were moving more slowly. Once per day, when you meditate as a full-round action using the Combat Meditation feat, you gain the effects of haste for 7 rounds. These effects do not stack with the haste spell, the speed magic weapon special ability, or other effects granting the same result. This is an extraordinary ability.

Snatch Arrows Instead of knocking an arrow or ranged attack aside, you can catch it in mid-flight. When using the Deflect Arrows feat you may choose to catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back as an attack against the original attacker (even though it isn't your turn) or kept for later use. You must have at least one hand free (holding nothing) to use this feat.

Stunning Fist You know just where to strike to temporarily stun a foe. 14/day (DC 23) You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 23), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A

stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Throw Anything You are used to throwing things you have on hand.

You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Weapon Focus (Flurry of Blows, Unarmed Strike) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Oskar Dankill (Paladin)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Dwarf			
Class	Paladin 1	Paladin 6	Paladin 10	Paladin 14
Initiative	+0	+0	+0	+0
Senses	Darkvision 60 ft.; Perception +0 Aura of Good	Darkvision 60 ft.; Perception +0 Aura of Good, Courage	Darkvision 60 ft.; Perception +0 Aura of Good, Courage, Resolve	Darkvision 60 ft.; Perception +0 Aura of Good, Courage, Resolve, Justice, Faith
Defense				
Armor Class	AC 15, touch 10, ff 15 (+3 studded leather armor; +2 heavy shield)	AC 19, touch 10, ff 19 (+6 chainmail; +3 heavy shield)	AC 22, touch 10, ff 22 (+8 half-plate armor; +4 heavy shield)	AC 24, touch 10, ff 24 (+9 full plate armor; +5 heavy shield)
hp / HD	13 (1d10)+3	58 (6d10)+18	95 (10d10)+30	130 (14d10)+42
Saves	Fort +4, Ref +0, Will +2; +2 vs. poison, spells, and spell-like abilities	Fort +10, Ref +5, Will +8; +2 vs. poison, spells, and spell-like abilities	Fort +13, Ref +7, Will +11; +2 vs. poison, spells, and spell-like abilities	Fort +15, Ref +8, Will +13; +2 vs. poison, spells, and spell-like abilities
Special Defenses	-	Resistances Fire 20	Resistances Fire 20	Resistances Fire 40
Offense				
Movement	20 ft.			
Attacks	Melee longsword +2 (1d8+1/19-20) or Melee shield, heavy wooden +2 (1d4) or Ranged light crossbow +1 (1d8/19-20) or Melee dagger +2 (1d4+1/19-20) or Ranged dagger (thrown) +1 (1d4+1/19-20)	Melee shield, heavy wooden +7 (1d4) or Melee masterwork longsword +9/+4 (1d8+1/19-20) or Ranged light crossbow +6/+1 (1d8/19-20) or Melee dagger +7/+2 (1d4+1/19-20) or Ranged dagger (thrown) +6/+1 (1d4+1/19-20)	Melee +1 longsword +13/+8 (1d8+2/19-20) or Melee +1 heavy steel shield +11 (1d4) or Ranged light crossbow +10/+5 (1d8/19-20) or Melee dagger +11/+6 (1d4+1/19-20) or Ranged dagger (thrown) +10/+5 (1d4+1/19-20) or Melee gauntlet +11/+6 (1d3+1)	Melee +2 longsword +19/+14/+9 (1d8+4/19-20) or Melee +2 heavy steel shield +16 (1d4+1) or Ranged crossbow, light +14/+9/+4 (1d8/19-20) or Melee dagger +16/+11/+6 (1d4+2/19-20) or Ranged dagger (thrown) +14/+9/+4 (1d4+2/19-20) or Melee gauntlet +16/+11/+6 (1d3+2)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	Smite Evil	Channel Positive Energy (3d6, DC 16), Smite Evil	Channel Positive Energy (5d6, DC 19), Smite Evil	Channel Positive Energy (7d6, DC 21), Smite Evil

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Prepared Spells	Class Spell-Like Abilities: At Will - detect evil	Class Spell-Like Abilities: At Will - detect evil Paladin (CL 4th): 1st - cure light wounds, protection from evil	Class Spell-Like Abilities: At Will - detect evil Paladin (CL 10th): 3rd - cure moderate wounds 2nd - weapon of awe, protection from evil (communal) 1st - cure light wounds (2x), protection from evil	Class Spell-Like Abilities: At Will - detect evil Paladin (CL 14th): 4th - dispel chaos, cure serious wounds 3rd - cure moderate wounds, dispel magic 2nd - weapon of awe, protection from evil (communal), bestow grace 1st - cure light wounds (3x), protection from evil

📖 Statistics

Ability Scores	Str 13, Dex 11, Con 15, Int 7, Wis 10, Cha 16	Str 13, Dex 11, Con 15, Int 7, Wis 10, Cha 17	Str 13, Dex 11, Con 15, Int 7, Wis 10, Cha 18	Str 14, Dex 11, Con 15, Int 7, Wis 10, Cha 18
Core Attack	Base Atk +1; CMB +2; CMD 12 16 vs. bullrush; 16 vs. trip	Base Atk +6; CMB +7; CMD 17 21 vs. bullrush; 21 vs. trip	Base Atk +10; CMB +11; CMD 21 25 vs. bullrush; 25 vs. trip	Base Atk +14; CMB +16; CMD 26 30 vs. bullrush; 30 vs. trip
Feats	Persuasive	Persuasive, Shield Focus, Weapon Focus (Longsword)	Peacemaker, Persuasive, Power Attack, Shield Focus, Weapon Focus (Longsword)	Critical Focus, Peacemaker, Persuasive, Power Attack, Pure Faith, Shield Focus, Weapon Focus (Longsword)
Skills	Acrobatics -3, Appraise -2, Artistry -2, Bluff +3, Climb -2, Craft (Untrained) -2, Diplomacy +9, Disguise +3, Escape Artist -3, Fly -3, Intimidate +5, Perform (Untrained) +3, Ride -3, Stealth -3, Swim -2	Acrobatics -7, Appraise -2, Artistry -2, Bluff +3, Climb -6, Craft (Untrained) -2, Diplomacy +14, Disguise +3, Escape Artist -7, Fly -7, Intimidate +5, Perform (Untrained) +3, Ride -7, Stealth -7, Swim -6	Acrobatics -8, Appraise -2, Artistry -2, Bluff +4, Climb -7, Craft (Untrained) -2, Diplomacy +21, Disguise +4, Escape Artist -8, Fly -8, Intimidate +6, Perform (Untrained) +4, Ride -8, Stealth -8, Swim -7	Acrobatics -7, Appraise -2, Artistry -2, Bluff +4, Climb -5, Craft (Untrained) -2, Diplomacy +25, Disguise +4, Escape Artist -7, Fly -7, Intimidate +6, Perform (Untrained) +4, Ride -7, Stealth -7, Swim -5
Languages	Common, Dwarven			
Special Qualities	Aura of Good, Darkvision, Detect Evil, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity	Aura of Courage, Aura of Good, Celestial Spirit, Darkvision, Detect Evil, Mercy (Diseased), Divine Health, Mercy (Fatigued), Greed, Hardy, Hatred, Lay on Hands, Stability, Steady, Stonecunning, Weapon Familiarity	Aura of Courage, Aura of Good, Aura of Resolve, Celestial Spirit, Darkvision, Detect Evil, Mercy (Diseased), Divine Health, Mercy (Fatigued), Greed, Hardy, Hatred, Lay on Hands, Mercy (Poisoned), Stability, Steady, Stonecunning, Weapon Familiarity	Aura of Courage, Aura of Faith, Aura of Good, Aura of Justice, Aura of Resolve, Celestial Spirit, Mercy (Cursed), Darkvision, Detect Evil, Mercy (Diseased), Divine Health, Mercy (Fatigued), Greed, Hardy, Hatred, Lay on Hands, Mercy (Poisoned), Stability, Steady, Stonecunning, Weapon Familiarity
Treasure	Longsword; heavy wooden shield; studded leather armor; traveler's outfit; light crossbow; crossbow bolts (20x); dagger (2x)	Masterwork longsword; heavy wooden shield; chainmail; traveler's outfit; light crossbow; crossbow bolts (20x); dagger (2x)	+1 longsword; +1 heavy steel shield; half-plate armor; traveler's outfit; light crossbow; crossbow bolts (20x); dagger (2x)	+2 longsword; +2 heavy steel shield; full plate armor; traveler's outfit; light crossbow; crossbow bolts (20x); dagger (2x)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
 Magic				
Spells per Day	Paladin: -/0/0/0/0/0/0/0 DC: 14+spell level	Paladin: -/2/0/0/0/0/0/0/0 DC: 14+spell level	Paladin: -/3/2/1/0/0/0/0/0/0 DC: 15+spell level	Paladin: -/4/2/2/2/0/0/0/0/0 DC: 15+spell level

Special Abilities

Aura of Courage (Su) You are immune to fear (magical or otherwise). Each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious, not if you are unconscious or dead.

Aura of Faith (Su) Your weapons are treated as good-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet of you is treated as good-aligned for the purposes of overcoming damage reduction. This ability functions only while you are conscious, not if you are unconscious or dead.

Aura of Good (Ex) You project an overwhelming good aura.

Aura of Justice (Su) You can expend two uses of your smite ability to grant the ability to smite evil to all allies within 10 feet, using your bonuses. Allies must use this Smite Evil ability by the start of your next turn and the bonuses last for 1 minute. Using this ability is a free action. Evil creatures gain no benefit from this ability.

Aura of Resolve (Su) You are immune to charm spells and spell-like abilities. Each ally within 10 feet of you gains a +4 morale bonus on saving throws against charm effects. This ability functions only while you are conscious, not if you are unconscious or dead.

Celestial Spirit (Sp) Your divine bond allows you to enhance your weapon as a standard action by calling upon the aid of a celestial spirit for 14 minutes. When called, the spirit causes the weapon to shed light as a torch. This spirit grants the weapon a +4 enhancement bonus. This bonus can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or it can be used to add any of the following weapon properties: defending, flaming, keen, merciful (+1), axiomatic, disruption, flaming burst, holy (+2), speed (+3), and brilliant energy (+4). Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the weapon is held by anyone other than you but resumes giving bonuses if returned to you. These bonuses apply to only one end of a double weapon. You can use this ability 3 times per day. If a weapon bonded with a celestial spirit is destroyed, you lose the use of this ability for 30 days, or until you gain a level, whichever comes first. During this 30-day period, you take a -1 penalty on attack and weapon damage rolls.

Channel Positive Energy (Su) You can unleash a wave of positive energy dealing 7d6 (DC 21 for half) /day. You can unleash a wave of positive energy. You must choose to deal 7d6 points of positive energy damage to undead creatures or to heal living creatures of 7d6 points of damage. Creatures that take damage from channeled energy receive a DC 21 Will save to halve the damage. Using this ability consumes two uses of her lay on hands ability.

Mercy (Cursed) (Su) Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Remove Curse with a caster level of 14.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC

against humanoid creatures of the giant subtype.

Detect Evil (Sp) At will, you can use Detect Evil, as the Spell. You can, as a move action, concentrate on a single individual or item within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not detect evil in any other object or individual within range.

Mercy (Diseased) (Su) Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Remove Disease with a caster level of 14.

Divine Health (Ex) You are immune to all diseases, including supernatural and magical diseases, including mummy rot.

Mercy (Fatigued) (Su) Whenever you use Lay on Hands to heal damage to one target, the target is no longer fatigued.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Lay on Hands (Su) You can heal wounds (your own or those of others) by touch. Each day you can use this ability 11 times per day. With one use of this ability, you can heal 7d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 7d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage.

Mercy (Poisoned) (Su) Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Neutralize Poison with a caster level of 14.

Smite Evil (Su) You can call out to the powers of good to aid you in your struggle against evil 5 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +4 to your attack rolls and +14 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +28. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +4 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon.

⚡ Feats

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Peacemaker Your words of peace ring true and are much more difficult for others to resist. The DC to resist spells you cast to ensure peace or force aggressive creatures to become peaceful increases by +2. This affects spells that dissuade creatures from aggressive actions without exerting long-term or absolute control over them, and without leaving them defenseless. These spells include, but are not limited to, calm animals, calm emotions, command, compassionate ally, enthrall, euphoric tranquility, sanctuary, and serenity.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Pure Faith Not only are you immune to disease, like most paladins, but you also are highly resilient to poisons. You gain a +4 sacred bonus to saving throws against poison.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Weapon Focus (Longsword) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Milo Windby (Ranger)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Halfling			
Class	Ranger 1	Ranger 6	Ranger 10	Ranger 14
Initiative	+2	+3	+3	+3
Senses	Perception +9	Perception +14	Perception +18	Perception +23
Defense				
Armor Class	AC 16, touch 14, ff 13 (+1 size; +2 Dex; +1 dodge; +2 leather armor)	AC 18, touch 15, ff 14 (+1 size; +3 Dex; +1 dodge; +3 studded leather armor)	AC 19, touch 15, ff 15 (+1 size; +3 Dex; +1 dodge; +4 <i>studded leather armor</i> +1)	AC 21, touch 15, ff 17 (+1 size; +3 Dex; +1 dodge; +6 <i>studded leather armor</i> +3)
hp / HD	10 (1d10)	37 (6d10)	59 (10d10)	77 (14d10)
Saves	Fort +2, Ref +5, Will +4; +2 vs. fear	Fort +5, Ref +5, Will +4; +2 vs. fear	Fort +5, Ref +9, Will +6; +2 vs. fear	Fort +7, Ref +11, Will +7; +2 vs. fear
Special Defenses	-	-	-	Evasion
Offense				
Movement	20 ft.	20 ft.	20 ft.; Woodland Stride	20 ft.; Woodland Stride
Attacks	Melee spear (small) +2 (2H: 1d6/x3) or Ranged spear (small/thrown) +4 (1d6/x3) or Melee dagger (small) +2 (1d3/19-20) or Ranged dagger (small/thrown) +4 (1d3/19-20) or Ranged shortbow (small) +4 (1d4/x3)	Melee spear (small) +8/+3 (2H: 1d6/x3) or Ranged spear (small/thrown) +11/+6 (1d6+1/x3), within 30 ft. +12/+7 (1d6+1) or Melee dagger (small) +7/+2 (1d3/19-20) or Ranged dagger (small/thrown) +10/+5 (1d3+1/19-20), within 30 ft. +11/+6 (1d3+1) or Ranged masterwork longbow (small) +12/+7 (1d6/x3), within 30 ft. +13/+8 (1d6+1)	Melee spear (small) +12/+7 (2H: 1d6/x3) or Ranged spear (small/thrown) +15/+10 (1d6+1/x3), within 30 ft. +16/+11 (1d6+1) or Melee dagger (small) +11/+6 (1d3/19-20) or Ranged dagger (small/thrown) +14/+9 (1d3+1/19-20), within 30 ft. +15/+10 (1d3+1) or Ranged +2 <i>longbow</i> +17/+12 (1d6+2/x3), within 30 ft. +18/+13 (1d6+3)	Melee spear (small) +16/+11/+6 (2H: 1d6/x3) or Ranged spear (small/thrown) +19/+14/+9 (1d6+1/x3), within 30 ft. +20/+15/+10 (1d6+1) or Melee dagger (small) +15/+10/+5 (1d3/19-20) or Ranged dagger (small/thrown) +18/+13/+8 (1d3+1/19-20), within 30 ft. +19/+14/+9 (1d3+1) or Ranged +4 <i>longbow</i> +23/+18/+13 (1d6+4/x3), within 30 ft. +24/+19/+14 (1d6+5)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	Undead +2	Aberration +2; Undead +4	Aberration +4; Undead +4; Monstrous Humanoid +2	Aberration +4, Monstrous Humanoid +2, Undead +4

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Prepared Spells	-	Ranger (CL 6): 1st - charm animal, entangle	Ranger (CL 10th): 3rd - cure moderate wounds 2nd - cure light wounds, hold animal 1st - charm animal, entangle, read magic	Ranger (CL 14th): 4th - cure serious wounds, freedom of movement 3rd - cure moderate wounds, remove disease 2nd - cure light wounds, hold animal, ricochet shot 1st - charm animal, entangle, jump, read magic

📋 Statistics

Ability Scores	Str 10, Dex 15, Con 8, Int 10, Wis 16, Cha 12	Str 10, Dex 16, Con 8, Int 10, Wis 16, Cha 12	Str 10, Dex 16, Con 8, Int 10, Wis 17, Cha 12	Str 10, Dex 16, Con 8, Int 10, Wis 18, Cha 12
Core Attack	Base Atk +1; CMB +0; CMD 13	Base Atk +6; CMB +5; CMD 19	Base Atk +10; CMB +9; CMD 23	Base Atk +14; CMB +13; CMD 27
Feats	Dodge	Dodge, Endurance, Point-Blank Shot, Precise Shot, Weapon Focus (Longbow, Spear)	Dodge, Endurance, Improved Snap Shot, Point-Blank Shot, Precise Shot, Rapid Shot, Snap Shot, Weapon Focus (Longbow, Spear)	Clustered Shots, Dodge, Endurance, Far Shot, Improved Snap Shot, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Snap Shot, Weapon Focus (Longbow, Spear)
Skills	Acrobatics +4, Bluff +1, Climb +2, Diplomacy +1, Disguise +1, Escape Artist +2, Fly +4, Handle Animal +5, Heal +7, Intimidate +1, Perception +9, Perform (Untrained) +1, Ride +2, Sense Motive +3, Stealth +10, Survival +7, Swim +4	Acrobatics +4, Bluff +1, Climb +1, Diplomacy +1, Disguise +1, Escape Artist +2, Fly +4, Handle Animal +10, Heal +12, Intimidate +1, Perception +14, Perform (Untrained) +1, Ride +2, Sense Motive +3, Stealth +15, Survival +12, Swim +8	Acrobatics +5, Bluff +1, Climb +2, Diplomacy +1, Disguise +1, Escape Artist +3, Fly +5, Handle Animal +14, Heal +16, Intimidate +1, Perception +18, Perform (Untrained) +1, Ride +3, Sense Motive +3, Stealth +20, Survival +16, Swim +13	Acrobatics +5, Bluff +1, Climb +2, Diplomacy +1, Disguise +1, Escape Artist +3, Fly +5, Handle Animal +18, Heal +21, Intimidate +1, Perception +23, Perform (Untrained) +1, Ride +3, Sense Motive +4, Stealth +24, Survival +21, Swim +17
Languages	Common, Halfling			
Special Qualities	Fearless, Halfling Luck, Keen Senses, Sure-Footed, Track +1, Weapon Familiarity, Wild Empathy +2	Combat Style Feat, Favored Terrain (Urban) +2, Fearless, Halfling Luck, Hunting Companions, Keen Senses, Sure-Footed, Track +3, Weapon Familiarity, Wild Empathy +7	Combat Style Feat, Favored Terrain (Forest) +2, Favored Terrain (Urban) +4, Fearless, Halfling Luck, Hunting Companions, Keen Senses, Sure-Footed, Swift Tracker, Track +5, Weapon Familiarity, Wild Empathy +11, Woodland Stride	Camouflage, Combat Style Feat, Favored Terrain (Desert) +2, Favored Terrain (Forest) +4, Favored Terrain (Urban) +4, Fearless, Halfling Luck, Hunting Companions, Keen Senses, Quarry, Sure-Footed, Swift Tracker, Track +7, Weapon Familiarity, Wild Empathy +15, Woodland Stride

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Treasure	Spear (small); leather armor (small); explorer's outfit (small); arrows (40x); dagger (small; 2x); shortbow (small)	Spear (small); studded leather armor (small); explorer's outfit (small); arrows (40x); dagger (small; 2x); masterwork longbow (small)	Spear (small); +1 <i>studded leather armor</i> (small); explorer's outfit (small); arrows (40x); dagger (small; 2x); +2 <i>longbow</i> (small)	Spear (small); +3 <i>studded leather armor</i> (small); explorer's outfit (small); arrows (40x); dagger (small; 2x); +4 <i>longbow</i> (small)
 Magic				
Spells per Day	Ranger: 0/0/0/0/0/0/0/0/0 DC: 14+spell level	Ranger: 0/2/0/0/0/0/0/0/0 DC: 14+spell level	Ranger: 0/3/2/1/0/0/0/0/0 DC: 14+spell level	Ranger: 0/4/3/2/2/0/0/0/0 DC: 15+spell level

Special Abilities

Aberration (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against aberrations. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Camouflage (Ex) You can use the Stealth skill to hide in any of your favored terrains, even if the terrain doesn't grant cover or concealment.

Combat Style Feat (Ex) At 2nd level, a ranger must select one of two combat styles to pursue: archery or two weapon combat. The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites. If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds Improved Precise Shot and Manyshot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list. If the ranger selects two-weapon combat, he can choose from the following list whenever he gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two-Weapon Rend to the list. The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. Once a ranger selects a combat style, it cannot be changed.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Favored Terrain (Desert) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in desert terrain (sand and wastelands). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Forest) (Ex) You gain a +4 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in forest terrain (coniferous and deciduous). Likewise, you get a +4 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Urban) (Ex) You gain a +4 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in urban terrain (buildings, streets, and sewers). Likewise, you get a +4 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Fearless (Ex) Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.

Halfling Luck (Ex) Halflings receive a +1 racial bonus on all saving throws.

Hunting Companions (Ex) You form a powerful band with your companions. You may spend a move action to grant half your favored enemy bonus against a single target to all allies within 30 feet who can see or hear you for 4 rounds. This bonus does not stack with any favored enemy bonuses possessed by your allies; they use whichever bonus is higher.

Keen Senses (Ex) Halflings receive a +2 bonus on Perception skill checks.

Monstrous Humanoid (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against monstrous humanoids. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Quarry (Ex) You can, as a standard action, denote one target within your line of sight as your quarry. Whenever you are following the tracks of your quarry, you can take 10 on Survival skill checks while moving at normal speed, without penalty. In addition, you receive a +2 insight bonus on attack rolls made against your quarry and all critical threats are automatically confirmed. You can have no more than one quarry at a time and the creature's type must correspond to one of your favored enemy types. You can end this effect at any time as a free action, but you cannot select a new quarry for 24 hours. If your quarry is killed, you can select a new quarry after waiting 1 hour.

Sure-Footed (Ex) Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Swift Tracker (Ex) You can move at your normal speed while using Survival to follow tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Track (Ex) You gain +7 to Survival checks made to follow tracks.

Undead (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against undead. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Weapon Familiarity (Ex) Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+15 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Woodland Stride (Ex) You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage

or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Feats

Clustered Shots You take a moment to carefully aim your shots, causing them all to strike nearly the same spot. When you use a full-attack action to make multiple ranged weapon attacks against the same opponent, total the damage from all hits before applying that opponent's damage reduction. [Special] If the massive damage optional rule is being used (Core Rulebook 189), that rule applies if the total damage you deal with this feat is equal to or exceeds half the opponent's full normal hit points (minimum 50 points of damage).

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Far Shot You are more accurate at longer ranges. You only suffer a -1 penalty per full range increment between you and your target when using a ranged weapon.

Improved Snap Shot You can take advantage of your opponent's vulnerabilities from a greater distance, and without exposing yourself. You threaten an additional 5 feet with Snap Shot. [Normal] Making a ranged attack provokes attacks of opportunity.

Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot You are adept at firing ranged attacks into melee. You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Rapid Shot You can make an additional ranged attack. When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Shot on the Run You can move, fire a ranged weapon, and move again before your foes can react. As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.

Snap Shot With a ranged weapon, you can take advantage of any opening in your opponent's defenses. While wielding a ranged weapon with which you have Weapon Focus, you threaten squares within 5 feet of you. You can make attacks of opportunity with that ranged weapon. You do not provoke attacks of opportunity when making a ranged attack as an attack of opportunity. [Normal] While wielding a ranged weapon, you threaten no squares and can make no attacks of opportunity with that weapon.

Weapon Focus (Longbow, Spear) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Endrin (Rogue)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Human			
Class	Rogue 1	Rogue 6	Rogue 10	Rogue 14
Initiative	+5	+5	+6	+6
Senses	Perception +4	Perception +12	Perception +19	Perception +23
Defense				
Armor Class	AC 18, touch 16, ff 12 (+5 Dex; +1 dodge; +2 leather armor)	AC 19, touch 16, ff 19 (+5 Dex; +1 dodge; +3 studded leather armor)	AC 20, touch 16, ff 20 (+5 Dex; +1 dodge; +4 studded leather armor +1)	AC 22, touch 16, ff 22 (+5 Dex; +1 dodge; +6 studded leather armor +3)
hp / HD	7 (1d8)-1	22 (6d8)-6	42 (10d8)-10	57 (14d8)-14
Saves	Fort -1, Ref +7, Will +0	Fort +1, Ref +10, Will +2; +2 Reflex to avoid traps	Fort +2, Ref +13, Will +3; +3 Reflex to avoid traps	Fort +3, Ref +15, Will +4; +4 Reflex to avoid traps
Special Defenses	-	Evasion, Trap Sense +2, Uncanny Dodge	Evasion, Trap Sense +3, Improved Uncanny Dodge	Evasion, Trap Sense +4, Improved Uncanny Dodge
Offense				
Movement	30 ft.			
Attacks	Melee rapier +1 (1d6+1/18-20) or Melee shortsword +1 (1d6/19-20) or Ranged shortbow +5 (1d6/x3) or Melee dagger +1 (1d4+1/19-20) or Ranged dagger (thrown) +5 (1d4+1/19-20)	Melee shortsword +5 (1d6/19-20) or Melee masterwork rapier +6 (1d6+1/18-20) or Ranged shortbow +9 (1d6/x3) or Melee dagger +5 (1d4+1/19-20) or Ranged dagger (thrown) +9 (1d4+1/19-20)	Melee shortsword +13 (1d6/19-20) or Melee +1 rapier +15/+10 (1d6+2/18-20) or Ranged shortbow +13/+8 (1d6/x3) or Melee dagger +13/+8 (1d4+1/19-20) or Ranged dagger (thrown) +13/+8 (1d4+1/19-20)	Melee sword, short +16 (1d6/19-20) or Melee +2 rapier +19/+14 (1d6+3/18-20) or Ranged shortbow +16/+11 (1d6/x3) or Melee dagger +16/+11 (1d4+1/19-20) or Ranged dagger (thrown) +16/+11 (1d4+1/19-20)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	Sneak Attack 1d6	Sneak Attack 3d6, Sniper's Eye	Sneak Attack 5d6, Sniper's Eye	Sneak Attack 7d6, Sniper's Eye, Fast Getaway
Statistics				
Ability Scores	Str 12, Dex 20, Con 8, Int 14, Wis 10, Cha 8	Str 12, Dex 21, Con 8, Int 14, Wis 10, Cha 8	Str 12, Dex 22, Con 8, Int 14, Wis 10, Cha 8	Str 12, Dex 23, Con 8, Int 14, Wis 10, Cha 8
Core Attack	Base Atk +0; CMB +1; CMD 17	Base Atk +4; CMB +5; CMD 21	Base Atk +7; CMB +8; CMD 25	Base Atk +10; CMB +11; CMD 28
Feats	Artful Dodge, Dodge	Artful Dodge, Dodge, Skill Focus (Perception, Stealth)	Artful Dodge, Dodge, Skill Focus (Perception, Stealth), Stealthy, Weapon Finesse, Weapon Focus (Rapier)	Artful Dodge, Blind-Fight, Critical Focus, Dodge, Skill Focus (Perception, Stealth), Stealthy, Weapon Finesse, Weapon Focus (Rapier)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics +5, Appraise +2, Artistry +2, Bluff +3, Climb +1, Craft (Untrained) +2, Diplomacy -1, Disable Device +10, Disguise +3, Escape Artist +9, Fly +5, Intimidate -1, Knowledge (Dungeoneering) +6, Knowledge (Local) +6, Perception +4, Perform (Untrained) -1, Ride +5, Sense Motive +4, Sleight of Hand +9, Stealth +9, Swim +1, Use Magic Device +3	Acrobatics +4, Appraise +2, Artistry +2, Bluff +8, Craft (Untrained) +2, Diplomacy -1, Disable Device +16, Disguise +8, Escape Artist +13, Fly +4, Intimidate -1, Knowledge (Dungeoneering) +11, Knowledge (Local) +11, Perception +12, Perform (Untrained) -1, Ride +4, Sense Motive +9, Sleight of Hand +13, Stealth +16, Use Magic Device +8	Acrobatics +3, Appraise +2, Artistry +2, Bluff +12, Climb -2, Craft (Untrained) +2, Diplomacy -1, Disable Device +21, Disguise +12, Escape Artist +20, Fly +3, Intimidate -1, Knowledge (Dungeoneering) +15, Knowledge (Local) +15, Perception +19, Perform (Untrained) -1, Ride +3, Sense Motive +13, Sleight of Hand +16, Stealth +26, Swim -2, Use Magic Device +12	Acrobatics +3, Appraise +2, Artistry +2, Bluff +16, Climb -2, Craft (Untrained) +2, Diplomacy -1, Disable Device +27, Disguise +16, Escape Artist +24, Fly +3, Intimidate -1, Knowledge (Dungeoneering) +19, Knowledge (Local) +19, Perception +23, Perform (Untrained) -1, Ride +3, Sense Motive +17, Sleight of Hand +20, Stealth +30, Swim -2, Use Magic Device +16
Languages	Common, Dwarven, Gnome			
Special Qualities	Bonus Feat, Bonus Rogue Talent, Skilled, Trapfinding	Bonus Feat, Bonus Rogue Talent (6x), Camouflage, Canny Observer, Fast Stealth, Skilled, Trapfinding	Bonus Feat, Bonus Rogue Talent (10x), Camouflage, Canny Observer, Fast Picks, Fast Stealth, Skilled, Trapfinding	Bonus Feat, Bonus Rogue Talent (14x), Camouflage, Canny Observer, Deft Palm, Expert Leaper, Fast Picks, Fast Stealth, Skilled, Trapfinding
Treasure	Rapier; shortsword; leather armor; pickpocket's outfit; arrows (40x); dagger (5x); shortbow	Masterwork rapier; shortsword; studded leather armor; pickpocket's outfit; arrows (40x); dagger (5x); shortbow	+1 rapier; shortsword; +1 studded leather armor; pickpocket's outfit; arrows (40x); dagger (5x); shortbow	+2 rapier; shortsword; +3 studded leather armor; pickpocket's outfit; arrows (40x); dagger (5x); shortbow

Special Abilities

Bonus Feat Humans select one extra feat at 1st level.

Bonus Rogue Talent (14x) The human gains +1/6 of a new rogue talent.

Camouflage (Ex) Once per day, a rogue with this talent can craft simple but effective camouflage from the surrounding foliage. The rogue needs 1 minute to prepare the camouflage, but once she does, it is good for the rest of the day or until the rogue fails a saving throw against an area effect spell that deals fire, cold, or acid damage, whichever comes first. The rogue gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

Canny Observer (Ex) When a rogue with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

Deft Palm (Ex) A rogue with this talent can make a Sleight of Hand check to conceal a weapon while holding it in plain sight, even while she is being observed.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Expert Leaper (Ex) When making jump checks, the rogue is always considered to have a running start. Also, when the rogue deliberately falls, a DC 15 Acrobatics check allows her to ignore the first 20 feet fallen, instead of the first 10 feet.

Fast Getaway (Ex) After successfully making a sneak attack or

Sleight of Hand check, a rogue with this talent can spend a move action to take the withdraw action. She can move no more than her speed during this movement.

Fast Picks (Ex) A rogue with this talent can use the Disable Device skill to attempt to open a lock as a standard action instead of a full-round action.

Fast Stealth (Ex) This ability allows you to move at full speed using Stealth without penalty.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 18.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 7d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Sniper's Eye (Ex) A rogue with this talent can apply her sneak attack damage on ranged attacks targeting foes within 30 feet that benefit from concealment. Foes with total concealment are still immune.

Trapfinding (Ex) You add +7 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

⚡ Feats

Artful Dodge You are practiced at avoiding attacks when outnumbered. If you are the only character threatening an opponent, you gain a +1 dodge bonus to AC against that opponent. Special: The Artful Dodge feat acts as the Dodge feat for the purpose of satisfying prerequisites that require Dodge. You can use Intelligence, rather than Dexterity, for feats with a minimum Dexterity prerequisite.

Blind-Fight You are skilled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Skill Focus (Perception, Stealth) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Rapier) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Jobrelle (Sorcerer)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Gnome			
Class	Sorcerer 1	Sorcerer 6	Sorcerer 10	Sorcerer 14
Initiative	+1	+1	+5	+5
Senses	Perception +2; Low-Light Vision	Perception +2; Low-Light Vision	Perception +2; Low-Light Vision	Perception +2; Low-Light Vision
Defense				
Armor Class	AC 13, touch 13, ff 11 (+1 size; +1 Dex; +1 dodge)	AC 13, touch 13, ff 11 (+1 size; +1 Dex; +1 dodge)	AC 13, touch 13, ff 11 (+1 size; +1 Dex; +1 dodge)	AC 13, touch 13, ff 11 (+1 size; +1 Dex; +1 dodge)
hp / HD	8 (1d6)+2	34 (6d6)+12	55 (10d6)+20	79 (14d6)+28
Saves	Fort +2, Ref +1, Will +2; +2 vs. illusion spells or effects	Fort +4, Ref +5, Will +5; +2 vs. illusion spells or effects	Fort +5, Ref +6, Will +7; +2 vs. illusion spells or effects	Fort +6, Ref +7, Will +11; +2 vs. illusion spells or effects
Offense				
Movement	20 ft.			25 ft.
Attacks	Melee club (small) -1 (1d4-2) or Ranged club (small/ thrown) +2 (1d4-2) or Melee dagger (small) -1 (1d3-2/19-20) or Ranged dagger (small/ thrown) +2 (1d3-2/19- 20) or Ranged sling (small) +2 (1d3-2)	Melee club (small) +2 (1d4-2) or Ranged club (small/ thrown) +5 (1d4-2) or Melee dagger (small) +2 (1d3-2/19-20) or Ranged dagger (small/ thrown) +5 (1d3-2/19- 20) or Ranged sling (small) +5 (1d3-2) or Melee silver dagger, masterwork (small) +3 (1d3-3/19-20) or Ranged silver dagger, masterwork (small/ thrown) +6 (1d3-3/19- 20)	Melee club (small) +4 (1d4-2) or Ranged club (small/ thrown) +7 (1d4-2) or Melee dagger (small) +4 (1d3-2/19-20) or Ranged dagger (small/ thrown) +7 (1d3-2/19- 20) or Ranged sling (small) +7 (1d3-2) or Melee +2 dagger (small) +6 (1d3/19- 20) or Ranged +2 dagger (small/thrown) +9 (1d3/19-20)	Melee club (small) +6/+1 (1d4-2) or Ranged club (small/ thrown) +9/+4 (1d4-2) or Melee dagger (small) +6 (1d3-2/19-20) or Ranged dagger (small/ thrown) +9/+4 (1d3- 2/19-20) or Ranged sling (small) +9/+4 (1d3-2) or Melee +3 dagger (small) +9/+4 (1d3+1/19-20) or Ranged +3 dagger (small/thrown) +12/+7 (1d3+1/19-20)
Space / Reach	5 ft. / 5 ft.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Known Spells	Innate Spell-Like Abilities: 1x/Day- dancing lights, ghost sound, prestidigitation, speak with animals Sorcerer (CL 1st): 1st (5x/day) - charm person, identify oth (at will) - acid splash, arcane mark, daze, detect magic	Innate Spell-Like Abilities: 1x/Day- dancing lights, ghost sound, prestidigitation, speak with animals Sorcerer (CL 6th): 3rd (4x/day) - blink 2nd (6x/day) - blur, fiery shuriken, invisibility 1st (8x/day) - charm person, identify, mage armor, magic missile, ray of enfeeblement oth (at will) - acid splash, arcane mark, daze, detect magic, light, mage hand, message, ray of frost	Innate Spell-Like Abilities: 1x/Day- dancing lights, ghost sound, prestidigitation, speak with animals Sorcerer (CL 10th): 5th (4x/day) - acidic spray 4th (6x/day) - ball lightning, charm monster, dimension door 3rd (7x/day) - blink, fireball, flame arrow, dispel magic 2nd (8x/day) - acid arrow, blur, daze monster, fiery shuriken, invisibility 1st (8x/day) - charm person, feather fall, mage armor, magic missile, magic weapon, ray of enfeeblement, identify oth (at will) - acid splash, arcane mark, daze, detect magic, light, mage hand, message, ray of frost, read magic	Innate Spell-Like Abilities: 1x/Day- dancing lights, ghost sound, prestidigitation, speak with animals Sorcerer (CL 14th): 7th (3x/day) - prismatic spray 6th (6x/day) - acid fog, cold ice strike, true seeing 5th (7x/day) - acidic spray, cloudkill, cone of cold, overland flight 4th (7x/day) - ball lightning, charm monster, fire shield, ice storm, dimension door 3rd (7x/day) - blink, fireball, flame arrow, lightning bolt, dispel magic 2nd (8x/day) - acid arrow, blur, daze monster, fiery shuriken, flaming sphere, mirror image, invisibility 1st (8x/day) - charm person, feather fall, mage armor, magic missile, magic weapon, ray of enfeeblement, identify oth (at will) - acid splash, arcane mark, daze, detect magic, light, mage hand, message, ray of frost, read magic

📋 Statistics

Ability Scores	Str 6, Dex 13, Con 15, Int 9, Wis 10, Cha 20	Str 6, Dex 13, Con 15, Int 9, Wis 10, Cha 21	Str 6, Dex 13, Con 15, Int 9, Wis 10, Cha 22	Str 6, Dex 13, Con 15, Int 9, Wis 10, Cha 23
Core Attack	Base Atk +0; CMB -3; CMD 9	Base Atk +3; CMB +0; CMD 12	Base Atk +5; CMB +2; CMD 14	Base Atk +7; CMB +4; CMD 16
Feats	Dodge, Eschew Materials	Combat Casting, Dodge, Eschew Materials, Lightning Reflexes	Combat Casting, Dodge, Eschew Materials, Greater Spell Focus (Evocation), Improved Initiative, Lightning Reflexes, Spell Focus (Evocation)	Combat Casting, Dodge, Eschew Materials, Fleet, Greater Spell Focus (Evocation), Improved Initiative, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Spell Focus (Evocation)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics +1, Appraise -1, Artistry -1, Bluff +9, Climb -2, Craft (Untrained) -1, Diplomacy +5, Disguise +5, Escape Artist +1, Fly +3, Intimidate +5, Perception +2, Perform (Untrained) +5, Ride +1, Stealth +5, Swim -2, Use Magic Device +9	Acrobatics +1, Appraise -1, Artistry -1, Bluff +14, Climb -2, Craft (Untrained) -1, Diplomacy +5, Disguise +5, Escape Artist +1, Fly +3, Intimidate +5, Perception +2, Perform (Untrained) +5, Ride +1, Stealth +5, Swim -2, Use Magic Device +14	Acrobatics +1, Appraise -1, Artistry -1, Bluff +19, Climb -2, Craft (Untrained) -1, Diplomacy +6, Disguise +6, Escape Artist +1, Fly +3, Intimidate +6, Perception +2, Perform (Untrained) +6, Ride +1, Stealth +5, Swim -2, Use Magic Device +19	Acrobatics +1, Appraise -1, Artistry -1, Bluff +23, Climb -2, Craft (Untrained) -1, Diplomacy +6, Disguise +6, Escape Artist +1, Fly +3, Intimidate +6, Perception +2, Perform (Untrained) +6, Ride +1, Stealth +5, Swim -2, Use Magic Device +23
Languages	Common, Gnome, Sylvan			
Special Qualities	Arcane Bloodline, Arcane Bond, Bloodline Arcana, Bonded Object, Cantrips, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity,	Arcane Bloodline, Arcane Bond, Bloodline Arcana, Bonded Object, Cantrips, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Metamagic Adept, Obsessive, Weapon Familiarity	Arcane Bloodline, Arcane Bond, Bloodline Arcana, Bonded Object, Cantrips, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Metamagic Adept, New Arcana, Obsessive, Weapon Familiarity	Arcane Bloodline, Arcane Bond, Bloodline Arcana, Bonded Object, Cantrips, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Metamagic Adept, New Arcana, Obsessive, Weapon Familiarity
Treasure	Club (small); dagger (small, 2x); scholar's outfit (small); sling bullets (20x); sling (small)	Club (small); masterwork silver dagger (small); dagger (small, 2x); scholar's outfit (small); sling bullets (20x); sling (small)	Club (small); +2 dagger (small); dagger (small, 2x); scholar's outfit (small); sling bullets (20x); sling (small)	Club (small); +3 dagger (small); dagger (small, 2x); scholar's outfit (small); sling bullets (20x); sling (small)
 Magic				
Spells per Day	Sorcerer: 0/5/0/0/0/0/0/0/0 DC: 16+spell level	Sorcerer: 0/8/6/4/0/0/0/0/0 DC: 16+spell level	Sorcerer: 0/8/8/7/6/4/0/0/0 DC: 17+spell level	Sorcerer: 0/8/8/7/7/7/6/3/0 DC: 17+spell level

Special Abilities

Arcane Bloodline Your family has always been skilled in the art of magic. While many of your relatives were accomplished wizards, your powers developed without the need for study and practice.

Arcane Bond (Su) You have selected to establish a powerful arcane bond with an object.

Bloodline Arcana Whenever you apply a metamagic feat to a spell that increases the slot used by at least one level, increase the spell's DC by +1. This bonus does not stack with itself and does not apply to spells modified by the Heighten Spell feat.

Bonded Object Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. When attempting to cast a spell without your bonded object worn or in hand, you must make a concentration check or lose the spell (DC 20 + the spell's level). A ring or amulet occupies the ring or neck slot accordingly. A bonded object can be used once per day to cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's opposition schools

(see arcane school). A wizard can add additional magic abilities to his bonded object as if he has the required item creation feats and if he meets the level prerequisites of the feat. For example, a wizard with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat in Feats). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the wizard who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type. If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wizard level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A wizard can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

Cantrips You learn a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Defensive Training (Ex) Gnomes get a +4 dodge bonus to AC

against monsters of the giant type.

Gnome Magic (Sp) Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain spell-like abilities.

Hatred (Ex) Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Illusion Resistance (Ex) Gnomes get a +2 racial saving throw bonus against illusion spells or effects.

Keen Senses (Ex) Gnomes receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Metamagic Adept (Ex) You can apply any one metamagic feat you know to a spell you are about to cast without increasing the casting time. You must still expend a higher-level spell slot to cast this spell. You can use this ability 3 times per day.

New Arcana (Ex) You can add any one spell that you are capable of casting to your list of spells known. You can also add one additional spell at 13th level and 17th level.

Obsessive (Ex) Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Weapon Familiarity (Ex) Gnomes treat any weapon with the word “gnome” in its name as a martial weapon.

⚡ Feats

Combat Casting You are adept at spellcasting when threatened or distracted. You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Eschew Materials You can cast many spells without needing to utilize minor material components. You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Greater Spell Focus (Evocation) Any spells you cast from your chosen school of magic are very hard to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Lightning Reflexes You have a knack for avoiding danger all around you. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Spell Focus (Evocation) Any spells you cast of your chosen school of magic are more difficult to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Ivellios (Wizard)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Elf			
Class	Wizard (Evoker) 1	Wizard (Evoker) 6	Wizard (Evoker) 10	Wizard (Evoker) 14
Initiative	+3	+3	+3	+3
Senses	Perception +1; Low-Light Vision	Perception +1; Low-Light Vision	Perception +1; Low-Light Vision	Perception +1; Low-Light Vision
Defense				
Armor Class	AC 14, touch 14, ff 10 (+3 Dex; +1 dodge)	AC 14, touch 14, ff 10 (+3 Dex; +1 dodge)	AC 14, touch 14, ff 10 (+3 Dex; +1 dodge)	AC 14, touch 14, ff 10 (+3 Dex; +1 dodge)
hp / HD	6 (1d6)	21 (6d6)	39 (10d6)	62 (14d6)
Saves	Fort -1, Ref +3, Will +1; +2 vs. enchantment spells and effects	Fort +1, Ref +5, Will +4; +2 vs. enchantment spells and effects	Fort +2, Ref +6, Will +6; +2 vs. enchantment spells and effects	Fort +5, Ref +9, Will +8; +2 vs. enchantment spells and effects
Offense				
Movement	30 ft.			
Attacks	Melee quarterstaff -2 (1d6-2/-2) or Melee dagger -2 (1d4- 2/19-20) or Ranged dagger (thrown) +3 (1d4-2/19-20)	Melee masterwork quarterstaff +2 (1d6-2/- 2) or Melee dagger +1 (1d4- 2/19-20) or Ranged dagger (thrown) +6 (1d4-2/19-20)	Melee +1/+1 quarterstaff +4 (1d6-1/-1) or Melee dagger +3 (1d4- 2/19-20) or Ranged dagger (thrown) +8 (1d4-2/19-20)	Melee +2/+2 quarterstaff +7/+2 (1d6/) or Melee dagger +5/+0 (1d4-2/19-20) or Ranged dagger (thrown) +10/+5 (1d4-2/19-20)
Space / Reach	5 ft. / 5 ft.			
Known Spells	Wizard (CL 1st): 1st - charm person, identify, magic missile oth - acid splash, light, ray of frost	Wizard (CL 6th): 3rd - fireball, hold person, lightning bolt 2nd - acid arrow, daze monster, fiery shuriken, knock 1st - burning hands, charm person, identify, magic missile, shield oth - mage hand, acid splash, light, ray of frost	Wizard (CL 10th): 5th - cloudkill, cone of cold, icy prison, telekinesis 4th - ball lightning, charm monster, dimension door, ice storm, remove curse 3rd - fireball, hold person (2x), ice spears, lightning bolt 2nd - acid arrow, daze monster, fiery shuriken, knock, mirror image 1st - burning hands, charm person, identify, mage armor, magic missile, shield, shocking grasp oth - mage hand, acid splash, light, ray of frost	Wizard (CL 14th): 7th - delayed blast fireball, mass fly, mass hold person 6th - acid fog, chain lightning, disintegrate, greater dispel magic 5th - cloudkill, cone of cold, icy prison, telekinesis, teleport 4th - ball lightning, charm monster, dimension door, ice storm, remove curse, wall of fire 3rd - fireball (2x), hold person (2x), ice spears, lightning bolt 2nd - acid arrow, daze monster, fiery shuriken, fire breath, knock, mirror image 1st - burning hands, charm person, identify, mage armor, magic missile, shield, shocking grasp oth - mage hand, acid splash, light, ray of frost

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
📋 Statistics				
Ability Scores	Str 6, Dex 16, Con 9, Int 18, Wis 8, Cha 14	Str 6, Dex 16, Con 9, Int 19, Wis 8, Cha 14	Str 6, Dex 16, Con 9, Int 20, Wis 8, Cha 14	Str 6, Dex 16, Con 9, Int 21, Wis 8, Cha 14
Core Attack	Base Atk +0; CMB -2; CMD 12	Base Atk +3; CMB +1; CMD 15	Base Atk +5; CMB +3; CMD 17	Base Atk +7; CMB +5; CMD 19
Feats	Dodge, Scribe Scroll	Combat Casting, Dodge, Grappled Caster, Maximize Spell, Scribe Scroll	Combat Casting, Dodge, Focused Spell, Grappled Caster, Greater Spell Focus (Evocation), Maximize Spell, Scribe Scroll, Spell Focus (Evocation)	Combat Casting, Dodge, Focused Spell, Grappled Caster, Greater Spell Focus (Evocation), Great Fortitude, Lightning Reflexes, Maximize Spell, Scribe Scroll, Spell Focus (Evocation)
Skills	Acrobatics +3, Appraise +8, Artistry +4, Bluff +2, Climb -2, Craft (Untrained) +4, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +3, Heal -1, Intimidate +2, Knowledge (Arcana) +8, Knowledge (History) +8, Knowledge (Nobility) +8, Linguistics(Giant) +8, Perception +1, Perform (Untrained) +2, Ride +3, Sense Motive -1, Spellcraft +8, Stealth +3, Survival -1, Swim -2	Acrobatics +3, Appraise +13, Artistry +4, Bluff +2, Climb -2, Craft (Untrained) +4, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +3, Heal -1, Intimidate +2, Knowledge (Arcana) +13, Knowledge (History) +13, Knowledge (Nobility) +13, Linguistics(Drow, Dwarven, Giant, Gnome, Sylvan) +13, Perception +1, Perform (Untrained) +2, Ride +3, Sense Motive -1, Spellcraft +13, Stealth +3, Survival -1, Swim -2	Acrobatics +3, Appraise +18, Artistry +5, Bluff +2, Climb -2, Craft (Untrained) +5, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +3, Heal -1, Intimidate +2, Knowledge (Arcana) +18, Knowledge (Geography) +16, Knowledge (History) +18, Knowledge (Nobility) +18, Knowledge (Planes) +14, Linguistics(Drow, Dwarven, Giant, Gnome, Sylvan) +14, Perception +1, Perform (Untrained) +2, Ride +3, Sense Motive -1, Spellcraft +18, Stealth +3, Survival -1, Swim -2	Acrobatics +3, Appraise +22, Artistry +5, Bluff +2, Climb -2, Craft (Untrained) +5, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +3, Heal -1, Intimidate +2, Knowledge (Arcana) +22, Knowledge (Geography) +22, Knowledge (History) +22, Knowledge (Nobility) +22, Knowledge (Planes) +16, Linguistics(Drow, Dwarven, Giant, Gnome, Sylvan) +14, Perception +1, Perform (Untrained) +2, Ride +3, Sense Motive -1, Spellcraft +22, Stealth +3, Survival -1, Swim -2
Languages	Common, Draconic, Elven, Giant, Goblin, Orc, Sylvan	Common, Draconic, Drow, Dwarven, Elven, Giant, Gnome, Goblin, Orc, Sylvan	Celestial, Common, Draconic, Drow, Dwarven, Elven, Giant, Gnome, Goblin, Orc, Sylvan	
Special Qualities	Arcane Bond, Arcane School, Bonded Object, Bonus Feats, Cantrips, Divination Opposition School, Elven Immunities, Elven Magic, Evocation School, Keen Senses, Low-Light Vision, Necromancy Opposition School, Weapon Familiarity			
Treasure	Quarterstaff; scholar's outfit; dagger (4x); spellbook	Masterwork quarterstaff; scholar's outfit; dagger (4x); spellbook	+1/+1 <i>quarterstaff</i> ; scholar's outfit; dagger (4x); spellbook	+2/+2 <i>quarterstaff</i> ; scholar's outfit; dagger (4x); spellbook
🔮 Magic				
Spells per Day	Wizard: 3+0 / 2+1 / 0 / 0 / 0 / 0 / 0 / 0 / 0 DC: 15+spell level	Wizard: 4+0 / 4+1 / 4+1 / 3+1 / 0 / 0 / 0 / 0 / 0 DC: 15+spell level	Wizard: 4+0 / 6+1 / 5+1 / 4+1 / 4+1 / 3+1 / 0 / 0 / 0 DC: 16+spell level	Wizard: 4+0 / 6+1 / 5+1 / 5+1 / 5+1 / 4+1 / 3+1 / 2+1 / 0 DC: 16+spell level

Special Abilities

Arcane Bond (Su) You have selected to establish a powerful arcane bond with an object.

Bonded Object Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. When attempting to cast a spell without your bonded object worn or in hand, you must make a concentration check or lose the spell (DC 20 + the spell's level). A ring or amulet occupies the ring or neck slot accordingly. A bonded object can be used once per day to cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's opposition schools (see arcane school). A wizard can add additional magic abilities to his bonded object as if he has the required item creation feats and if he meets the level prerequisites of the feat. For example, a wizard with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat in Feats). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the wizard who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type. If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wizard level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A wizard can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

Bonus Feats At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, he can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing those feats.

Cantrips You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. You can prepare a cantrip from a prohibited school, but it uses up two of your available slots.

Divination Opposition School You have chosen divination spells as an opposition school. Preparing an divination spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an divination spell as a prerequisite.

Elemental Wall (Sp) You can create a wall of energy that lasts for 14 rounds per day. These rounds do not need to be consecutive. This wall deals acid, cold, electricity, or fire damage, determined when you create it. The elemental wall otherwise functions like Wall of Fire.

Elven Immunities (Ex) Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic (Ex) Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Evocation School You have chosen to specialize in evocation spells.

Force Missile (Sp) As a standard action you can unleash a force missile that automatically strikes a foe, as Magic Missile. The force missile deals 1d4+7 points of damage. This is a force effect. You can use this ability 8 times per day.

Intense Spells (Su) Whenever you cast an evocation spell that deals hit point damage, add +7 to the damage. This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. This bonus damage is not increased by Empower Spell or similar effects. This damage is of the same type as the spell.

Keen Senses (Ex) Elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Necromancy Opposition School You have chosen necromancy spells as an opposition school. Preparing an necromancy spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an necromancy spell as a prerequisite.

Weapon Familiarity (Ex) Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Feats

Combat Casting You are adept at spellcasting when threatened or distracted. You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Focused Spell When you cast a spell that affects more than one creature, one opponent finds it more difficult to resist. When casting a spell that affects or targets more than one creature, you can choose one target or creature within the spell effect. That creature's saving throw DC to resist the spell is increased by +2. You must choose which target to focus the spell on before casting the spell. A focused spell uses up a spell slot one level higher than the spell's actual level. Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.

Grappled Caster You have trained to cast spells while wrestling an opponent. You gain a +4 bonus on concentration checks to cast spells while grappled. This bonus stacks with the bonus granted by Combat Casting.

Greater Spell Focus (Evocation) Any spells you cast from your chosen school of magic are very hard to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Maximize Spell Your spells have the maximum possible effect. All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell's actual level. An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

Scribe Scroll You can create magic scrolls. You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base

price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.

Spell Focus (Evocation) Any spells you cast of your chosen school of magic are more difficult to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Pregenerated Characters: Base & Alternate Classes

Table 3: Pregenerated Character Summary: Base & Alternate Classes

Page	Class	Race	Sex
58	Alchemist	Half-Orc	F
62	Cavalier	Human	M
65	Gunslinger	Gnome	F
70	Inquisitor	Half-Orc	M
74	Magus	Elf	F
78	Oracle	Tiefling	M
82	Summoner	Half-Elf	F
87	Witch	Halfling	M
93	Antipaladin	Half-Elf	F
97	Ninja	Elf	M
101	Samurai	Human	F

Designer's Soapbox: Base & Alternate Classes

 These are just *fun*.

You don't have to delve into Archetypes to enjoy spirited, exotic, and unusual characters; that's what the Base and Alternate classes are for.

Many of these evoke powerful images from popular culture, movies, and stories. There may well be a reason that stereotypes exist in many cases, but as with my soapbox preamble to the **Core classes** (p 12), I will advise going against the grain and striving to create unique, interesting, and against-type characters in these typically iconic molds.

I've said that twice, now, at least. So why on earth are many of the **Base & Alternate Class** characters on the following pages stereotypical for their classes?

The simple answer is, just in case you want to play a stereotypical character.

Although I have great fun in roleplaying against type, and view character design as the first step in helping to roleplay against type, I recognize that many who buy this book simply want a pick-up-and-go kind of character.

Players whose first gaming session starts in 10 minutes, or GMs who don't have 45 minutes to design the crunch for an NPC, aren't going to be interested in deep character design; they want simple, easy, accessible crunch they can deploy in seconds.

The rest of this book—all of the Archetypes which follow this section—will almost entirely play against type, and demonstrate interesting characters that you might not have otherwise thought of.

But this section is as straightforward as it gets.

Alchemist

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

General

CR / XP

CR 1/2; XP 200

CR 5; XP 1,600

CR 9; XP 6,400

CR 13; XP 25,600

Sex / Race

Female Half-Orc; Medium humanoid (orc, human)

Class

Alchemist 1

Alchemist 6

Alchemist 10

Alchemist 14

Initiative

+2

+2

+2

+2

Senses

Darkvision 60 ft.;
Perception +3

Darkvision 60 ft.;
Perception +8

Darkvision 60 ft.;
Perception +12

Darkvision 60 ft.;
Perception +22

Defense

Armor Class

AC 14, **touch** 13, **ff** 11
(+2 Dex; +1 dodge; +1
padded armor)

AC 15, **touch** 13, **ff** 12
(+2 Dex; +1 dodge; +2
leather armor)

AC 16, **touch** 13, **ff** 13
(+2 Dex; +1 dodge;
+3 studded leather
armor)

AC 17, **touch** 13, **ff** 14
(+2 Dex; +1 dodge; +4
studded leather armor
+1)

hp / HD

10 (1d8)+2

36 (6d8)+12

67 (10d8)+20

92 (14d8)+28

Saves

Fort +4, **Ref** +4,
Will -1

Fort +7, **Ref** +7,
Will +1;
+4 vs. poison

Fort +9, **Ref** +9,
Will +2

Fort +11, **Ref** +11,
Will +3

Special Defenses

-

Immune Poison

Offense

Movement

20 ft.

Attacks

Ranged light crossbow
+2 (1d8/19-20) or

Ranged +1 *light crossbow*
+7 (1d8+1/19-20) or

Ranged +2 *light crossbow*
+12/+7 (1d8+2/19-20) or

Ranged +3 *light crossbow*
+16/+11 (1d8+3/19-20) or

Melee dagger -1 (1d4-
1/19-20) or

Melee dagger +3 (1d4-
1/19-20) or

Melee dagger +6/+1
(1d4-1/19-20) or

Melee dagger +9/+4 (1d4-
1/19-20) or

Ranged dagger (thrown)
+2 (1d4-1/19-20) or

Ranged dagger (thrown)
+6 (1d4-1/19-20) or

Ranged dagger (thrown)
+9/+4 (1d4-1/19-20) or

Ranged dagger (thrown)
+12/+7 (1d4-1/19-20) or

Melee club -1 (1d6-1) or

Melee club +3 (1d6-1) or

Melee club +6/+1 (1d6-1)
or

Melee club +9/+4 (1d6-1)
or

Ranged club (thrown) +2
(1d6-1) or

Ranged club (thrown) +6
(1d6-1) or

Ranged club (thrown)
+9/+4 (1d6-1) or

Ranged club (thrown)
+12/+7 (1d6-1) or

Ranged bomb +3 (1d6+5)

Ranged bomb +7 (1d6+8)

Ranged bomb +10/+5
(1d6+11)

Ranged bomb +13/+8
(1d6+13)

Space / Reach

5 ft. / 5 ft.

Prepared Spells

⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Alchemist (CL 1st): 1st - cure light wounds, detect secret doors, shield	Alchemist (CL 6th): 2nd - aid, barkskin, cure moderate wounds, fire breath 1st - cure light wounds, detect secret doors, identify, shield, stone fist, targeted bomb admixture	Alchemist (CL 10th): 4th - cure critical wounds, fire shield 3rd - burst of speed, cure serious wounds, fly, water breathing 2nd - aid, barkskin, cure moderate wounds, fire breath, see invisibility, vine strike 1st - cure light wounds (2x), detect secret doors, identify, shield, stone fist, targeted bomb admixture	Alchemist (CL 14th): 5th - polymorph, spell resistance, stoneskin (communal) 4th - cure critical wounds, discern lies, fire shield, invisibility (greater), viper bomb admixture 3rd - burst of speed, cure serious wounds, fly, lightning lash bomb admixture, water breathing 2nd - aid, barkskin, cure moderate wounds, fire breath, invisibility, see invisibility, vine strike 1st - cure light wounds (2x), detect secret doors, identify, shield, stone fist, targeted bomb admixture

Statistics

Ability Scores

Core Attack

Feats

Skills

Languages

Str 8, Dex 15, Con 14, Int 20, Wis 9, Cha 9	Str 8, Dex 15, Con 14, Int 21, Wis 9, Cha 9	Str 8, Dex 15, Con 14, Int 22, Wis 9, Cha 9	Str 8, Dex 15, Con 14, Int 23, Wis 9, Cha 9
Base Atk +0; CMB -1; CMD 12	Base Atk +4; CMB +3; CMD 16	Base Atk +7; CMB +6; CMD 19	Base Atk +10; CMB +9; CMD 22
Brew Potion, Dodge, Throw Anything	Brew Potion, Dodge, Extra Bombs, Poison Focus, Throw Anything	Brew Potion, Dodge, Extra Bombs, Poison Focus, Skill Focus (Craft (Alchemy)), Throw Anything, Weapon Focus (Crossbow (Light))	Brew Potion, Critical Focus, Dodge, Extra Bombs, Poison Focus, Skill Focus (Craft (Alchemy), Perception), Throw Anything, Weapon Focus (Crossbow (Light))
Acrobatics -1, Appraise +9, Artistry +5, Bluff -1, Climb -4, Craft (Untrained) +5, Diplomacy -1, Disable Device +3, Disguise -1, Escape Artist -1, Fly -1, Heal -1, Intimidate +1, Knowledge (Arcana) +9, Knowledge (Nature) +9, Perception +3, Perform (Untrained) -1, Ride -1, Sense Motive -1, Spellcraft +9, Stealth -1, Survival +3, Swim -4, Use Magic Device +3	Acrobatics -1, Appraise +14, Artistry +5, Bluff -1, Climb -4, Craft (Alchemy) +14, Craft (Untrained) +5, Diplomacy -1, Disable Device +8, Disguise -1, Escape Artist -1, Fly -1, Heal -1, Intimidate +1, Knowledge (Arcana) +14, Knowledge (Nature) +14, Perception +8, Perform (Untrained) -1, Ride -1, Sense Motive -1, Spellcraft +14, Stealth -1, Survival +8, Swim -4, Use Magic Device +8	Acrobatics -1, Appraise +19, Artistry +6, Bluff -1, Climb -4, Craft (Alchemy) +25, Craft (Untrained) +6, Diplomacy -1, Disable Device +12, Disguise -1, Escape Artist -1, Fly -1, Heal +6, Intimidate +1, Knowledge (Arcana) +19, Knowledge (Nature) +19, Perception +12, Perform (Untrained) -1, Profession (Herbalist) +8, Ride -1, Sense Motive -1, Spellcraft +19, Stealth -1, Survival +12, Swim -4, Use Magic Device +12	Acrobatics -1, Appraise +23, Artistry +6, Bluff -1, Climb -4, Craft (Alchemy) +29, Craft (Untrained) +6, Diplomacy -1, Disable Device +16, Disguise -1, Escape Artist -1, Fly -1, Heal +10, Intimidate +1, Knowledge (Arcana) +23, Knowledge (Nature) +23, Perception +22, Perform (Untrained) -1, Profession (Herbalist) +8, Ride -1, Sense Motive -1, Spellcraft +23, Stealth -1, Survival +16, Swim -4, Use Magic Device +16
Abyssal, Common, Draconic, Giant, Goblin, Orc	Abyssal, Common, Draconic, Giant, Gnome, Goblin, Orc		

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Qualities	Alchemy, Bonus Bomb Damage, Brew Potion, Darkvision, Formulae, Intimidating, Mutagen, Orc Blood, Orc Ferocity, Weapon Familiarity	Alchemy, Bonus Bomb Damage (6x), Brew Potion, Darkvision, Formulae, Intimidating, Mutagen, Orc Blood, Orc Ferocity, Poison Resistance, Poison Use, Swift Alchemy, Swift Poisoning, Weapon Familiarity	Alchemy, Bonus Bomb Damage (10x), Brew Potion, Cognatogen, Darkvision, Formulae, Intimidating, Mutagen, Orc Blood, Orc Ferocity, Poison Resistance, Poison Use, Swift Alchemy, Swift Poisoning, Weapon Familiarity	Alchemy, Bonus Bomb Damage (14x), Brew Potion, Cognatogen, Darkvision, Formulae, Intimidating, Mutagen, Orc Blood, Orc Ferocity, Persistent Mutagen, Poison Resistance, Poison Use, Swift Alchemy, Swift Poisoning, Weapon Familiarity
Treasure	Padded armor; scholar's outfit; light crossbow; crossbow bolts (10x); dagger (4x); club	Leather armor; scholar's outfit; +1 light crossbow; crossbow bolts (10x); dagger (4x); club	Studded leather armor; scholar's outfit; +2 light crossbow; crossbow bolts (10x); dagger (4x); club	+1 studded leather armor; scholar's outfit; +3 light crossbow; crossbow bolts (10x); dagger (4x); club
☒ Magic				
Spells per Day	Alchemist (CL 1st): 0/3/0/0/0/0/0/0 DC: 16+spell level	Alchemist (CL 6th): 0/6/4/0/0/0/0/0 DC: 16+spell level	Alchemist (CL 10th): 0/7/6/4/2/0/0/0/0 DC: 17+spell level	Alchemist (CL 14th): 0/7/7/5/5/3/0/0/0 DC: 17+spell level

☒ Special Abilities

Acid Bomb* When the alchemist creates a bomb, he can choose to have it inflict acid damage. Creatures that take a direct hit from an acid bomb take an additional 1d6 points of acid damage 1 round later.

Alchemy (Su) When using Craft (Alchemy) to create an alchemical item, you gain a +14 competence bonus on the Craft (alchemy) check. In addition, you can use Craft (Alchemy) to identify potions as if using Detect Magic. He must hold the potion for 1 round to make such a check.

Bomb (Su) You can use 22 bombs each day. Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, your bomb inflicts 1d6+13 points of fire damage. Your bombs also inflict an additional 6d6 points of fire damage that is not multiplied on a critical hit or by using feats such as Vital Strike. Splash damage from an your bomb is always equal to the bomb's minimum damage (20). Those caught in the splash damage can attempt a DC 23 Reflex save for half damage.

Bonus Bomb Damage (14x) Add +1/2 to bomb damage.

Brew Potion (Ex) You receive Brew Potion as a bonus feat. You can brew potions of any formulae you know (up to 3rd level), using your alchemist level as caster level. The spell must be one that can be made into a potion. You do not need to meet the prerequisites for this feat.

Cognatogen (Su) You gain the ability to create a cognatogen, a mutagen-like mixture that heightens one mental ability score at the expense of a physical ability score. If the cognatogen enhances your Intelligence, it applies a penalty to your Strength. If it enhances your Wisdom, it applies a penalty to your Dexterity. If it enhances your Charisma, it applies a penalty to your Constitution. Otherwise, this ability works just like the mutagen ability (including the natural armor bonus). Anytime you would prepare a mutagen, you may instead prepare a cognatogen. All limitations of mutagens apply to cognatogens as if they were the same substance—you can only maintain one mutagen or cognatogen at a time, a cognatogen that is not in your possession becomes inert, drinking a cognatogen makes a non-alchemist sick, and so on. When the effect of the cognatogen ends, you take 2 points of ability damage to the ability score penalized by the cognatogen. The infuse mutagen discovery and the persistent mutagen class ability apply to cognatogens.

Confusion Bomb* (Su) Your bombs twist the target's perception of friend and foe. A creature that takes a direct hit from a confusion bomb takes damage from the bomb and is under the effect of a

Confusion spell for 14 rounds. Reduce the amount of normal damage dealt by the bomb by 2d6 (so a bomb that would normally deal 6d6+4 points of damage deals 4d6+4 points of damage instead).

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Explosive Bomb* The alchemist's bombs now have a splash radius of 10 feet rather than 5 feet. Creatures that take a direct hit from an explosive bomb catch fire, taking 1d6 points of fire damage each round until the fire is extinguished. Extinguishing the flames is a full-round action that requires a Reflex save. Rolling on the ground provides the target with a +2 to the save. Dousing the target with at least 2 gallons of water automatically extinguishes the flames.

Explosive Missile (Su) As a standard action, the alchemist can infuse a single arrow, crossbow bolt, or one-handed firearm bullet with the power of his bomb, load the ammunition, and shoot the ranged weapon. He must be proficient with the weapon in order to accomplish this. When the infused ammunition hits its target, it deals damage normally and detonates as if the alchemist had thrown the bomb at the target. If the explosive missile misses, it does not detonate.

Formulae An alchemist may know any number of formulae. He stores his formulae in a special tome called a formula book. He must refer to this book whenever he prepares an extract but not when he consumes it. An alchemist begins play with two 1st-level formulae of his choice, plus a number of additional formulae equal to his Intelligence modifier. At each new alchemist level, he gains one new formula of any level that he can create. An alchemist can also add formulae to his book just like a wizard adds spells to his spellbook, using the same costs, pages, and time requirements. An alchemist can study a wizard's spellbook to learn any formula that is equivalent to a spell the spellbook contains. A wizard, however, cannot learn spells from a formula book. An alchemist does not need to decipher arcane writings before copying them.

Healing Bomb* Creating a healing bomb requires the alchemist to expend an infused extract (APG 31) or potion containing a cure spell. A creature that takes a direct hit from a healing bomb is healed as if she had imbibed the infusion or potion used to create the bomb. Creatures in the splash radius are healed for the minimum amount

of damage the cure spell is capable of healing. A healing bomb damages undead instead of healing them.

Immunity to Poison (Ex) You never take poison damage.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Mutagen (Su) You know how to create a mutagen that you can imbibe in order to heighten your physical prowess at the cost of your personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. You can only maintain one dose of mutagen at a time - if you brews a second dose, any existing mutagen becomes inert. A mutagen that is not in your possession becomes inert until an alchemist picks it up again. When you brew a mutagen, you select one physical ability score - either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes you to grow bulkier and more bestial, granting you a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 140 minutes. In addition, while the mutagen is in effect, you take a -2 penalty to one of your mental ability scores. If the mutagen enhances your Strength, it applies a penalty to your Intelligence. If it enhances your Dexterity, it applies a penalty to your Wisdom. If it enhances your Constitution, it applies a penalty to your Charisma. A non-alchemist who drinks a mutagen must make a DC 23 Fortitude save or become nauseated for 1 hour - a non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if he drinks it. (Although if the other alchemist creates a different mutagen, the effects of the "stolen" mutagen immediately cease.) The effects of a mutagen do not stack. Whenever an alchemist drinks a mutagen, the effects of any previous mutagen immediately end.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) 1/day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Persistent Mutagen (Su) The effects of your mutagens last for 14 hours.

Poison Resistance (Ex) You are completely immune to poison.

Poison Use (Ex) You are trained in the use of poison and cannot accidentally poison yourself when applying poison to a weapon.

Swift Alchemy (Ex) You can create alchemical items with astounding speed. It takes you half the normal amount of time to create alchemical items, and you can apply poison to a weapon as a move action.

Swift Poisoning (Ex) You can apply a dose of poison to a weapon as a swift action.

Tanglefoot Bomb* (Su) A creature that takes a direct hit from a tanglefoot bomb must save against the bomb's DC or be entangled and glued to the floor as if it had failed its save against a tanglefoot bag (see page 160 of the Core Rulebook). Creatures in the splash area that fail their saves are entangled but not glued to the floor; those who make this save are not entangled at all.

Throw Anything (Ex) You gain the Throw Anything feat as a bonus feat. You add your Intelligence modifier to damage done with splash weapons, including the splash damage if any. This bonus damage is already included in the bomb class feature.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Feats

Brew Potion You can create magic potions. You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item

creation rules in Chapter 15 for more information. When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Extra Bombs You can throw more bombs per day. You can throw two additional bombs per day. Special - You can gain Extra Bombs multiple times. Its effects stack.

Poison Focus You know the secrets of creating especially vicious poisons. The save DC of any poison you craft with Craft (alchemy) and any spells you cast with the poison descriptor (UM p138) increases by 1. This bonus doesn't stack with the bonus granted by Spell Focus.

Skill Focus (Craft (Alchemy), Perception) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Weapon Focus (Crossbow (Light)) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Cavalier

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

General

CR / XP

CR 1/2; XP 200

CR 5; XP 1,600

CR 9; XP 6,400

CR 13; XP 25,600

Sex / Race

Male Human; Medium humanoid (human)

Class

Cavalier 1

Cavalier 6

Cavalier 10

Cavalier 14

Initiative

+0

+5

+5

+5

Senses

Perception -1

Perception -1

Perception +1

Perception +1

Defense

Armor Class

AC 13, touch 10, ff 13
(+3 studded leather armor)

AC 17, touch 11, ff 16
(+1 Dex; +6 chainmail)

AC 18, touch 11, ff 17
(+1 Dex; +7 agile breastplate)

AC 19, touch 11, ff 18
(+1 Dex; +8 agile breastplate +2)

hp / HD

12 (1d10)+2

41 (6d10)+12

69 (10d10)+20

100 (14d10)+28

Saves

Fort +4, Ref +0, Will -1

Fort +7, Ref +3, Will +3

Fort +9, Ref +6, Will +4

Fort +11, Ref +7, Will +5

Offense

Movement

30 ft.

20 ft.

Attacks

Melee rapier +2
(1d6+1/18-20) or

Melee shortsword +7
(1d6/19-20) or

Melee shortsword +12
(1d6+1/19-20) or

Melee shortsword +16
(1d6+1/19-20) or

Melee shortsword +2
(1d6/19-20) or

Melee +1 rapier +9/+4
(1d6+2/18-20) or

Melee +2 rapier
+15/+10 (1d6+4/18-20) or

Melee +3 rapier
+20/+15/+10 (1d6+5/18-20) or

Melee dagger +2
(1d4+1/19-20) or

Melee dagger +7/+2
(1d4+1/19-20) or

Melee dagger +12/+7
(1d4+2/19-20) or

Melee dagger
+16/+11/+6 (1d4+2/19-20) or

Ranged dagger
(thrown) +1
(1d4+1/19-20) or

Ranged dagger
(thrown) +7/+2
(1d4+1/19-20) or

Ranged dagger
(thrown) +11/+6
(1d4+2/19-20) or

Ranged dagger (thrown)
+15/+10/+5 (1d4+2/19-20) or

Ranged shortbow +1
(1d6/x3)

Ranged +1 shortbow
+8/+3 (1d6+1/x3)

Ranged +2 shortbow
+13/+8 (1d6+2/x3) or

Ranged +3 shortbow
+18/+13/+8 (1d6+3/x3)

Space / Reach

5 ft. / 5 ft.

Statistics

Ability Scores

Str 13, Dex 11, Con 15, Int 12, Wis 9, Cha 16

Str 13, Dex 12, Con 15, Int 12, Wis 9, Cha 16

Str 14, Dex 12, Con 15, Int 12, Wis 9, Cha 16

Str 14, Dex 13, Con 15, Int 12, Wis 9, Cha 16

Core Attack

Base Atk +1;
CMB +2; CMD 12

Base Atk +6;
CMB +7; CMD 18

Base Atk +10;
CMB +12; CMD 23

Base Atk +14;
CMB +16; CMD 27

Feats

Combat Medic, Godless Healing, Persuasive

Combat Medic, Godless Healing, Improved Initiative, Persuasive, Quick Draw, Weapon Focus (Rapier)

Alertness, Combat Medic, Godless Healing, Improved Initiative, Lightning Reflexes, Lookout, Mounted Combat, Persuasive, Quick Draw, Weapon Focus (Rapier)

Alertness, Combat Medic, Critical Focus, Godless Healing, Improved Initiative, Lightning Reflexes, Lookout, Mounted Archery, Mounted Combat, Persuasive, Quick Draw, Trample, Weapon Focus (Rapier)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics -1, Appraise +1, Artistry +1, Bluff +7, Craft (Untrained) +1, Diplomacy +9, Disguise +3, Escape Artist -1, Fly -1, Handle Animal +7, Heal -1, Intimidate +9, Perception -1, Perform (Untrained) +3, Ride +3, Sense Motive +3, Stealth -1, Survival -1	Acrobatics -4, Appraise +1, Artistry +1, Bluff +12, Climb -4, Craft (Untrained) +1, Diplomacy +14, Disguise +3, Escape Artist -4, Fly -4, Handle Animal +12, Heal -1, Intimidate +14, Perception -1, Perform (Untrained) +3, Ride +5, Sense Motive +8, Stealth -4, Survival -1, Swim -4	Acrobatics -2, Appraise +1, Artistry +1, Bluff +16, Climb +2, Craft (Untrained) +1, Diplomacy +20, Disguise +3, Escape Artist -2, Fly -2, Handle Animal +16, Heal -1, Intimidate +20, Perception +1, Perform (Untrained) +3, Ride +11, Sense Motive +16, Stealth -2, Survival -1, Swim -1	Acrobatics -2, Appraise +1, Artistry +1, Bluff +20, Climb +2, Craft (Untrained) +1, Diplomacy +24, Disguise +3, Escape Artist -2, Fly -2, Handle Animal +20, Heal -1, Intimidate +24, Perception +1, Perform (Untrained) +3, Ride +15, Sense Motive +20, Stealth -2, Survival -1, Swim -1
Languages	Common, Dwarven			
Special Qualities	Bonus Banner Ability, Bonus Feat, Mount, Order, Order of the Sword, Skilled, Tactician (Combat Medic)	Alignment Selection (NG), Banner, Bonus Banner Ability (6x), Bonus Feat, Bonus Feat, Bonus to Saving Throw (Will), By My Honor, Expert Trainer, Mount, Order, Order of the Sword, Skilled, Tactician (Combat Medic)	Alignment Selection (NG), Banner, Bonus Banner Ability (10x), Bonus Feat, Bonus Feat, Bonus to Saving Throw (Will), By My Honor, Expert Trainer, Greater Tactician, Mount, Mounted Mastery, Order, Order of the Sword, Skilled, Tactician (Combat Medic, Lookout)	Alignment Selection (NG), Banner, Bonus Banner Ability (14x), Bonus Feat, Bonus Feat, Bonus to Saving Throw (Will), By My Honor, Expert Trainer, Greater Banner, Greater Tactician, Mount, Mounted Mastery, Order, Order of the Sword, Skilled, Tactician (Combat Medic, Lookout)
Treasure	Rapier; shortsword; studded leather armor; traveler's outfit; shortbow; arrows (20x); dagger (2x)	+1 rapier; shortsword; chainmail; traveler's outfit; +1 shortbow; arrows (20x); dagger (2x)	+2 rapier; shortsword; +1 agile breastplate; traveler's outfit; +2 shortbow; arrows (20x); dagger (2x)	+3 rapier; shortsword; +2 agile breastplate; traveler's outfit; +3 shortbow; arrows (20x); dagger (2x)

Special Abilities

Alignment Selection (NG) As long as he maintains the selected alignment, he receives a +2 morale bonus to one saving throw of his choice.

Banner (Ex) A cavalier's banner becomes a symbol of inspiration to his allies and companions. As long as the cavalier's banner is clearly visible, all allies within 60 feet receive a +3 morale bonus on saving throws against fear and a +2 morale bonus on attack rolls made as part of a charge. The banner must be at least Small or larger and must be carried or displayed by the cavalier or his mount to function.

Bonus Banner Ability (14x) Add +1/4 to the cavalier's banner bonus.

Bonus Feat (Ex) A cavalier gains 2 bonus feat(s) in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. The cavalier must meet the prerequisites of these bonus feats.

Bonus Feat Humans select one extra feat at 1st level.

Bonus to Saving Throw (Will) +2 Morale Bonus to Selected Save

By My Honor (Ex) At 2nd level, the cavalier must select one alignment. As long as he maintains the selected alignment, he receives a +2 morale bonus to one saving throw of his choice.

Cavalier's Charge (Ex) A cavalier learns to make more accurate charge attacks while mounted. The cavalier receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the cavalier does not suffer any penalty to his AC after making a charge attack while mounted.

Challenge (Ex) 5/day [Swift Action], you can challenge a foe to combat. Choose one target within sight to challenge. Your melee

attacks deal 14 extra damage whenever the attacks are made against the target of the challenge. Challenging a foe requires much of the cavalier's concentration. The cavalier takes a -2 penalty to his Armor Class, except against attacks made by the target of his challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends. Each cavalier's challenge also includes another effect which is listed in the section describing the cavalier's order. He receives a +1 morale bonus on attack rolls against the target of his challenge so long as he is astride his mount. The bonus increases by +1 for every four levels the cavalier possesses.

Demanding Challenge (Ex) At 12th level, whenever a cavalier declares a challenge, his target must pay attention to the threat he poses. As long as the target is within the threatened area of the cavalier, it takes a -2 penalty to its AC from attacks made by anyone other than the cavalier.

Expert Trainer (Ex) A cavalier learns to train mounts with speed and unsurpassed expertise. The cavalier receives a +7 bonus whenever he uses Handle Animal on an animal that serves as a mount. In addition, he can reduce the time needed to teach a mount a new trick or train a mount for a general purpose to 1 day per 1 week required by increasing the DC by +5. He can also train more than one mount at once, although each mount after the first adds +2 to the DC.

Greater Banner (Ex) At 14th level, the cavalier's banner becomes a rallying call to his allies. All allies within 60 feet receive a +2 morale bonus on saving throws against charm and compulsion spells and effects. In addition, while his banner is displayed, the cavalier can spend a standard action to wave the banner through the air, granting all allies within 60 feet an additional saving throw against any one spell or effect that is targeting them. This save is made at the original DC. Spells and effects that do not allow saving throws

are unaffected by this ability. An ally cannot benefit from this ability more than once per day.

Greater Tactician (Ex) At 9th level, the cavalier receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The cavalier can grant this feat to his allies using the tactician ability. Using the tactician ability is a swift action.

Mighty Charge (Ex) At 11th level, a cavalier learns to make devastating charge attacks while mounted. Double the threat range of any weapons wielded during a charge while mounted. This increase does not stack with other effects that increase the threat range of the weapon. In addition, the cavalier can make a free bull rush, disarm, sunder, or trip combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.

Mount (Ex) A cavalier gains the service of a loyal and trusty steed to carry him into battle. This mount functions as a druid's animal companion, using the cavalier's level as his effective druid level. The creature must be one that he is capable of riding and is suitable as a mount. A Medium cavalier can select a camel or a horse. A Small cavalier can select a pony or wolf, but can also select a boar or a dog if he is at least 4th level. The GM might approve other animals as suitable mounts. A cavalier does not take an armor check penalty on Ride checks while riding his mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. A cavalier's mount does not gain the share spells special ability. A cavalier's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should a cavalier's mount die, the cavalier may find another mount to serve him after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the cavalier gains a level.

Mounted Mastery (Ex) At 8th level, the cavalier ignores the armor check penalty when using the Ride skill, regardless of whether or not the creature he is riding is his mount. Whenever he makes a charge attack while mounted, he receives a +4 dodge bonus to his AC to avoid attacks set against his charge. When making such an attack, he can add his mount's Strength modifier to the damage roll, in addition to his own. He also receives a bonus feat, chosen from the following list: Mounted Combat, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Trample, or Unseat. He must qualify for the feat selected.

Order (Ex) A cavalier must pledge himself to a specific order. The order grants the cavalier a number of bonuses, class skills, and special abilities. In addition, each order includes a number of edicts that the cavalier must follow. If he violates any of these edicts, he loses the benefits from his order's challenge ability for 24 hours. The violation of an edict is subject to GM interpretation. A cavalier cannot change his order without undertaking a lengthy process to dedicate himself to a new cause. When this choice is made, he immediately loses all of the benefits from his old order. He must then follow the edicts of his new order for one entire level without gaining any benefits from that order. Once accomplished, he gains all of the bonuses from his new order. Note that the names of these orders might vary depending upon the campaign setting or GM's preference.

Order of the Sword Whenever the cavalier uses Sense Motive to oppose a Bluff check, he receives a competence bonus on the check equal to 1/2 his cavalier level (minimum +1)

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Tactician A cavalier receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the cavalier can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 10 rounds. Allies do not need to meet the prerequisites of these bonus feats. The cavalier can use this ability 3 times per day.

Tactician (Combat Medic, Lookout) (Ex) A cavalier receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the cavalier can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 10 rounds. Allies do not need to meet the

prerequisites of these bonus feats. The cavalier can use this ability 3 times per day.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Combat Medic You know the urgency of treating wounds in the heat of battle, applying first aid to your allies with such speed that you assure no one gets left behind. Whenever you use Heal to provide first aid, treat caltrop wounds, or treat poison on an ally who also has this feat, you provoke no attacks of opportunity, and can take 10 on the check. Unlike with other teamwork feats, allies that are paralyzed, stunned, unconscious, or cannot otherwise act still count for the purposes of this feat.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Godless Healing You have mastered a specialized and complex technique to ignore pain by focusing your belief on the self rather than relying on faith. Heal yourself 1d8+(TL) hp 1/day. You have mastered a specialized and complex technique to ignore pain by focusing your belief on the self rather than relying on faith. 1/day when you have half your total hit points or fewer, you may heal yourself of an amount of damage equal to 1d8 plus your total Hit Dice as a move action. This is a supernatural ability.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Lookout Your allies help you avoid being surprised. Whenever you are adjacent to an ally who also has this feat, you may act in the surprise round as long as your ally would normally be able to act in the surprise round. If you would normally be denied the ability to act in the surprise round, your initiative is equal to your initiative roll or the roll of your ally, whichever is lower. If both you and your ally would be able to act in the surprise round without the aid of this feat, you may take both a standard and a move action (or a full-round action) during the surprise round.

Mounted Archery You are skilled at making ranged attacks while mounted. The penalty you take when using a ranged weapon while mounted is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

Mounted Combat You are adept at guiding your mount through combat. Once per round when your mount is hit in combat, you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Trample While mounted, you can ride down opponents and trample them under your mount. When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Weapon Focus (Rapier) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Gunslinger

	Low	Moderate	Advanced	Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Gnome; Small humanoid (gnome)			
Class	Gunslinger 1	Gunslinger 6	Gunslinger 10	Gunslinger 14
Initiative	+3	+7	+8	+8
Senses	Low-Light Vision; Perception +7	Low-Light Vision; Perception +12	Low-Light Vision; Perception +16	Low-Light Vision; Perception +20
Defense				
Armor Class	AC 17, touch 15, ff 13 (+1 size; +3 Dex; +1 dodge; +2 leather armor)	AC 20, touch 17, ff 14 (+1 size; +3 Dex; +3 dodge; +3 studded leather armor)	AC 23, touch 18, ff 16 (+1 size; +3 Dex; +4 dodge; +5 <i>chain shirt</i> +1)	AC 25, touch 19, ff 17 (+1 size; +3 Dex; +5 dodge; +6 <i>chain shirt</i> +2)
hp / HD	11 (1d10)+1	45 (6d10)+6	75 (10d10)+10	97 (14d10)+18
Saves	Fort +3, Ref +5, Will +1; +2 vs. illusion spells or effects	Fort +6, Ref +8, Will +3; +2 vs. illusion spells or effects	Fort +8, Ref +11, Will +4; +2 vs. illusion spells or effects	Fort +10, Ref +13, Will +5; +2 vs. illusion spells or effects
Offense				
Movement	20 ft.	15 ft.		
Attacks	Ranged musket (small) +5 (1d10/x4) or Melee scimitar (small) +0 (1d4-2/18-20) or Melee dagger (small) +0 (1d3-2/19-20) or Ranged dagger (small/ thrown) +5 (1d3-2/19- 20)	Ranged musket (small) +10/+5 (1d10+3/x4), within 30 ft. +11/+6 (1d10+4) or Melee scimitar (small) +5/+0 (1d4-2/18-20) or Melee dagger (small) +5/+0 (1d3-2/19-20) or Ranged dagger (small/ thrown) +10/+5 (1d3- 1/19-20), within 30 ft. +11/+6 (1d3-1)	Ranged +1 <i>double- barreled musket</i> +16/+11 (1d10+5/x4), within 30 ft. +17/+12 (1d10+6) or Melee scimitar (small) +9/+4 (1d4-2/18-20) or Melee dagger (small) +9/+4 (1d3-2/19-20) or Ranged dagger (small/ thrown) +15/+10 (1d3- 1/19-20), within 30 ft. +16/+11 (1d3-1)	Ranged +2 <i>double- barreled musket</i> +21/+16/+11 (1d10+6/ x4), within 30 ft. +22/+17/+12 (1d10+7) or Melee scimitar (small) +13/+8/+3 (1d4-2/18- 20) or Melee dagger (small) +13/+8/+3 (1d3-2/19- 20) or Ranged dagger (small/ thrown) +19/+14/+9 (1d3-1/19-20), within 30 ft. +20/+15/+10 (1d3- 1) or Ranged pistol (small) +19/+14/+9 (1d6+5/ x4), within 30 ft. +20/+15/+10 (1d6+5)
Space / Reach	5 ft. / 5 ft.			
Prepared Spells	Innate Spell-Like Abilities: 1x/day - <i>dancing lights, ghost sound, prestidigitation, speak with animals</i>			
Statistics				
Ability Scores	Str 7, Dex 16, Con 12, Int 10, Wis 12, Cha 14	Str 7, Dex 17, Con 12, Int 10, Wis 12, Cha 14	Str 7, Dex 18, Con 12, Int 10, Wis 12, Cha 14	Str 7, Dex 19, Con 12, Int 10, Wis 12, Cha 14
Core Attack	Base Atk +1; CMB -2; CMD 12	Base Atk +6; CMB +3; CMD 19	Base Atk +10; CMB +7; CMD 25	Base Atk +14; CMB +11; CMD 30

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Feats	Armor Proficiency, Light, Dodge, Exotic Weapon Proficiency (Firearms), Gunsmithing, Martial Weapon Proficiency, Simple Weapon Proficiency	Armor Proficiency, Light, Deadly Aim, Dodge, Exotic Weapon Proficiency (Firearms), Gunsmithing, Improved Initiative, Martial Weapon Proficiency, Point-Blank Shot, Simple Weapon Proficiency	Armor Proficiency, Light, Bullseye Shot, Critical Focus, Deadly Aim, Dodge, Exotic Weapon Proficiency (Firearms), Gunsmithing, Improved Initiative, Martial Weapon Proficiency, Point-Blank Shot, Precise Shot, Simple Weapon Proficiency	Armor Proficiency, Light, Bullseye Shot, Critical Focus, Deadly Aim, Dodge, Exotic Weapon Proficiency (Firearms), Gunsmithing, Improved Initiative, Improved Precise Shot, Martial Weapon Proficiency, Point-Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Simple Weapon Proficiency
Skills	Acrobatics +3, Bluff +2, Climb -2, Craft (Weapons) +6, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +5, Heal +1, Intimidate +2, Knowledge (Engineering) +4, Perception +7, Perform (Untrained) +2, Ride +3, Sense Motive +1, Stealth +7, Survival +5, Swim -2	Bluff +2, Climb -5, Craft (Weapons) +11, Diplomacy +2, Disguise +2, Fly +2, Heal +1, Intimidate +2, Knowledge (Engineering) +9, Perception +12, Perform (Untrained) +2, Sense Motive +1, Stealth +4, Survival +10, Swim -5	Acrobatics +1, Bluff +2, Climb -5, Craft (Weapons) +15, Diplomacy +2, Disguise +2, Escape Artist +1, Fly +3, Heal +1, Intimidate +2, Knowledge (Engineering) +13, Perception +16, Perform (Untrained) +2, Ride +1, Sense Motive +1, Stealth +5, Survival +14, Swim -5	Acrobatics +1, Bluff +2, Climb -5, Craft (Weapons) +19, Diplomacy +2, Disguise +2, Escape Artist +1, Fly +3, Heal +1, Intimidate +2, Knowledge (Engineering) +17, Perception +20, Perform (Untrained) +2, Ride +1, Sense Motive +1, Stealth +5, Survival +18, Swim -5
Languages	Common, Gnome, Sylvan			
Special Qualities	Bonus Firearm Restore Time Reduction, Gunsmith, Grit, Deeds, Deadeye, Gunslinger's Dodge, Quick Clear, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity,	Bonus Firearm Restore Time Reduction (6x), Gunsmith, Grit, Nimble, Bonus Feats, Gun Training, Gun Training Choice (Musket), Deeds, Deadeye, Gunslinger's Dodge, Quick Clear, Gunslinger Initiative, Pistol-Whip, Utility Shot, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity	Bonus Firearm Restore Time Reduction (10x), Gunsmith, Grit, Nimble, Bonus Feats, Gun Training, Gun Training Choice (Musket, Musket (Double-Barreled)), Deeds, Deadeye, Gunslinger's Dodge, Quick Clear, Gunslinger Initiative, Pistol-Whip, Utility Shot, Dead Shot, Startling Shot, Targeting, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity	Bonus Firearm Restore Time Reduction (10x), Gunsmith, Grit, Nimble, Bonus Feats, Gun Training, Gun Training Choice (Musket, Musket (Double-Barreled), Pistol), Deeds, Deadeye, Gunslinger's Dodge, Quick Clear, Gunslinger Initiative, Pistol-Whip, Utility Shot, Dead Shot, Startling Shot, Targeting, Bleeding Wound, Expert Loading, Lightning Reload, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity
Treasure	Leather armor (small); hot weather outfit (small); scimitar (small); dagger (2x, small); musket (small); black powder dose (30x); firearm bullet (30x)	Studded leather armor (small); hot weather outfit (small); scimitar (small); dagger (2x, small); musket (small); black powder dose (30x); firearm bullet (30x)	+1 <i>chain shirt</i> (small); hot weather outfit (small); scimitar (small); dagger (2x, small); +1 <i>double-barreled musket</i> (small); black powder dose (30x); firearm bullet (30x)	+2 <i>chain shirt</i> (small); hot weather outfit (small); scimitar (small); dagger (2x, small); +2 <i>double-barreled musket</i> (small); pistol (small); black powder dose (30x); firearm bullet (30x)

Special Abilities

Bonus Firearm Restore Time Reduction (10x) Gunslinger: The gunslinger reduces the amount of time needed to restore a broken firearm using the Gunsmithing feat by 5 minutes (maximum

reduction of 50 minutes).

Gunsmith At 1st level, a gunslinger gains one of the following firearms of her choice: blunderbuss, musket, or pistol. Her starting weapon is battered, and only she knows how to use it properly. All

other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold). The gunslinger also gains Gunsmithing as a bonus feat.

Grit (Ex) A gunslinger makes her mark upon the world with daring deeds. Some gunslingers claim they belong to a mystical way of the gun, but it's more likely that the volatile nature of firearms simply prunes the unlucky and careless from their ranks. Whatever the reason, all gunslingers have grit. In game terms, grit is a fluctuating measure of a gunslinger's ability to perform amazing actions in combat. At the start of each day, a gunslinger gains 1 grit points. Her grit goes up or down throughout the day, but usually cannot go higher than 1, though some feats and magic items may affect this maximum. A gunslinger spends grit to accomplish deeds, and regains grit in the following ways. *Critical Hit with a Firearm* ~ Each time the gunslinger confirms a critical hit with a firearm attack while in the heat of combat, she regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the gunslinger's character level does not restore grit. *Killing Blow with a Firearm* ~ When the gunslinger reduces a creature to 0 or fewer hit points with a firearm attack while in the heat of combat, she regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the gunslinger's character level to 0 or fewer hit points does not restore any grit.

Nimble (Ex) Starting at 2nd level, a gunslinger gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the gunslinger to lose her Dexterity bonus to AC also causes the gunslinger to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 20th level).

Bonus Feats At 4th level, and every four levels thereafter, a gunslinger gains a bonus feat in addition to those gained by normal advancement. These bonus feats must be combat or grit feats.

Gun Training (Ex) Starting at 5th level, a gunslinger can select one specific type of firearm (such as an axe musket, blunderbuss, musket, or pistol). She gains a bonus equal to her Dexterity modifier on damage rolls when firing that type of firearm. Furthermore, when she misfires with that type of firearm, the misfire value of that firearm increases by 2 instead of 4. Every four levels thereafter (9th, 13th, and 17th), the gunslinger picks up another type of firearm, gaining these bonuses for those types as well.

Gun Training Choice (Musket, Musket (Double-Barreled), Pistol)

Deeds Gunslingers spend grit points to accomplish deeds. Most deeds grant the gunslinger some momentary bonus or effect, but there are some that provide longerlasting effects. Some deeds stay in effect as long as the gunslinger has at least 1 grit point. The following is the list of base gunslinger deeds. A gunslinger can only perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of grit is spent to perform the deed.

Deadeye (Ex) At 1st level, the gunslinger can resolve an attack against touch AC instead of normal AC when firing beyond her firearm's first range increment. Performing this deed costs 1 grit point per range increment beyond the first. The gunslinger still takes the -2 penalty on attack rolls for each range increment beyond the first when she performs this deed.

Gunslinger's Dodge (Ex) At 1st level, the gunslinger gains an uncanny knack for getting out of the way of ranged attacks. When a ranged attack is made against the gunslinger, she can spend 1 grit point to move 5 feet as an immediate action; doing so grants the gunslinger a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, the gunslinger can drop prone to gain a +4 bonus to AC against the triggering attack. The gunslinger can only perform this deed while wearing medium or light armor, and while carrying no more than a light load.

Quick Clear (Ex) At 1st level, as a standard action, the gunslinger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm

misfire. The gunslinger must have at least 1 grit point to perform this deed. Alternatively, if the gunslinger spends 1 grit point to perform this deed, she can perform quick clear as a move-equivalent action instead of a standard action.

Gunslinger Initiative (Ex) At 3rd level, as long as the gunslinger has at least 1 grit point, she gains the following benefits. First, she gains a +2 bonus on initiative checks. Furthermore, if she has the Quick Draw feat, her hands are free and unrestrained, and the firearm is not hidden, she can draw a single firearm as part of the initiative check.

Pistol-Whip (Ex) At 3rd level, the gunslinger can make a surprise melee attack with the butt or handle of her firearm as a standard action. When she does, she is considered to be proficient with the firearm as a melee weapon and gains a bonus on the attack and damage rolls equal to the enhancement bonus of the firearm. The damage dealt by the pistol-whip is of the bludgeoning type, and is determined by the size of the firearm. One-handed firearms deal 1d6 points of damage (1d4 if wielded by Small creatures) and twohanded firearms deal 1d10 points of damage (1d8 if wielded by Small creatures). Regardless of the gunslinger's size, the critical multiplier of this attack is 20/?2. If the attack hits, the gunslinger can make a combat maneuver check to knock the target prone as a free action. Performing this deed costs 1 grit point.

Utility Shot (Ex) At 3rd level, if the gunslinger has at least 1 grit point, she can perform all of the following utility shots. Each utility shot can be applied to any single attack with a firearm, but the gunslinger must declare the utility shot she is using before firing the shot. *Blast Lock*: The gunslinger makes an attack roll against a lock within the first range increment of her firearm. A Diminutive lock usually has AC 7, and larger locks have a lower AC. The lock gains a bonus to its AC against this attack based on its quality. A simple lock has a +10 bonus to AC, an average lock has a +15 bonus to AC, a good lock has a +20 bonus to AC, and a superior lock has a +30 bonus to AC. Arcane lock grants a +10 bonus to the AC of a lock against this attack. On a hit, the lock is destroyed, and the object can be opened as if it were unlocked. On a miss, the lock is destroyed, but the object is jammed and still considered locked. It can still be unlocked by successfully performing this deed, by using the Disable Device skill, or with the break DC, though the DC for either break or Disable Device or the AC increases by 10. A key, combination, or similar mechanical method of unlocking the lock no longer works, though knock can still be employed to bypass the lock, and the creator of an arcane lock can still bypass the wards of that spell. *Scoot Unattended Object*: The gunslinger makes an attack roll against a Tiny or smaller unattended object within the first range increment of her firearm. A Tiny unattended object has an AC of 5, a Diminutive unattended object has an AC of 7, and a Fine unattended object has an AC of 11. On a hit, the gunslinger does not damage the object with the shot, but can move it up to 15 feet farther away from the shot's origin. On a miss, she damages the object normally. *Stop Bleeding*: The gunslinger makes a firearm attack and then presses the hot barrel against herself or an adjacent creature to staunch a bleeding wound. Instead of dealing damage, the shot ends a single bleed condition affecting the creature. The gunslinger does not have to make an attack roll when performing the deed in this way; she can instead shoot the firearm into the air, but that shot still uses up ammunition normally.

Dead Shot (Ex) At 7th level, as a full-round action, the gunslinger can take careful aim and pool all of her attack potential into a single, deadly shot. When she does this, she shoots the firearm at a single target, but makes as many attack rolls as she can, based on her base attack bonus. She makes the attack rolls in order from highest bonus to lowest, as if she were making a full attack. If any of the attack rolls hit the target, the gunslinger's single attack is considered to have hit. For each additional successful attack roll beyond the first, the gunslinger increases the damage of the shot by the base damage dice of the firearm. For instance, if a 7th-level gunslinger firing a musket hits with both attacks, she does 2d12 points of damage with the shot, instead of 1d12 points of damage, before adding any damage modifiers. Precision damage and extra damage from weapon special abilities (such as flaming) are added with damage modifiers and are not increased by this deed. If one or more rolls are critical threats, she confirms the critical once using her highest base attack bonus -5. For each critical threat beyond the first, she reduces this

penalty by 1 (to a maximum of 0). The gunslinger only misfires on a dead shot if all the attack rolls are misfires. She cannot perform this deed with a blunderbuss or other scatter weapon when attacking creatures in a cone. The gunslinger must spend 1 grit point to perform this deed.

Startling Shot (Ex) At 7th level, a gunslinger with least 1 grit point can spend a standard action to purposely miss a creature that she could normally hit with a firearm attack. When she does, that creature becomes flat-footed until the start of its next turn.

Targeting (Ex) At 7th level, as a full-round action, the gunslinger can make a single firearm attack and choose part of the body to target. She gains the following effects depending on the part of the body targeted. If a creature does not have one of the listed body locations, that part cannot be targeted. This deed costs 1 grit point to perform no matter which part of the creature she targets. Creatures that are immune to sneak attacks are immune to these effects. *Arms* - On a hit, the target takes no damage from the hit but drops one carried item of the gunslinger's choice, even if the item is wielded with two hands. Items held in a locked gauntlet are not dropped on a hit. *Head* - On a hit, the target is damaged normally, and is also confused for 1 round. This is a mind-affecting effect. *Legs* - On a hit, the target is damaged normally and knocked prone. Creatures that have four or more legs or that are immune to trip attacks are immune to this effect. *Torso* - Targeting the torso threatens a critical on a 19-20. *Wings* - On a hit, the target is damaged normally, and must make a DC 20 Fly check or fall 20 ft.

Bleeding Wound (Ex) At 11th level, when the gunslinger hits a living creature with a firearm attack, she can spend 1 grit point as a free action to have that attack deal extra bleed damage. The amount of bleed damage is equal to the gunslinger's Dexterity modifier. Alternatively, the gunslinger can spend 2 grit points to deal 1 point of Strength, Dexterity, or Constitution bleed damage (gunslinger's choice) instead. Creatures that are immune to sneak attacks are also immune to these types of bleed damage.

Expert Loading (Ex) At 11th level, whenever the gunslinger rolls a misfire with a gun that has the broken condition, she can spend 1 grit point to keep the gun from exploding, though it retains the broken condition.

Lightning Reload (Ex) At 11th level, as long as the gunslinger has at least 1 grit point, she can reload a single barrel of a one-handed or two-handed firearm as a swift action once per round. If she has the Rapid Reload feat or is using an alchemical cartridge (or both), she can reload a single barrel of the weapon as a free action each round instead. Furthermore, using this deed does not provoke attacks of opportunity.

Defensive Training (Ex) Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Gnome Magic (Sp) Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain spell-like abilities.

Hatred (Ex) Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Illusion Resistance (Ex) Gnomes get a +2 racial saving throw bonus against illusion spells or effects.

Keen Senses (Ex) Gnomes receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Obsessive (Ex) Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Weapon Familiarity (Ex) Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

Feats

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Bullseye Shot You slow your breath, calm yourself, and hit the bullseye, just as you were trained to do. You can spend a move action to steady your shot. When you do, you gain a +4 bonus on your next ranged attack roll before the end of your turn. You can spend a move action to steady your shot. When you do, you gain a +4 bonus on the next ranged attack roll you make before the end of your turn.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Deadly Aim You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed. You can choose to take a -4 penalty on all ranged attack rolls to gain a +8 bonus on all ranged damage rolls. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Exotic Weapon Proficiency (Firearms) You understand how to use your chosen exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow. You make attack rolls with the weapon normally.

Gunsmithing You know the secrets of repairing and restoring firearms. If you have access to a gunsmith's kit, you can create and restore firearms, craft bullets, and mix black powder for all types of firearms. You do not need to make a Craft check to create firearms and ammunition or to restore firearms. *Crafting Firearms* - You can craft any early firearm for a cost in raw materials equal to half the price of the firearm. At your GM's discretion, you can craft advanced firearms for a cost in raw materials equal to half the price of the firearm. Crafting a firearm in this way takes 1 day of work for every 1,000 gp of the firearm's price (minimum 1 day). *Crafting Ammunition* - You can craft bullets, pellets, and black powder for a cost in raw materials equal to 10% of the price. If you have at least 1 rank in Craft (alchemy), you can craft alchemical cartridges for a cost in raw materials equal to half the price of the cartridge. At your GM's discretion, you can craft metal cartridges for a cost in raw materials equal to half the cost of the cartridge. Crafting bullets, black powder, or cartridges takes 1 day of work for every 1,000 gp of ammunition (minimum 1 day). *Restoring a Broken Firearm* - Each day, with an hour's worth of work, you can use this feat to repair a single firearm with the broken condition. You can take time during a rest period to restore a broken firearm with this feat. [Special] If you are a gunslinger, this feat grants the following additional benefit. You can use this feat to repair and restore your initial, battered weapon. It costs 300 gp and 1 day of work to upgrade it to a masterwork firearm of its type.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Precise Shot Your ranged attacks ignore anything but total concealment and cover. Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot You are adept at firing ranged attacks into melee. You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Rapid Shot You can make an additional ranged attack. When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Inquisitor

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

General

CR / XP

CR 1/2; XP 200

CR 5; XP 1,600

CR 9; XP 6,400

CR 13; XP 25,600

Sex / Race

Male Half-Orc; Medium humanoid (orc, human)

Class

Inquisitor 1

Inquisitor 6

Inquisitor 10

Inquisitor 14

Initiative

-1

+8

+9

+9

Senses

Darkvision 60 ft.;
Perception +8

Darkvision 60 ft.;
Perception +13

Darkvision 60 ft.;
Perception +18

Darkvision 60 ft.;
Perception +122

Defense

Armor Class

AC 15, **touch** 9, **ff** 15
(-1 Dex; +4 armored
coat; +2 heavy shield)

AC 18, **touch** 10, **ff** 18
(+6 agile breastplate;
+2 heavy shield)

AC 19, **touch** 10, **ff** 19
(+6 agile breastplate
+1; +2 heavy shield)

AC 22, **touch** 10, **ff** 22
(+8 agile breastplate +2;
+4 heavy shield)

hp / HD

9 (1d8)+1

38 (6d8)+6

52 (10d8)+10

81 (14d8)+14

Saves

Fort +2, **Ref** -1,
Will +6

Fort +5, **Ref** +2,
Will +9

Fort +7, **Ref** +3,
Will +12

Fort +9, **Ref** +4,
Will +14

Offense

Movement

20 ft.

Attacks

Melee heavy mace +2
(1d8+2) or

Melee shield, heavy steel
+2 (1d4+1) or

Melee shield, heavy steel
+5 (1d4+1) or

Melee +3 heavy mace
+16/+11 (1d8+6) or

Melee shield, heavy steel
-2 (1d4+1) or

Melee +1 heavy mace +7
(1d8+3) or

Melee +2 heavy mace
+11/+6 (1d8+4) or

Melee +1 heavy steel shield
+9 (1d4+1) or

Ranged heavy crossbow
-1 (1d10/19-20)

Ranged heavy crossbow
+4 (1d10/19-20)

Ranged +1 heavy
crossbow +8/+3
(1d10+1/19-20)

Ranged +2 heavy crossbow
+12/+7 (1d10+2/19-20)

Space / Reach

5 ft. / 5 ft.

Known Spells

Inquisitor Spell-Like Abilities:
At will - detect chaos, detect good, detect law
14 rounds/day - discern lies (DC 19)

Inquisitor (CL 1st):
1st (2x/day) - alarm, interrogation
oth (at will) - brand, detect magic, disrupt undead, light

Inquisitor Spell-Like Abilities:
At will - detect chaos, detect good, detect law
14 rounds/day - discern lies (DC 19)

Inquisitor (CL 6th):
2nd (4x/day) - aid, calm emotions, confess, detect thoughts
1st (5x/day) - alarm, deadeye's arrow, disguise self, interrogation
oth (at will) - brand, detect magic, disrupt undead, guidance, light, sift

Inquisitor Spell-Like Abilities:
At will - detect chaos, detect good, detect law
14 rounds/day - discern lies (DC 19)

Inquisitor (CL 10th):
4th (2x/day) - ardor's onslaught, fear
3rd (4x/day) - arcane sight, deadly juggernaut, dispel magic, invisibility, purge
2nd (5x/day) - aid, calm emotions, confess, detect thoughts, enthrall
1st (7x/day) - alarm, deadeye's arrow, disguise self, interrogation, protection from evil
oth (at will) - brand, detect magic, disrupt undead, guidance, light, sift

Inquisitor Spell-Like Abilities:
At will - detect chaos, detect good, detect law
14 rounds/day - discern lies (DC 19)

Inquisitor (CL 14th):
5th (3x/day) - banishment, break enchantment, command (greater)
4th (5x/day) - ardor's onslaught, daze (mass), divination, fear
3rd (5x/day) - arcane sight, deadly juggernaut, dispel magic, invisibility, locate object
2nd (6x/day) - aid, calm emotions, confess, detect thoughts, enshroud thoughts, enthrall
1st (7x/day) - alarm, deadeye's arrow, disguise self, haze of dreams, interrogation, protection from evil
oth (at will) - brand, detect magic, disrupt undead, guidance, light, sift

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Statistics				
Ability Scores	Str 15, Dex 9, Con 10, Int 10, Wis 19, Cha 14	Str 15, Dex 10, Con 10, Int 10, Wis 19, Cha 14	Str 15, Dex 10, Con 10, Int 10, Wis 20, Cha 14	Str 16, Dex 10, Con 10, Int 10, Wis 20, Cha 14
Core Attack	Base Atk +0; CMB +2; CMD 11	Base Atk +4; CMB +6; CMD 16	Base Atk +7; CMB +9; CMD 19	Base Atk +10; CMB +13; CMD 23
Feats	Persuasive	Back to Back, Escape Route, Grant Initiative, Improved Initiative, Persuasive	Allied Spellcaster, Back to Back, Escape Route, Eyes of Judgment, Fearless Zeal, Grant Initiative, Improved Initiative, Persuasive	Allied Spellcaster, Back to Back, Critical Focus, Escape Route, Eyes of Judgment, Fearless Zeal, Grant Initiative, Improved Initiative, Lookout, Persuasive, Shield Focus
Skills	Acrobatics -5, Bluff +6, Climb -2, Diplomacy +8, Disguise +6, Escape Artist -5, Fly -5, Heal +4, Intimidate +11, Perception +8, Perform (Untrained) +2, Ride -5, Sense Motive +9, Stealth -5, Survival +4, Swim -2	Acrobatics -6, Bluff +11, Climb -1, Diplomacy +13, Disguise +11, Escape Artist -6, Fly -6, Heal +4, Intimidate +18, Perception +13, Perform (Untrained) +2, Ride -6, Sense Motive +16, Stealth -6, Survival +4, Swim -4	Acrobatics -5, Bluff +15, Diplomacy +19, Disguise +15, Escape Artist -5, Fly -5, Heal +5, Intimidate +26, Perception +18, Perform (Untrained) +2, Ride -5, Sense Motive +23, Stealth -5, Survival +5, Swim -3	Acrobatics -4, Bluff +19, Climb +2, Diplomacy +23, Disguise +19, Escape Artist -4, Fly -4, Heal +5, Intimidate +32, Perception +22, Perform (Untrained) +2, Ride -4, Sense Motive +29, Stealth -4, Survival +5, Swim -1
Languages	Common, Orc			
Special Qualities	Darkvision, Intimidating, Judgment (Sacred), Monster Lore, Orc Blood, Orc Ferocity, Weapon Familiarity	Cunning Initiative, Darkvision, Detect Alignment, Discern Lies, Intimidating, Judgment (Sacred), Monster Lore, Orc Blood, Orc Ferocity, Solo Tactics, Track, Weapon Familiarity	Cunning Initiative, Darkvision, Detect Alignment, Discern Lies, Intimidating, Judgment (Sacred), Monster Lore, Orc Blood, Orc Ferocity, Second Judgment, Solo Tactics, Track, Weapon Familiarity	Cunning Initiative, Darkvision, Detect Alignment, Discern Lies, Intimidating, Judgment (Sacred), Monster Lore, Orc Blood, Orc Ferocity, Second Judgment, Solo Tactics, Stalwart, Track, Weapon Familiarity
Treasure	Heavy mace; heavy steel shield; armored coat; monk's outfit; heavy crossbow; crossbow bolts (20x)	+1 heavy mace; heavy steel shield; agile breastplate; monk's outfit; heavy crossbow; crossbow bolts (20x)	+2 heavy mace; heavy steel shield; +1 agile breastplate; monk's outfit; +1 heavy crossbow; crossbow bolts (20x)	+3 heavy mace; +1 heavy steel shield; +2 agile breastplate; monk's outfit; +2 heavy crossbow; crossbow bolts (20x)
Magic				
Spells per Day	Inquisitor (CL 1st): 0/2/0/0/0/0/0/0/0 DC: 15+spell level	Inquisitor (CL 6th): 0/5/4/0/0/0/0/0/0 DC: 15+spell level	Inquisitor (CL 10th): 0/7/5/4/2/0/0/0/0 DC: 16+spell level	Inquisitor (CL 14th): 0/7/6/5/5/3/0/0/0 DC: 16+spell level

Special Abilities

Bane (Su) An inquisitor can imbue one of her weapons with the undead-bane weapon special ability as a swift action. This ability lasts for 14 rounds per day. These rounds do not need to be consecutive.

Chains of Justice (Su) Once per day, you can bind an opponent within 60 feet to you with spectral chains (Will DC 22 negates). When you take damage from an enemy, the bound target takes this damage as well. Whenever the bound target takes damage from you or one of your allies, you take this damage as well. You and the target are not physically bound to each other, and either can end the connection by breaking the line of effect or exceeding the ability's range. You may dismiss the chains as a standard action.

Cunning Initiative (Ex) An inquisitor adds her Wisdom modifier on initiative checks, in addition to her Dexterity modifier.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Detect Alignment (Sp) At will, an inquisitor can use detect chaos, detect evil, detect good, or detect law. She can only use one of these at any given time.

Discern Lies (Sp) An inquisitor can discern lies, as per the spell, for 14 rounds per day. These rounds do not need to be consecutive. Activating this ability is an immediate action.

Exploit Weakness (Ex) The inquisitor learns to take advantage of

any opportunity that presents itself. Whenever the inquisitor scores a critical hit, she ignores any damage reduction the target might have. In addition, if the target has regeneration, the creature loses regeneration on the round following the critical hit and can die normally during that round. Creatures whose regeneration always functions are immune to this ability. Finally, if the inquisitor deals energy damage to a creature with vulnerability to that energy type, she deals +1 point of damage per die rolled.

Greater Bane (Su) Whenever an inquisitor uses her bane ability, the amount of bonus damage dealt by the weapon against creatures of the selected type increases to 4d6.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Judgment / Destruction The inquisitor is filled with divine wrath, gaining a +5 sacred bonus on all weapon damage rolls.

Judgment / Healing The inquisitor is surrounded by a healing light, gaining fast healing 5. This causes the inquisitor to heal 5 point of damage each round as long as the inquisitor is alive and the judgment lasts.

Judgment / Justice This judgment spurs the inquisitor to seek justice, granting a +3 sacred bonus on all attack rolls. This bonus is doubled on all attack rolls made to confirm critical hits.

Judgment / Piercing This judgment gives the inquisitor great focus and makes her spells more potent. This benefit grants a +5 sacred bonus on concentration checks and caster level checks made to overcome a target's spell resistance.

Judgment / Protection The inquisitor is surrounded by a protective aura, granting a +3 sacred bonus to Armor Class. This bonus is doubled against attack rolls made to confirm critical hits against the inquisitor.

Judgment / Purity The inquisitor is protected from the vile taint of her foes, gaining a +3 sacred bonus on all saving throws. The bonus is doubled against diseases and energy drain.

Judgment / Resiliency This judgment makes the inquisitor resistant to harm, granting DR 3/magic.

Judgment / Resistance The inquisitor is shielded by a flickering aura, gaining 10 points of energy resistance against one energy type (acid, cold, electricity, fire, or sonic) chosen when the judgment is declared.

Judgment / Smiting This judgment bathes the inquisitor's weapons in a divine light. The inquisitor's weapons count as magic for the purposes of bypassing damage reduction. The inquisitor's weapons also count as silver for the purpose of bypassing damage reduction. The inquisitor's weapons also count as adamantite for the purpose of overcoming damage reduction (but not for reducing hardness).

Judgment (Sacred) (Su) An inquisitor can pronounce judgment upon her foes as a swift action. Starting when the judgment is made, the inquisitor receives a bonus or special ability based on the type of judgment made. An inquisitor can use this ability 5 times per day. Once activated, this ability lasts until the combat ends, at which point all of the bonuses immediately end. The inquisitor must participate in the combat to gain these bonuses. If she is frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, the ability does not end, but the bonuses do not resume until she can participate in the combat again. When the inquisitor uses this ability, she must select one type of judgment to make. As a swift action, she can change this judgment to another type.

Judicious Force (Su) If you or an ally within 10 feet makes a critical threat with a melee or ranged attack, as an immediate action you may add +4 to the confirmation roll. This does not stack with the Critical Focus feat. You may use this ability 8 times per day.

Monster Lore (Ex) The inquisitor adds her Wisdom modifier on Knowledge skill checks in addition to her Intelligence modifier, when making skill checks to identify the abilities and weaknesses of creatures.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) 1/day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if

disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Second Judgment (Ex) Whenever an inquisitor uses her judgment ability, she selects two different judgments, instead of one. This only consumes one use of her judgment ability. As a swift action, she can change one of these judgments to another type.

Solo Tactics (Ex) All of the inquisitor's allies are treated as if they possessed the same teamwork feats as the inquisitor for the purpose of determining whether the inquisitor receives a bonus from her teamwork feats. Her allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the inquisitor to receive the listed bonus.

Stalwart (Ex) An inquisitor can use mental and physical resiliency to avoid certain attacks. If she makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. This ability can only be used if the inquisitor is wearing light armor, medium armor, or no armor. A helpless inquisitor does not gain the benefit of the stalwart ability.

Stern Gaze (Ex) Inquisitors are skilled at sensing deception and intimidating their foes. An inquisitor receives a +7 morale bonus on all Intimidate and Sense Motive checks.

Track (Ex) An inquisitor adds half her level on Survival skill checks made to follow or identify tracks.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

⚡ Feats

Allied Spellcaster With the aid of an ally, you are skilled at piercing the protections of other creatures with your spells. Whenever you are adjacent to an ally who also has this feat, you receive a +2 bonus on level checks made to overcome spell resistance. If your ally has the same spell prepared (or known with a slot available if they are spontaneous spellcasters), this bonus increases to +4 and you receive a +1 bonus to the caster level for all level-dependent variables, such as duration, range, and effect.

Back to Back Your ally's eyes are your own, and yours are his. While you are flanked and adjacent to an ally with this feat, you receive a +2 circumstance bonus to AC against attacks from opponents flanking you.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Escape Route You have trained to watch your allies' backs, covering them as they make tactical withdrawals. An ally who also has this feat provokes no attacks of opportunity for moving through squares adjacent to you or within your space.

Eyes of Judgment The true motives of creatures cannot escape your discerning gaze. When using your detect alignment class feature, you may spend 3 rounds studying a creature within 60 feet. You cannot take any other actions while doing this. After that time has passed, you learn the alignment of the creature.

Fearless Zeal You're willing to lay down your life for your faith. Once per day, you can add a +2 bonus on any single attack roll, caster level check, saving throw, or skill check. You must choose to add this bonus after the die has been rolled and success or failure determined, but before the DC of spells and spell-like abilities you use against such creatures. You take a -2 penalty on Charisma-based checks involving good-aligned outsiders. Goal: Successfully trade your soul to an evil outsider. Completion Benefit: You gain a +2 enhancement bonus to an ability score of your choice. This enhancement bonus can't be dispelled or removed save by the direct intervention of a deity, and counts as a supernatural ability. In addition, you gain a +2 bonus on caster level checks (including dispel checks and checks to bypass spell resistance) against good-aligned outsiders. If you die while under the effects of this agreement, you can't be brought back from the dead unless the evil outsider permits it. You lose your completion benefits immediately and permanently if you renege on the arrangement by which you

traded your soul, though you keep the feat's basic benefits.

Grant Initiative Not only are you a master at taking the initiative, but you can also grant it to someone else. At the start of each encounter, you can either choose to keep the bonus granted to you by your Wisdom modifier on initiative checks or choose to give that bonus to one of your allies that you can see. You must make this choice before you or the ally you are granting the bonus to makes the initiative check.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Lookout Your allies help you avoid being surprised. Whenever you are adjacent to an ally who also has this feat, you may act in the surprise round as long as your ally would normally be able to act in the surprise round. If you would normally be denied the ability to act in the surprise round, your initiative is equal to your initiative roll or the roll of your ally, whichever is lower. If both you and your ally would be able to act in the surprise round without the aid of this feat, you may take both a standard and a move action (or a full-round action) during the surprise round.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Magus

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

General

CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Elf; Medium humanoid (elf)			
Class	Magus 1	Magus 6	Magus 10	Magus 14
Initiative	+5	+5	+5	+6
Senses	Low-Light Vision; Perception +4	Low-Light Vision; Perception +4	Low-Light Vision; Perception +4	Low-Light Vision; Perception +4

Defense

Armor Class	AC 12, touch 11, ff 11 (+1 Dex; +1 padded armor)	AC 14, touch 11, ff 13 (+1 Dex; +3 studded leather armor)	AC 17, touch 12, ff 15 (+1 Dex; +1 dodge; +5 chain shirt +1)	AC 18, touch 12, ff 16 (+1 Dex; +1 dodge; +6 chain shirt +2)
hp / HD	8 (1d8)	36 (6d8)	50 (10d8)	68 (14d8)+4
Saves	Fort +2, Ref +1, Will +4; +2 vs. enchantment spells and effects	Fort +5, Ref +3, Will +7; +2 vs. enchantment spells and effects	Fort +7, Ref +4, Will +9; +2 vs. enchantment spells and effects	Fort +9, Ref +6, Will +11; +2 vs. enchantment spells and effects

Offense

Movement	20 ft.			
Attacks	Melee shortspear -3 (1d6-3) or Ranged shortspear (thrown) +1 (1d6-3) or Melee unarmed strike -3 (1d3-3) or Ranged sling +1 (1d4-3) or Melee dagger -3 (1d4-3/19-20) or Ranged dagger (thrown) +1 (1d4-3/19-20)	Melee unarmed strike +1 (1d3-3) or Melee +1 shortspear +2 (1d6-2) or Ranged +1 shortspear (thrown) +6 (1d6-2) or Ranged sling +5 (1d4-3) or Melee dagger +1 (1d4-3/19-20) or Ranged dagger (thrown) +5 (1d4-3/19-20)	Melee unarmed strike +4 (1d3-3) or Melee +2 shortspear +6/+1 (1d6-1) or Ranged +2 shortspear (thrown) +10/+5 (1d6-1) or Ranged sling +8/+3 (1d4-3) or Melee dagger +4/-1 (1d4-3/19-20) or Ranged dagger (thrown) +8/+3 (1d4-3/19-20)	Melee unarmed strike +7 (1d3-3) or Melee +3 shortspear +11/+6 (1d6) or Ranged +3 shortspear (thrown) +16/+11 (1d6) or Ranged sling +12/+7 (1d4-3) or Melee dagger +7/+2 (1d4-3/19-20) or Ranged dagger (thrown) +12/+7 (1d4-3/19-20)
Space / Reach	5 ft. / 5 ft.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Prepared Spells	Magus (CL 1st): 1st - magic missile, shocking grasp oth - arcane mark, detect magic, mage hand	Magus (CL 6th): 2nd - acid arrow, fire breath, invisibility, scorching ray 1st - chill touch, frostbite, magic missile, magic weapon, shield, shocking grasp oth - arcane mark, daze, detect magic, mage hand, ray of frost	Magus (CL 10th): 4th - ball lightning, black tentacles 3rd - burst of speed, fireball, lightning bolt, major image 2nd - acid arrow, fire breath, invisibility, minor image, scorching ray 1st - chill touch, feather fall, frostbite, magic missile, magic weapon, shield, shocking grasp oth - arcane mark, daze, detect magic, mage hand, ray of frost	Magus (CL 14th): 5th - acidic spray, cone of cold, telekinesis 4th - ball lightning, black tentacles, dimension door, fire shield, ice storm 3rd - burst of speed, fireball, flame arrow, lightning bolt, major image 2nd - acid arrow, fire breath, flurry of snowballs, invisibility, minor image, scorching ray 1st - chill touch, feather fall, frostbite, magic missile, magic weapon, shield, shocking grasp oth - arcane mark, daze, detect magic, mage hand, ray of frost

📋 Statistics

Ability Scores	Str 5, Dex 13, Con 11, Int 18, Wis 15, Cha 15	Str 5, Dex 13, Con 11, Int 19, Wis 15, Cha 15	Str 5, Dex 13, Con 11, Int 20, Wis 15, Cha 15	Str 5, Dex 14, Con 11, Int 20, Wis 15, Cha 15
Core Attack	Base Atk +0; CMB -3; CMD 8	Base Atk +4; CMB +1; CMD 12	Base Atk +7; CMB +4; CMD 16	Base Atk +10; CMB +7 (+9 grapple); CMD 20 (22 vs. grapple)
Feats	Improved Initiative	Arcane Strike, Improved Initiative, Improved Unarmed Strike, Shadow Strike	Arcane Strike, Dodge, Improved Initiative, Improved Unarmed Strike, Mobility, Shadow Strike	Arcane Strike, Critical Focus, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Shadow Strike, Weapon Focus (Shortspear)
Skills	Acrobatics -2, Appraise +4, Artistry +4, Bluff +2, Climb -6, Craft (Untrained) +4, Diplomacy +2, Disguise +2, Escape Artist -2, Fly -2, Heal +2, Intimidate +6, Knowledge (Arcana) +8, Knowledge (Dungeoneering) +8, Knowledge (Planes) +8, Perception +4, Perform (Untrained) +2, Ride -2, Sense Motive +2, Spellcraft +8, Stealth -2, Survival +2, Swim -6, Use Magic Device +6	Acrobatics -5, Appraise +4, Artistry +4, Bluff +2, Climb -9, Craft (Untrained) +4, Diplomacy +2, Disguise +2, Escape Artist -5, Fly -5, Heal +2, Intimidate +11, Knowledge (Arcana) +13, Knowledge (Dungeoneering) +13, Knowledge (Planes) +13, Perception +4, Perform (Untrained) +2, Ride -5, Sense Motive +2, Spellcraft +13, Stealth -5, Survival +2, Swim -9, Use Magic Device +11	Acrobatics -5, Appraise +5, Artistry +5, Bluff +2, Climb -9, Craft (Untrained) +5, Diplomacy +2, Disguise +2, Escape Artist -5, Fly -5, Heal +2, Intimidate +15, Knowledge (Arcana) +18, Knowledge (Dungeoneering) +18, Knowledge (Planes) +18, Perception +4, Perform (Untrained) +2, Profession (Fortune-teller) +11, Ride +2, Sense Motive +2, Spellcraft +18, Stealth -5, Survival +2, Swim -9, Use Magic Device +15	Acrobatics -4, Appraise +5, Artistry +5, Bluff +2, Climb -9, Craft (Untrained) +5, Diplomacy +2, Disguise +2, Escape Artist -4, Fly -4, Heal +2, Intimidate +19, Knowledge (Arcana) +22, Knowledge (Dungeoneering) +22, Knowledge (Planes) +22, Perception +4, Perform (Untrained) +2, Profession (Fortune-teller) +15, Ride +3, Sense Motive +2, Spellcraft +22, Stealth -4, Survival +2, Swim -9, Use Magic Device +19
Languages	Celestial, Common, Draconic, Elven, Gnome, Orc	Celestial, Common, Draconic, Elven, Gnome, Orc	Celestial, Common, Draconic, Elven, Gnome, Goblin, Orc	Celestial, Common, Draconic, Elven, Gnome, Goblin, Orc

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Qualities	Arcane Pool (5/day), Armor Proficiency, Bonus Magus Arcana, Cantrips, Elven Immunities, Elven Magic, Keen Senses, Low-Light Vision, Weapon Familiarity	Arcane Accuracy, Arcane Pool (7/day), Armor Proficiency, Bonus Feats, Bonus Magus Arcana (6x), Cantrips, Elven Immunities, Elven Magic, Empowered Magic, Keen Senses, Low-Light Vision, Spell Recall, Weapon Familiarity	Arcane Accuracy, Arcane Pool (10/day), Armor Proficiency, Bonus Feats, Bonus Magus Arcana (10x), Cantrips, Elven Immunities, Elven Magic, Empowered Magic, Fighter Training, Keen Senses, Knowledge Pool, Low-Light Vision, Prescient Defense, Spell Recall, Weapon Familiarity	Arcane Accuracy, Arcane Pool (10/day), Armor Proficiency, Bonus Feats, Bonus Magus Arcana (10x), Cantrips, Elven Immunities, Elven Magic, Empowered Magic, Fighter Training, Keen Senses, Knowledge Pool, Low-Light Vision, Prescient Defense, Spell Recall, Weapon Familiarity
Treasure	Shortspear; padded armor; peasant's outfit; sling; sling bullets (10x); dagger (2x)	+1 shortspear; studded leather armor; peasant's outfit; sling; sling bullets (10x); dagger (2x)	+2 shortspear; +1 chain shirt; peasant's outfit; sling; sling bullets (10x); dagger (2x)	+3 shortspear; +2 chain shirt; peasant's outfit; sling; sling bullets (10x); dagger (2x)
☞ Magic				
Spells per Day	Magus (CL 1st): 3/2/0/0/0/0/0/0/0 DC: 15+spell level	Magus (CL 6th): 5/5/5/0/0/0/0/0/0 DC: 15+spell level	Magus (CL 10th): 5/7/5/4/2/0/0/0/0 DC: 16+spell level	Magus (CL 14th): 5/7/6/5/5/3/0/0/0 DC: 16+spell level

☞ Special Abilities

Arcane Accuracy (Su) You can expend 1 point from your arcane pool as a swift action to grant yourself a +5 insight bonus on all attack rolls until the end of your turn.

Arcane Pool (Su) You have a reservoir of mystical arcane energy that you draw upon to fuel your powers and enhance your weapon. This arcane pool has 12 points. The pool refreshes once per day when you prepare your spells. You can expend 1 point from your arcane pool as a swift action to grant any weapon you are holding a +4 enhancement bonus for 1 minute. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves. These bonuses can be also used to add any of the following weapon properties: Dancing, Flaming, Flaming Burst, Frost, Icy Burst, Keen, Shock, Shocking Burst, Speed, or Vorpal. Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time you use this ability. These bonuses do not function if the weapon is wielded by anyone other than you. You can only enhance one weapon in this way at one time. If you use this ability again, the first use immediately ends.

Armor Proficiency (Ex) You can cast magus spells while wearing light, medium, or heavy armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a magus using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.

Bonus Feats At 5th level, and every six levels thereafter, a magus gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat, item creation, or metamagic feats. He must meet the prerequisites for these feats as normal.

Bonus Magus Arcana (10x) Magus: The magus gains 1/6 of a new magus arcana.

Cantrips You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again.

Elven Immunities (Ex) Elves are immune to magic sleep effects and

get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic (Ex) Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Empowered Magic (Su) You can cast one spell per day as if it were modified by the Empower Spell feat. This does not increase the casting time or the level of the spell.

Fighter Training (Ex) You count 1/2 your total magus level as your fighter level for the purpose of qualifying for feats. If you have levels in fighter, these levels stack.

Ghost Blade (Su) Whenever the magus enchants his weapon using his arcane pool, he may spend 1 additional point from his arcane pool to add the brilliant energy and ghost touch special abilities to the list of available options. The magus must be at least 9th level before selecting this arcana.

Greater Spell Combat (Ex) You can seamlessly cast spells and wield your weapons effectively at the same time. This functions much like two-weapon fighting, but the offhand weapon is a spell that is being cast. To use this ability, you must have one hand free, while wielding a light or one-handed melee weapon in the other hand. As a full-round action, you can make all of your attacks with your melee weapon at a -2 penalty. You can also cast any spell from the magus spell list with a casting time of 1 standard action. When using the spell combat ability, you receive a +2 circumstance bonus on concentration check. If you cast this spell defensively, you can decide to take an additional penalty on your attack rolls, up to your Intelligence bonus, and add double the same amount as an additional circumstance bonus to your concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. You can choose to cast the spell first or make the weapon attacks first, but if you have more than one attack, you cannot cast the spell between weapon attacks. You must have one hand free to use this ability, even if the spell being cast does not contain somatic components.

Improved Spell Recall (Su) You can use your arcane pool to recall spells you have already cast. With a swift action, you can recall any single magus spell that you have already prepared and cast that day by expending a number of points from your arcane pool equal to 1/2 the spell's level (minimum 1). The spell is prepared again, just as if it had not been cast. Furthermore, instead of recalling a used spell, as

a swift action you can prepare a spell of the same level that you have in your spellbook. You do so by expending a number of points from your arcane pool equal to the spell's level (minimum 1). You cannot apply metamagic feats to a spell prepared in this way. You do not need to reference your spellbook to prepare a spell in this way.

Keen Senses (Ex) Elves receive a +2 bonus on Perception skill checks.

Knowledge Pool (Su) When you prepare your magus spells, you can decide to expend 1 or more points from your arcane pool, up to your Intelligence bonus. For each point you expend, you can treat any one spell from the magus spell list as if it were in your spellbook and can prepare that spell as normal that day. If you do not cast spells prepared in this way before the next time you prepares spells, you lose those spells. You can also cast spells added in this way using your spell recall ability, but only until you prepares spells again.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Magus Arcana As he gains levels, a magus learns arcane secrets tailored to his specific way of blending martial puissance and magical skill. Starting at 3rd level, a magus gains one magus arcana. He gains an additional magus arcana for every three levels of magus attained after 3rd level. Unless specifically noted in a magus arcana's description, a magus cannot select a particular magus arcana more than once. Magus arcana that affect spells can only be used to modify spells from the magus spell list unless otherwise noted.

Pool Strike (Su) You can expend 1 point from your arcane pool as a standard action to charge your free hand with energy. You can make a melee touch attack with that hand as a free action as part of activating this ability. If the touch attack hits, it releases the charge and deals 5d6 points of energy damage (acid, cold, electricity, or fire, chosen when he spends the arcane pool point to activate this ability). You can use this ability with the spellstrike class feature. If you miss with this attack, you can hold the charge for up to 1 minute before it dissipates.

Prescient Defense (Su) The magus can expend 1 point from his arcane pool as an immediate action after hitting a target with a weapon attack, granting him a premonition of his enemy's intentions. The magus gains a bonus to his AC and on Reflex saves equal to his Intelligence modifier (minimum 0) against attacks by that opponent until the beginning of his next turn. The magus must be at least 9th level before selecting this arcana.

Spellstrike (Ex) Whenever you cast a spell with a range of "touch" from the magus spell list, you can deliver the spell through any weapon you are wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, a magus can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If you make this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon's critical range (20, 19-20, or 18-20 and modified by the keen weapon property or similar effects), but the spell effect only deals x2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

Weapon Familiarity (Ex) Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

⚡ Feats

Arcane Strike As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, you gain a +3 damage bonus and your weapons are treated as magic for the purpose of overcoming damage reduction. As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every five caster levels you possess, this

bonus increases by +1, to a maximum of +5 at 20th level.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Grapple You are skilled at grappling opponents. You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to grapple you.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Unarmed Strike You are skilled while fighting unarmed. You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Mobility You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Shadow Strike You accurately strike even those you cannot clearly see. You can deal precision damage, such as sneak attack damage, against targets with concealment (but not total concealment).

Weapon Focus (Shortspear) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Oracle

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

General

CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Tiefling; Medium outsider (native)			
Class	Oracle 1	Oracle 6	Oracle 10	Oracle 14
Initiative	+7	+8	+8	+8
Senses	Darkvision 60 ft. Perception +0	Darkvision 60 ft. Perception +0	Darkvision 60 ft. Perception +0	Darkvision 60 ft. Perception +2

Defense

Armor Class	AC 14, touch 13, ff 11 (+3 Dex; +1 padded armor)	AC 16, touch 14, ff 12 (+4 Dex; +2 leather armor)	AC 17, touch 13, ff 14 (+3 Dex; +4 <i>studded leather armor</i> +1)	AC 18, touch 13, ff 15 (+3 Dex; +5 <i>studded leather armor</i> +2)
hp / HD	8 (1d8)	34 (6d8)	49 (10d8)	67 (14d8)
Saves	Fort -1, Ref +3, Will +2	Fort +3, Ref +6, Will +5	Fort +4, Ref +9, Will +7	Fort +5, Ref +10, Will +9
Special Defenses	Resistances Cold 5, Electricity 5, Fire 5			

Offense

Movement	30 ft.	35 ft.	20 ft.	
Attacks	Ranged javelin +3 (1d6) or Ranged sling +3 (1d4) or Melee unarmed strike +0 (1d3)	Ranged sling +8 (1d4) or Melee unarmed strike +4 (1d3) or Ranged +1 <i>javelin</i> +9 (1d6+1) or Melee javlelin +8 (1d6)	Ranged sling +11 (1d4) or Melee unarmed strike +7/+2 (1d3) or Ranged +2 <i>javelin</i> +13/+8 (1d6+2) or Ranged javelin +11/+6 (1d6)	Ranged sling +14 (1d4) or Melee unarmed strike +10/+5 (1d3) or Ranged +3 <i>javelin</i> +18/+13 (1d6+3) or Ranged javelin +15/+10 (1d6)
Space / Reach	5 ft. / 5 ft.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Known Spells	Oracle (CL 0th): 1st (4x/day) - bane, cause fear, inflict light wounds 0th (at will) - bleed, detect magic, detect poison, light, ghost sound, mage hand	Oracle (CL 6th): 3rd (4x/day) - dispel magic, sands of time, inflict serious wounds 2nd (6x/day) - enthrall, hold person, levitate, minor image, inflict moderate wounds, gentle repose 1st (7x/day) - bane, cause fear, summon minor monster, touch of bloodletting, memory lapse, inflict light wounds 0th (at will) - bleed, detect magic, detect poison, light, read magic, resistance, spark, ghost sound, mage hand	Oracle (CL 10th): 5th (3x/day) - caustic blood, permanency, telekinesis, inflict light wounds (mass) 4th (5x/day) - debilitating portent, forceful strike, threefold aspect, inflict critical wounds 3rd (7x/day) - discovery torch, dispel magic, invisibility purge, sands of time, inflict serious wounds 2nd (7x/day) - disfiguring touch, dread bolt, enthrall, hold person, levitate, minor image, inflict moderate wounds, gentle repose 1st (7x/day) - bane, bless water, cause fear, summon minor monster, touch of bloodletting, memory lapse, inflict light wounds 0th (at will) - bleed, create water, detect magic, detect poison, guidance, light, read magic, resistance, spark, ghost sound, mage hand	Oracle (CL 14th): 7th (3x/day) - destruction, inflict serious wounds (mass); disintegrate 6th (5x/day) - antilife shell, cold ice strike, contingency, inflict moderate wounds (mass) 5th (6x/day) - caustic blood, curse (major), flame strike, permanency, telekinesis, inflict light wounds (mass) 4th (7x/day) - aura of doom, burst with light, debilitating portent, forceful strike, threefold aspect, inflict critical wounds 3rd (7x/day) - contagion, discovery torch, dispel magic, invisibility purge, sands of time, inflict serious wounds 2nd (7x/day) - disfiguring touch, dread bolt, enthrall, ghostbane dirge, hold person, levitate, minor image, inflict moderate wounds, gentle repose 1st (7x/day) - bane, bless water, cause fear, summon minor monster, touch of bloodletting, memory lapse, inflict light wounds 0th (at will) - bleed, create water, detect magic, detect poison, guidance, light, read magic, resistance, spark, ghost sound, mage hand

📋 Statistics

Ability Scores	Str 11, Dex 17, Con 8, Int 10, Wis 10, Cha 16	Str 11, Dex 18, Con 8, Int 10, Wis 10, Cha 16	Str 11, Dex 18, Con 8, Int 10, Wis 10, Cha 17	Str 11, Dex 18, Con 8, Int 10, Wis 10, Cha 18
Core Attack	Base Atk +0; CMB +0; CMD 13	Base Atk +4; CMB +4; CMD 18	Base Atk +7; CMB +7; CMD 21	Base Atk +10; CMB +10; CMD 24
Feats	Improved Initiative	Fleet, Great Fortitude, Improved Initiative	Extra Revelation, Fleet, Great Fortitude, Improved Initiative, Lightning Reflexes	Alertness, Extra Revelation, Fleet, Great Fortitude, Improved Initiative, Lightning Reflexes, Weapon Focus (Javelin)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics +3, Bluff +5, Diplomacy +7, Disguise +3, Escape Artist +3, Fly +3, Intimidate +3, Perform (Untrained) +3, Profession (Fortune-teller) +4, Ride +3, Sense Motive +4, Spellcraft +4, Stealth +5	Acrobatics +4, Bluff +5, Diplomacy +12, Disguise +3, Escape Artist +4, Fly +4, Intimidate +3, Perform (Untrained) +3, Profession (Fortune-teller) +9, Ride +4, Sense Motive +9, Spellcraft +9, Stealth +6	Acrobatics +1, Bluff +5, Climb -3, Diplomacy +16, Disguise +3, Escape Artist +1, Fly +1, Intimidate +3, Perform (Untrained) +3, Profession (Fortune-teller) +13, Ride +1, Sense Motive +13, Spellcraft +13, Stealth +3, Swim -3	Acrobatics +1, Bluff +6, Climb -3, Diplomacy +21, Disguise +4, Escape Artist +1, Fly +1, Intimidate +4, Perception +2, Perform (Untrained) +4, Profession (Fortune-teller) +17, Ride +1, Sense Motive +21, Spellcraft +17, Stealth +3, Swim -3
Languages	Abyssal, Common			
Special Qualities	Darkvision, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Haunted, Orisons, Skilled, Spell-Like Ability, Temporal Celerity, Time Mysteries	Darkvision, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Haunted, Orisons, Skilled, Spell-Like Ability, Temporal Celerity, Time Mysteries	Darkvision, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Haunted, Orisons, Skilled, Speed or Slow Time, Spell-Like Ability, Temporal Celerity, Time Hop, Time Mysteries	Darkvision, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Haunted, Orisons, Skilled, Speed or Slow Time, Spell-Like Ability, Temporal Celerity, Time Hop, Time Mysteries, Time Sight
Treasure	Javelin (4x); padded armor; scholar's outfit; sling; sling bullets (20x)	+1 <i>javelin</i> ; javelin (3x); leather armor; scholar's outfit; sling; sling bullets (20x)	+2 <i>javelin</i> ; javelin (3x); +1 <i>studded leather armor</i> ; scholar's outfit; sling; sling bullets (20x)	+3 <i>javelin</i> ; javelin (3x); +2 <i>studded leather armor</i> ; scholar's outfit; sling; sling bullets (20x)
 Magic				
Spells per Day	Oracle (CL 1st): 0/4/0/0/0/0/0/0/0 DC: 14+spell level	Oracle (CL 6th): 0/7/6/4/0/0/0/0/0 DC: 14+spell level	Oracle (CL 10th): 0/7/7/7/5/3/0/0/0 DC: 14+spell level	Oracle (CL 14th): 0/7/7/7/7/6/5/3/0 DC: 15+spell level

Special Abilities

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Erase from Time (Su) As a melee touch attack, you can temporarily remove a creature from time altogether. The target creature must make a Fortitude save (DC 21) or vanish completely for 7 rounds. No magic or divinations can detect the creature during this time, as it exists outside of time and space—in effect, the creature ceases to exist for the duration of this ability. At the end of the duration, the creature reappears unharmed in the space it last occupied (or the nearest possible space, if the original space is now occupied). You can use this ability 2/day.

Fiendish Language (Ex) Tieflings speak either Abyssal or Infernal.

Fiendish Resistance (Ex) Tieflings have cold resistance 5, electricity resistance 5, and fire resistance 5.

Fiendish Sorcery (Ex) Tiefling sorcerers with the Abyssal or Infernal bloodlines treat their Charisma score as 2 points higher for all sorcerer class abilities.

Haunted Malevolent spirits follow you wherever you go, causing minor mishaps and strange occurrences (such as unexpected breezes, small objects moving on their own, and faint noises).

Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Resistance to Cold (Ex) You may ignore 5 points of Cold damage each time you take cold damage.

Resistance to Electricity (Ex) You may ignore 5 points of Electricity damage each time you take electricity damage.

Resistance to Fire (Ex) You may ignore 5 points of Fire damage each time you take fire damage.

Skilled (Ex) Tieflings have a +2 racial bonus on Bluff and Stealth checks.

Speed or Slow Time (Sp) As a standard action, you can speed up or slow down time, as either the haste or slow spell. You can use this ability 2/day.

Spell-Like Ability (Sp) Tieflings can use darkness 1/day as a spell-like ability.

Temporal Celerity (Su) Whenever you roll for initiative, you can roll three times and take any one of the results. You can always act in the surprise round, but if you fail to notice the ambush, you act last, regardless of your initiative result (you act in the normal order in following rounds).

Time Hop (Su) As a move action, you can teleport up to 140 feet per day. This teleportation must be used in 5-foot increments. This movement does not provoke attacks of opportunity. You must have line of sight to your destination to use this ability. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought.

Time Mysteries You draw upon the divine mystery of Time to grant your spells and powers.

Time Sight (Su) You can peer through the mists of time to see things as they truly are, as if using the true seeing spell. You can use this ability for 14 minutes per day, but these minutes do not need to be consecutive.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Extra Revelation You have discovered a new aspect of your mystery. You gain one additional revelation. You must meet all of the prerequisites for this revelation. Special - You can gain Extra Revelation multiple times.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Weapon Focus (Javelin) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Summoner

☒ Low

☒ Moderate

☒ Advanced

☒ Elite

General

CR / XP

CR 1/2; XP 200

CR 5; XP 1,600

CR 9; XP 6,400

CR 13; XP 25,600

Sex / Race

Female Half-Elf; Medium humanoid (elf, human)

Class

Summoner 1

Summoner 6

Summoner 10

Summoner 14

Initiative

+3

+3

+3

+3

Senses

Low-Light Vision;
Perception +5

Low-Light Vision;
Perception +5

Low-Light Vision;
Perception +5

Low-Light Vision;
Perception +5

Defense

Armor Class

AC 10, touch 9, ff 10
(-1 Dex; +1 padded
armor)

AC 11, touch 9, ff 11
(-1 Dex; +2 leather
armor)

AC 15, touch 9, ff 15
(-1 Dex; +2 natural; +4
studded leather armor
+1)

AC 16, touch 9, ff 16
(-1 Dex; +2 natural; +5
studded leather armor
+2)

hp / HD

8 (1d8)

30 (6d8)

54 (10d8)

76 (14d8)

Saves

Fort +0, Ref -1,
Will +2;
+2 vs. enchantment spells
and effects

Fort +2, Ref +1,
Will +5;
+2 vs. enchantment spells
and effects

Fort +3, Ref +2,
Will +7;
+2 vs. enchantment spells
and effects

Fort +4, Ref +3,
Will +9;
+2 vs. enchantment spells
and effects

Offense

Movement

30 ft.

Attacks

Ranged light crossbow -1
(1d8/19-20) or

Ranged light crossbow
+3 (1d8/19-20) or

Ranged +1 light crossbow
+7/+2 (1d8+1/19-20) or

Ranged +2 light crossbow
+11/+6 (1d8+2/19-20) or

Melee light mace +2
(1d6+2) or

Melee light mace +6
(1d6+2) or

Melee light mace +9/+4
(1d6+2) or

Melee +1 light mace +13/+8
(1d6+3) or

Melee dagger +2
(1d4+2/19-20) or

Melee dagger +6
(1d4+2/19-20) or

Melee dagger +9/+4
(1d4+2/19-20) or

Melee dagger +12/+7
(1d4+2/19-20) or

Ranged dagger (thrown)
-1 (1d4+2/19-20)

Ranged dagger (thrown)
+3 (1d4+2/19-20)

Ranged dagger (thrown)
+6/+1 (1d4+2/19-20)

Ranged dagger (thrown)
+9/+4 (1d4+2/19-20)

Space / Reach

5 ft. / 5 ft.

Known Spells

Summoner (CL 1st):
1st (2x/day) - feather
fall, mount
oth (at will) - daze,
light, mage hand,
open/close

Summoner (CL 6th):
2nd (4x/day) - barkskin, create
pit, invisibility,
misdirection
1st (5x/day) - compel
hostility, daze monster,
feather fall, mount
oth (at will) - daze,
light, mage hand,
open/close, read magic,
resistance

Summoner (CL 10th):
4th (2x/day) - acid
pit, daze (mass)
3rd (4x/day) - black
tentacles, charm
monster, dimension
door, dispel magic
2nd (5x/day) - barkskin, create
pit, invisibility,
misdirection, mount
(communal)
1st (7x/day) - compel
hostility, daze monster,
feather fall, mount,
shield
oth (at will) - daze,
light, mage hand,
open/close, read magic,
resistance

Summoner (CL 14th):
5th (3x/day) - conure
black pudding, creeping
doom, summon monster
vii
4th (5x/day) - acid pit,
daze (mass), summon
monster v, teleport
3rd (5x/day) - black
tentacles, charm
monster, dimension door,
dispel magic, summon
monster iv
2nd (6x/day) - barkskin,
create pit, invisibility,
misdirection, mount
(communal), summon
eidolon
1st (7x/day) - compel
hostility, daze monster,
feather fall, mount,
shield, summon monster
i
oth (at will) - daze,
light, mage hand, open/
close, read magic,
resistance

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Statistics				
Ability Scores	Str 14, Dex 8, Con 10, Int 13, Wis 10, Cha 18	Str 14, Dex 8, Con 10, Int 13, Wis 10, Cha 19	Str 14, Dex 8, Con 10, Int 13, Wis 10, Cha 20	Str 15, Dex 8, Con 10, Int 13, Wis 10, Cha 20
Core Attack	Base Atk +0; CMB +2; CMD 11	Base Atk +4; CMB +6; CMD 15	Base Atk +7; CMB +9; CMD 18	Base Atk +10; CMB +12; CMD 21
Feats	Improved Initiative, Skill Focus (Perception)	Defending Eidolon, Improved Initiative, Resilient Eidolon, Skill Focus (Perception)	Defending Eidolon, Improved Initiative, Improved Unarmed Strike, Resilient Eidolon, Skill Focus (Perception), Vigilant Eidolon	Defending Eidolon, Extra Summons, Improved Initiative, Improved Unarmed Strike, Resilient Eidolon, Skill Focus (Perception), Summoner's Call, Vigilant Eidolon
Skills	Acrobatics -1, Appraise +1, Artistry +1, Bluff +4, Climb +2, Craft (Untrained) +1, Diplomacy +4, Disguise +4, Escape Artist -1, Fly -1, Intimidate +4, Knowledge (Geography) +5, Knowledge (History) +5, Knowledge (Local) +5, Perception +5, Perform (Untrained) +4, Ride -1, Stealth -1, Swim +2	Acrobatics -1, Appraise +1, Artistry +1, Bluff +4, Climb +2, Craft (Untrained) +1, Diplomacy +4, Disguise +4, Escape Artist -1, Fly -1, Intimidate +4, Knowledge (Geography) +10, Knowledge (History) +10, Knowledge (Local) +10, Perception +5, Perform (Untrained) +4, Ride -1, Stealth -1, Swim +2	Acrobatics -1, Appraise +1, Artistry +1, Bluff +5, Climb +2, Craft (Untrained) +1, Diplomacy +5, Disguise +5, Escape Artist -1, Fly -1, Intimidate +5, Knowledge (Geography) +14, Knowledge (History) +14, Knowledge (Local) +14, Perception +5, Perform (Untrained) +5, Ride -1, Stealth -1, Swim +2	Acrobatics -1, Appraise +1, Artistry +1, Bluff +5, Climb +2, Craft (Untrained) +1, Diplomacy +5, Disguise +5, Escape Artist -1, Fly -1, Intimidate +5, Knowledge (Geography) +18, Knowledge (History) +18, Knowledge (Local) +18, Perception +5, Perform (Untrained) +5, Ride -1, Stealth -1, Swim +2
Languages	Common, Dwarven, Elven			
Special Qualities	Adaptability, Bonus Eidolon Evolution, Cantrips, Eidolon, Elf Blood, Elven Immunities, Keen Senses, Life Link, Low-Light Vision, Multitalented, Summon Monster, Weapon and Armor Proficiency	Adaptability, Bond Senses, Bonus Eidolon Evolution (6x), Cantrips, Eidolon, Elf Blood, Elven Immunities, Keen Senses, Life Link, Low-Light Vision, Maker's Call, Multitalented, Shield Ally, Summon Monster, Weapon and Armor Proficiency	Adaptability, Aspect, Bond Senses, Bonus Eidolon Evolution (10x), Cantrips, Eidolon, Elf Blood, Elven Immunities, Keen Senses, Life Link, Low-Light Vision, Maker's Call, Multitalented, Shield Ally, Summon Monster, Transposition, Weapon and Armor Proficiency	Adaptability, Aspect, Bond Senses, Bonus Eidolon Evolution (14x), Cantrips, Eidolon, Elf Blood, Elven Immunities, Greater Shield Ally, Keen Senses, Life Bond, Life Link, Low-Light Vision, Maker's Call, Multitalented, Summon Monster, Transposition, Weapon and Armor Proficiency
Treasure	Padded armor; traveler's outfit; light crossbow; crossbow bolts (10x); light mace; dagger	Leather armor; traveler's outfit; light crossbow; crossbow bolts (10x); light mace; dagger	+1 studded leather armor; traveler's outfit; +1 light crossbow; crossbow bolts (10x); light mace; dagger	+2 studded leather armor; traveler's outfit; +2 light crossbow; crossbow bolts (10x); +1 light mace; dagger
Magic				
Spells per Day	Summoner (CL 1st): 0/2/0/0/0/0/0/0/0 DC: 15+spell level	Summoner (CL 6th): 0/5/4/0/0/0/0/0/0 DC: 15+spell level	Summoner (CL 10th): 0/7/5/4/2/0/0/0/0 DC: 16+spell level	Summoner (CL 14th): 0/7/6/5/5/3/0/0/0 DC: 16+spell level

Special Abilities

Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.

Aspect (Su) You may divert up to 2 points from your eidolon's evolution pool to add evolutions to yourself. You cannot select any evolution that your eidolon could not possess, and you must be able to meet the requirements as well. You cannot select the ability increase evolution through this ability. Any points spent in this way are taken from your eidolon's evolution pool (reducing the total number available to your eidolon). You can change the evolutions you receives from these points any time you can change your eidolon's evolutions.

Bond Senses (Su) As a standard action, share the senses of your eidolon, hearing, seeing, smelling, tasting, and touching everything your eidolon does. You can use this ability 14 rounds per day. There is no range to this effect, but your eidolon and you must be on the same plane. You can end this effect as a free action.

Bonus Eidolon Evolution (14x) Add +1/4 to the eidolon's evolution pool.

Cantrips You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Eidolon (Ex) You possess the ability to summon a powerful outsider called an eidolon. You always summon an aspect of the same creature. Your eidolon has your alignment and can speak all of your languages. Your eidolon is treated as a summoned creature, except that it is not sent back to its home plane until reduced to a number of negative hit points equal to or greater than its Constitution score. In addition, due to its tie to you, your eidolon can touch and attack creatures ward by protection from evil and similar effects that prevent contact with summoned creatures. You can summon your eidolon in a ritual that takes 1 minute to perform. When summoned in this way, your eidolon's hit points are unchanged from the last time it was summoned. The only exception to this is if your eidolon was slain, in which case it returns with half its normal hit points. Your eidolon remains until dismissed (a standard action). If your eidolon is sent back to its home plane due to damage, it cannot be summoned again until the following day. Your eidolon cannot be sent back to its home plane by means of dispel magic, but spells such as dismissal and banishment work normally.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Greater Shield Ally (Su) Whenever an ally is within your eidolon's reach, the ally receives a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. For you, the bonuses increase to +4. The bonuses do not apply if your eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

Improved Natural Armor (Ex) The eidolon's hide grows thick fur, rigid scales, or bony plates, giving it a +2 bonus to its natural armor.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Life Bond (Su) Your life becomes linked to your eidolon's. As long as your eidolon has 1 or more hit points, you are protected from harm. Damage in excess of that which would reduce you to fewer than 0 hit points is instead transferred to your eidolon. This damage is transferred 1 point at a time, meaning that as soon as your eidolon is reduced to a number of negative hit points equal to its Constitution score, all excess damage remains with the summoner.

Life Link (Su) A close bond is formed with your eidolon. Whenever your eidolon takes enough damage to send it back to its home plane, you can, as a free action, sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to your eidolon. This can prevent your eidolon from being sent back to its home plane. In addition, you and your eidolon must remain within 100 feet of one another for your eidolon to remain at full strength. If your eidolon is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. If your

eidolon is more than 1,000 feet away but closer than 10,000 feet, its current and maximum hit point totals are reduced by 75%. If your eidolon is more than 10,000 feet away, it is immediately returned to its home plane. Current hit points lost in this way are not restored when your eidolon gets closer to you, but its maximum hit point total does return to normal.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Maker's Call (Su) As a standard action, you can call your eidolon to your side. This functions as dimension door, using your caster level. When used, your eidolon appears adjacent to you (or as close as possible if all adjacent spaces are occupied). If your eidolon is out of range, the ability is wasted. (3/day)

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Summon Monster (Sp) You can cast Summon Monster 7 as a spell-like ability 9 times per day as a standard action and the creatures remain for 14 minutes (instead of 14 rounds). Drawing upon this ability uses up the same power you use to call your eidolon. As a result, you can only use this ability when your eidolon is not summoned.

Transposition (Su) You may use your maker's call ability to swap locations with eidolon. If it is larger than you, you can appear in any square occupied by your eidolon. Your eidolon must occupy the square that was occupied by you if able, or as close as possible if it is not able.

Feats

Defending Eidolon You have trained your eidolon to protect you. Whenever you are adjacent to your eidolon, you can choose for the eidolon to take a -1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your eidolon's base attack bonus reaches +5, and for every +5 thereafter, the penalty increases by -1 and the dodge bonus increases by +1. You must choose to use this feat when your eidolon is making an attack or full-attack action with melee or natural weapons, and its effect lasts until your eidolon's next turn, or until you are no longer adjacent to the eidolon, whichever occurs first.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Unarmed Strike You are skilled while fighting unarmed. You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Resilient Eidolon Your link with your eidolon is strong enough that it can remain with you for a short time after you fall unconscious or are killed. If you are knocked unconscious, fall asleep, or are killed, your eidolon remains for 14 rounds before it is banished. If you are brought back to consciousness before this duration expires, your eidolon is not banished. If the duration expires before you are brought back to consciousness, your eidolon is banished normally.

Skill Focus (Perception) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Summoner's Call Whenever you summon your eidolon, it is more powerful for a brief period of time. Whenever you summon your eidolon, you may give it a +2 enhancement bonus to its Strength, Dexterity, or Constitution. This bonus lasts 10 minutes after the summoning ritual is complete.

Vigilant Eidolon Your eidolon is highly observant, and its link with you increases your own watchfulness. While your eidolon is within your reach, you gain a +4 bonus on Perception checks. If you have 10 or more ranks in Perception, this bonus increases to +8. This does not apply if your eidolon is helpless or unconscious.

Summoner - Eidolon

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
👤 General				
CR / XP	CR as master; XP as master			
Sex / Race	Neuter Eidolon; Medium outsider			
Class	Eidolon 1	Eidolon 5	Eidolon 8	Eidolon 11
Initiative	+6	+7	+8	+9
Senses	Darkvision 60 ft.; Perception +4	Darkvision 60 ft.; Perception +8	Darkvision 60 ft.; Perception +11	Low-Light Vision; Perception +14
🛡 Defense				
Armor Class	AC 16, touch 12, ff 14 (+2 Dex; +4 natural)	AC 24, touch 13, ff 21 (+3 Dex; +11 natural)	AC 29, touch 14, ff 25 (+4 Dex; +15 natural)	AC 35, touch 15, ff 30 (+4 Dex; +20 natural)
hp / HD	7 (1d10)+1	43 (5d10)+5	72 (8d10)+8	90 (11d10)+11, Fast Healing 1
Saves	Fort +3, Ref +4, Will +0	Fort +5, Ref +7, Will +1	Fort +7, Ref +10, Will +2	Fort +8, Ref +12, Will +3
Special Defenses	-	Evasion		Improved Evasion
🗡 Offense				
Movement	40 ft.			
Attacks	Melee bite +3 (1d6+3) or Melee claw +3/+3 (1d4+2)	Melee bite +7 (1d8+3) or Melee claw +7/+7 (1d6+2)	Melee bite +10 (2d6+3) or Melee claw +10/+10 (1d6+2)	Melee bite +13 (2d6+3) or Melee claw +13/+13 (1d8+2)
Space / Reach	5 ft. / 5 ft.			
📋 Statistics				
Ability Scores	Str 14, Dex 14, Con 13, Int 7, Wis 10, Cha 11	Str 15, Dex 16, Con 13, Int 7, Wis 10, Cha 11	Str 15, Dex 19, Con 13, Int 7, Wis 10, Cha 11	Str 15, Dex 20, Con 13, Int 7, Wis 10, Cha 11
Core Attack	Base Atk +1; CMB +3; CMD 15 (19 vs. trip)	Base Atk +5; CMB +7; CMD 20 (24 vs. trip)	Base Atk +8; CMB +10; CMD 24 (28 vs. trip)	Base Atk +11; CMB +13; CMD 28 (32 vs. trip)
Feats	Improved Initiative	Improved Initiative, Improved Natural Armor, Stealthy	Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite), Multiattack, Stealthy	Improved Initiative, Improved Natural Armor (2x), Improved Natural Attack (Bite, Claw), Multiattack, Stealthy
Skills	Acrobatics +2, Appraise -2, Artistry -2, Climb +2, Craft (Untrained) -2, Escape Artist +2, Fly +2, Perception +4, Ride +2, Sleight of Hand +6, Stealth +6, Swim +6	Acrobatics +3, Appraise -2, Artistry -2, Climb +2, Craft (Untrained) -2, Escape Artist +5, Fly +3, Perception +8, Ride +3, Sleight of Hand +11, Stealth +13, Swim +10	Acrobatics +4, Appraise -2, Artistry -2, Climb +2, Craft (Untrained) -2, Escape Artist +6, Fly +4, Perception +11, Ride +4, Sleight of Hand +15, Stealth +17, Swim +13	Acrobatics +5, Appraise -2, Artistry -2, Climb +2, Craft (Untrained) -2, Escape Artist +7, Fly +5, Perception +14, Ride +5, Sleight of Hand +19, Stealth +23, Swim +16
Languages	-			
Special Qualities	Darkvision, Link, Share Spells	Darkvision, Devotion, Energy Attacks ~ Acid, Link, Share Spells	Breath Weapon ~ Cone of Acid (30' Cone of Acid 8d6 Acid, DC 15, 1/day), Darkvision, Devotion, Energy Attacks ~ Acid, Link, Multiattack, Share Spells	Breath Weapon ~ Cone of Acid (30' Cone of Acid 11d6 Acid, DC 16, 1/day), Darkvision, Devotion, Energy Attacks ~ Acid, Fast Healing 1, Link, Multiattack, Share Spells
Treasure	-	-	-	-

Special Abilities

Bite (Ex) The eidolon's maw is full of razor-sharp teeth, giving it a bite attack.

Bite (1.5 x Str.) (Ex) If the eidolon already has a bite attack, this evolution allows it to deal 1-1/2 times its Strength modifier on damage rolls made with its bite.

Bleed (Ex) An eidolon gains the ability to inflict bleeding wounds. Select one type of attack. Attacks of that type deal 1d6 points of bleed damage. This evolution can be selected more than once. Each time an eidolon selects this evolution, it applies to a different attack. The bleed effect doesn't stack.

Breath Weapon ~ Cone of Acid (Su) 30' Cone of Acid 1d6 Acid, DC 16. Breath weapons allow a Reflex save for half damage. 1/day

Clawed Feet (Ex) The eidolon has a pair of vicious claws at the end of its limbs, giving it two claw attacks.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Devotion (Ex) An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Energy Attacks ~ Acid (Su) All of your natural attacks deal 1d6 points of acid damage on a successful hit.

Fast Healing (Ex) You regain hit points at 1 hit points per round. You regain hit points at 1 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Improved Damage (Bite, Claw) (Ex) One of the eidolon's natural attacks is particularly deadly.

Improved Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.

Improved Natural Armor (3x) (Ex) The eidolon's hide grows thick fur, rigid scales, or bony plates, giving it a +2 bonus to its natural armor.

Limbs (Legs) (2x) (Ex)

Link (Ex) A summoner and his eidolon share a mental link that allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the summoner to give orders to his eidolon at any time. In addition, magic items interfere with the summoner's connection to his eidolon. As a result, the summoner and his eidolon share magic item slots. For example, if the summoner is wearing a ring, his eidolon can wear no more than one ring. In case of a conflict, the items worn by the summoner remain active, and those used by the eidolon become dormant. The eidolon must possess the appropriate appendages to utilize a magic item.

Multiattack An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with one of its natural weapons, albeit at a -5 penalty. You have 3 natural attacks.

Share Spells (Ex) The summoner may cast a spell with a target of "You" on his eidolon (as a spell with a range of touch) instead of on himself. A summoner may cast spells on his eidolon even if the spells normally do not affect creatures of the eidolon's type (outsider). Spells cast in this way must come from the summoner spell list. This ability does not allow the eidolon to share abilities that are not spells, even if they function like spells.

Skills (Climb, Intimidate, Sleight of Hand, Swim)

Feats

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor (2x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite, Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Multiattack This creature is particularly skilled at making attacks with its natural weapons. The creature's secondary attacks with natural weapons take only a -2 penalty. Normal: Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Witch

	 Low	 Moderate	 Advanced	 Elite
 General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Halfling; Small humanoid (halfling)			
Class	Witch 1	Witch 6	Witch 10	Witch 14
Initiative	+3	+7	+7	+7
Senses	Perception +2	Perception +2	Perception +2	Perception +2
 Defense				
Armor Class	AC 14, touch 14, ff 11 (+1 size; +3 Dex)	AC 15, touch 15, ff 11 (+1 size; +3 Dex; +1 dodge)	AC 15, touch 15, ff 11 (+1 size; +3 Dex; +1 dodge)	AC 15, touch 15, ff 11 (+1 size; +3 Dex; +1 dodge)
hp / HD	4 (1d6)-2	14 (6d6)-12	21 (10d6)-20	30 (14d6)-28
Saves	Fort -1, Ref +4, Will +3; +2 vs. fear	Fort +1, Ref +6, Will +6; +2 vs. fear	Fort +2, Ref +7, Will +8; +2 vs. fear	Fort +3, Ref +8, Will +10; +2 vs. fear
 Offense				
Movement	20 ft.			
Attacks	Melee spear (small) -1 (2H: 1d6-2/x3) or Ranged spear (small/ thrown) +4 (1d6-2/x3) or Ranged crossbow, light (small) +4 (1d6/19-20) or Melee dagger (small) -1 (1d3-2/19-20) or Ranged dagger (small/ thrown) +4 (1d3-2/19-20)	Melee spear (small) +2 (2H: 1d6-2/x3) or Ranged spear (small/ thrown) +7 (1d6-2/x3) or Melee hair +22 (1d2+12) or Melee dagger (small) +2 (1d3-2/19-20) or Ranged dagger (small/ thrown) +7 (1d3-2/19-20) or Ranged +1 <i>light crossbow</i> +8 (1d6+1/19-20)	Melee spear (small) +4 (2H: 1d6-2/x3) or Ranged spear (small/ thrown) +9 (1d6-2/x3) or Melee hair +26 (1d2+13) or Melee dagger (small) +4 (1d3-2/19-20) or Ranged dagger (small/ thrown) +9 (1d3-2/19-20) or Ranged +2 <i>light crossbow</i> +11 (1d6+2/19-20)	Melee spear (small) +6/+1 (2H: 1d6-2/x3) or Ranged spear (small/ thrown) +11/+6 (1d6-2/x3) or Melee hair +29 (1d2+13) or Melee dagger (small) +6/+1 (1d3-2/19-20) or Ranged dagger (small/ thrown) +11/+6 (1d3-2/19-20) or Ranged +3 <i>light crossbow</i> +14/+9 (1d6+3/19-20)
Special Attacks	-	Prehensile Hair		Prehensile Hair, Major Hex - Ice Tomb
Space / Reach	5 ft. / 5 ft.			

Prepared Spells

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Witch (CL 1st): 1st - burning hands, charm person oth - dancing lights, daze, light	Witch (CL 6th): 3rd - accursed glare, ash storm, lightning bolt 2nd - daze monster, gozreh's trident, inflict moderate wounds, scare 1st - burning hands, charm person, delusional pride, hypnotism oth - bleed, dancing lights, daze, light	Witch (CL 10th): 5th - cloudkill, hold monster, teleport 4th - black tentacles, charm monster, dimension door, ice storm 3rd - accursed glare, ash storm, ice spears, lightning bolt 2nd - daze monster, gozreh's trident, hold person, inflict moderate wounds, scare 1st - burning hands, charm person, delusional pride, hypnotism, inflict light wounds, mage armor oth - bleed, dancing lights, daze, light	Witch (CL 14th): 7th - chain lightning, harm 6th - cone of cold, dispel magic (greater), plague storm 5th - cloudkill, hold monster, inflict critical wounds, teleport 4th - black tentacles, cape of wasps, charm monster, dimension door, ice storm 3rd - accursed glare, ash storm, flash fire, ice spears, lightning bolt 2nd - daze monster, gozreh's trident, hold person, inflict moderate wounds, scare 1st - burning hands, charm person, delusional pride, hypnotism, inflict light wounds, mage armor oth - bleed, dancing lights, daze, light

Statistics

Ability Scores

Core Attack

Feats

Skills

Languages

Str 6, Dex 16, Con 7, Int 18, Wis 10, Cha 14	Str 6, Dex 16, Con 7, Int 19, Wis 10, Cha 14	Str 6, Dex 16, Con 7, Int 20, Wis 10, Cha 14	Str 6, Dex 16, Con 7, Int 21, Wis 10, Cha 14
Base Atk +0; CMB -3; CMD 10	Base Atk +3; CMB +0; CMD 14	Base Atk +5; CMB +2; CMD 16	Base Atk +7; CMB +4; CMD 18
Witch Knife	Dodge, Improved Initiative, Witch Knife	Arcane Blast, Arcane Shield, Dodge, Improved Initiative, Witch Knife	Accursed Hex, Arcane Blast, Arcane Shield, Dodge, Improved Initiative, Split Hex, Witch Knife
Acrobatics +5, Appraise +7, Artistry +4, Bluff +2, Craft (Untrained) +4, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +5, Intimidate +6, Knowledge (Arcana) +8, Knowledge (History) +8, Knowledge (Planes) +8, Perception +2, Perform (Untrained) +2, Ride +3, Spellcraft +8, Stealth +7, Swim -2, Use Magic Device +6	Acrobatics +5, Appraise +7, Artistry +4, Bluff +2, Craft (Untrained) +4, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +5, Intimidate +11, Knowledge (Arcana) +13, Knowledge (History) +13, Knowledge (Planes) +13, Perception +2, Perform (Untrained) +2, Ride +3, Spellcraft +13, Stealth +7, Swim -2, Use Magic Device +11	Acrobatics +5, Appraise +8, Artistry +5, Bluff +2, Craft (Untrained) +5, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +5, Heal +7, Intimidate +15, Knowledge (Arcana) +18, Knowledge (History) +18, Knowledge (Nature) +14, Knowledge (Planes) +18, Perception +2, Perform (Untrained) +2, Ride +3, Spellcraft +18, Stealth +7, Swim -2, Use Magic Device +15	Acrobatics +5, Appraise +8, Artistry +5, Bluff +2, Craft (Untrained) +5, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +5, Heal +7, Intimidate +19, Knowledge (Arcana) +22, Knowledge (History) +22, Knowledge (Nature) +18, Knowledge (Planes) +22, Perception +2, Perform (Untrained) +2, Ride +3, Spellcraft +22, Stealth +7, Swim -2, Use Magic Device +19
Common, Dwarven, Elven Gnome, Goblin, Halfling			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Qualities	Bonus Caster Level (Witch Patron Spells), Cantrips, Charm, Fearless, Halfling Luck, Hex, Keen Senses, Sure-Footed, Weapon Familiarity, Wisdom Patron, Witch's Familiar, Witch Patron Spells	Bonus Caster Level (Witch Patron Spells) (6x), Cantrips, Charm, Deliver Touch Spells, Fearless, Halfling Luck, Hex, Keen Senses, Sure-Footed, Swamp's Grasp, Water Lung, Weapon Familiarity, Wisdom Patron, Witch's Familiar, Witch Patron Spells	Beast of Ill-Omen, Bonus Caster Level (Witch Patron Spells) (10x), Cantrips, Charm, Deliver Touch Spells, Fearless, Feral Speech, Halfling Luck, Hex, Keen Senses, Sure-Footed, Swamp's Grasp, Water Lung, Weapon Familiarity, Wisdom Patron, Witch's Familiar, Witch Patron Spells	Beast of Ill-Omen, Bonus Caster Level (Witch Patron Spells) (14x), Cantrips, Charm, Deliver Touch Spells, Fearless, Feral Speech, Halfling Luck, Hex, Keen Senses, Major Hex - Beast Eye, Sure-Footed, Swamp's Grasp, Water Lung, Weapon Familiarity, Wisdom Patron, Witch's Familiar, Witch Patron Spells
Treasure	Spear (small); scholar's outfit (small); light crossbow (small); crossbow bolts (10x); dagger (2x, small)	Spear (small); scholar's outfit (small); +1 <i>light crossbow</i> (small); crossbow bolts (10x); dagger (2x, small)	Spear (small); scholar's outfit (small); +2 <i>light crossbow</i> (small); crossbow bolts (10x); dagger (2x, small)	Spear (small); scholar's outfit (small); +3 <i>light crossbow</i> (small); crossbow bolts (10x); dagger (2x, small)
☞ Magic				
Spells per Day	Witch (CL 1st): 3/2/0/0/0/0/0/0/0 DC: 15+spell level	Witch (CL 6th): 4/4/4/3/0/0/0/0/0 DC: 15+spell level	Witch (CL 10th): 4/6/5/4/4/3/0/0/0 DC: 16+spell level	Witch (CL 14th): 4/6/5/5/5/4/3/2/0 DC: 16+spell level

☞ Special Abilities

Beast of Ill-Omen (Su) You imbue your familiar with strange magic, putting a minor curse upon the next enemy to see it. The enemy must make a Will save or be affected by bane (caster level 14). You can use this hex on your familiar at a range of up to 60 feet. The affected enemy must be no more than 60 feet from the familiar to trigger the effect; seeing the familiar from a greater distance has no effect (though if the enemy and familiar approach to within 60 feet of each other, the hex takes effect). The bane affects the closest creature to the familiar (ties affect the creature with the highest initiative score). Whether or not the target's save is successful, the creature cannot be the target of the bane effect for 1 day (later uses of this hex ignore that creature when determining who is affected).

Bonus Caster Level (Witch Patron Spells) (14x) Witch: Add +1/4 to the witch's caster level when determining the effects of the spells granted to her by her patron.

Cantrips You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again.

Charm (Su) The hex improves the attitude of the target by 2 step, as if the witch had successfully used the Diplomacy skill. The effect lasts for 26 rounds. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day. This is a mind-affecting charm effect.

Deliver Touch Spells (Su) Your familiar can deliver touch spells or hexes for you. If you and your familiar are in contact at the time you cast the touch spell, you can designate your familiar as the "toucher". Your familiar can then deliver the touch spell just as you would. As usual, if you cast another spell before the touch is delivered, the touch spell dissipates. If you activate a hex, your familiar can be used to make the touch. You do not have to be in contact with your familiar to use this ability.

Fearless (Ex) Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.

Feral Speech (Su) This hex grants you the ability to speak with and understand the response of any animal as if using speak with animals, though each time you use the hex, you must decide to communicate with either amphibians, birds, fish, mammals vermin or reptiles, and can only speak to and understand animals of that

type. You can make yourself understood as far as your voice carries. This hex does not predispose any animal so addressed toward you in any way.

Halfling Luck (Ex) Halflings receive a +1 racial bonus on all saving throws.

Hex Witches learn a number of magic tricks, called hexes, that grant them powers or weaken foes. At 1st level, a witch gains one hex of her choice. She gains an additional hex at 2nd level and for every 2 levels attained after 2nd level, as noted on Table 2-10. A witch cannot select an individual hex more than once. Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is equal to 10 + 1/2 the witch's level + the witch's Intelligence modifier. Witches learn a number of magic tricks, called hexes, that grant them powers or weaken foes. Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is 43.

Keen Senses (Ex) Halflings receive a +2 bonus on Perception skill checks.

Major Hex - Beast Eye (Su) You can project your senses into an animal within 100 feet, sensing whatever it senses. You cannot control the animal's actions. You can project your senses from that animal to another within 100 feet of it as a standard action, and can continue to make these sensory leaps, potentially viewing things very far from your actual location. You may return your senses to your own body as a free action. Normal animals get no saving throw against this ability, but animal companions, paladin mounts, and similar unusual animals may resist with a Will save; you may use this ability on your own familiar as if it were an animal. If you have the coven hex, all other witches within 10 feet of you who also have the coven hex can see through this animal at will, although you still control the ability. You can use this ability for 14 minutes per day. These minutes need not be consecutive, but they must be spent in 1-minute increments.

Major Hex - Ice Tomb (Su) A storm of ice and freezing wind envelops one creature within 60 feet, which takes 3d8 points of cold damage and is paralyzed and unconscious but does not need to eat, drink or breathe while the ice lasts. A target that succeeds at a Fortitude save takes half damage and is not imprisoned. The ice has 20 hit points; destroying the ice frees the creature, which is staggered for 1d4 rounds after being released. Under temperate

conditions, the ice lasts 1 minute per witch level. In tropical environments it might only last half as long. In cold environments where ice and snow persist without melting, it might last indefinitely. Whether or not the target's saving throw is successful, it cannot be the target of this hex again for 1 day.

Prehensile Hair (Su) You can instantly cause your hair (or even your eyebrows) to grow up to 10 feet long or to shrink to its normal length, and can manipulate your hair as if it were a limb with a 0 Strength score. Your hair has reach 10 feet, and you can use it as a secondary natural attack that deals 1d2 points of damage. Your hair can manipulate objects (but not weapons) as dexterously as a human hand. The hair cannot be sundered or attacked as a separate creature. Pieces cut from your elongated hair shrink away to nothing. Using your hair does not harm your head or neck, even if you lift something heavy with it. You can manipulate your hair for 14 minutes per day; these minutes do not need to be consecutive, but must be spent in 1-minute increments. A typical male witch with this hex can also manipulate his beard, moustache, or eyebrows.

Sure-Footed (Ex) Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Swamp's Grasp The witch can cause an area to become an entangling quagmire. One 10-foot square per witch level within 90 feet becomes difficult terrain for a number of rounds equal to 3 + the witch's Intelligence modifier. If the witch uses this hex again before the duration of the previous use has expired, the effects of the previous use of this hex end immediately.

Water Lung (Su) An air-breathing target can breathe water or an aquatic target can breathe air. This lasts 1 minute. If you use this hex on herself, you can maintain it while you sleep, allowing you to safely sleep underwater.

Weapon Familiarity (Ex) Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Wisdom Patron

Witch's Familiar You form a close bond with a familiar, a creature that teaches you magic and helps to guide you along your path. Your familiar also aids you by granting you skill bonuses, additional spells, and help with some types of magic. These special abilities apply only when you and your familiar are within 1 mile of each other. The familiar stores all the spells that you know.

Witch Patron Spells At 1st level, when a witch gains her familiar, she must also select a patron. This patron is a vague and mysterious force, granting the witch power for reasons that she might not entirely understand. While these forces need not be named, they typically hold influence over one of the following forces. At

2nd level, and every two levels thereafter, a witch's patron adds new spells to a witch's list of spells known. These spells are also automatically added to the list of spells stored by the familiar. Spells marked with an asterisk (*) appear in Chapter 5 of this book. The spells gained depend upon the patron chosen. Each patron is listed by its theme. Its actual name is up to the GM and the witch to decide.

⚡ Feats

Accursed Hex You can make a second attempt at failed hexes. When you target a creature with a hex that cannot target the same creature more than once per day, and that creature succeeds at its saving throw against the hex's effect, you can target the creature with the same hex a second time before the end of your next turn. If the second attempt fails, you can make no further attempts to target that creature with the same hex for 1 day.

Arcane Blast You can convert any spell into an attack. As a standard action, you can sacrifice a prepared spell or unused spell slot of 1st level or higher and transform it into a ray, targeting any foe within 30 feet as a ranged touch attack. This attack deals 2d6 points of damage plus an additional 1d6 points of damage for every level of the spell or spell slot you sacrificed. 0-level spells may not be sacrificed in this manner.

Arcane Shield You can convert any spell into a defense. As a immediate action, you can sacrifice a prepared spell or unused spell slot of 1st level or higher and gain a deflection bonus to AC equal to the level of the spell or spell slot you sacrificed for 1 round. 0-level spells may not be sacrificed in this manner.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Split Hex You can split the effect of one of your targeted hexes, affecting another creature you can see. When you use one of your hexes (not a major hex or a grand hex) that targets a single creature, you can choose another creature within 30 feet of the first target to also be targeted by the hex.

Witch Knife You empower your witch spells by incorporating the use of a special ceremonial knife during your castings. Each day, when you prepare your spells, you can select a masterwork or magical dagger, transforming it into a witch knife, which serves as an additional focus component for witch patron spells. Add +1 to the DC of all your patron spells.

Witch - Familiar

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
👤 General				
CR / XP	CR as master; XP as master			
Sex / Race	Male Raven; Tiny animal/magical beast (familiar, augmented magical beast)			
Class	Animal 1	Animal 1	Animal 1	Animal 1
Initiative	+2	+2	+2	+2
Senses	Low-Light Vision; Perception +6	Low-Light Vision; Perception +6	Low-Light Vision; Perception +6	Low-Light Vision; Perception +6
🛡 Defense				
Armor Class	AC 15, touch 14, ff 13 (+2 size; +2 Dex; +1 natural)	AC 17, touch 14, ff 15 (+2 size; +2 Dex; +3 natural)	AC 19, touch 14, ff 17 (+2 size; +2 Dex; +5 natural)	AC 21, touch 14, ff 19 (+2 size; +2 Dex; +7 natural)
hp / HD	2	7	10	15
Saves	Fort +1, Ref +4, Will +4	Fort +1, Ref +4, Will +7	Fort +2, Ref +5, Will +9	Fort +3, Ref +6, Will +11

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Offense				
Movement	10 ft.; Fly 40 ft. (Average)			
Attacks	Melee bite +4 (1d3-4)	Melee bite +7 (1d3-4)	Melee bite +9 (1d3-4)	Melee bite +11 (1d3-4)
Space / Reach	2.5 ft. / 0 ft.			
Statistics				
Ability Scores	Str 2, Dex 15, Con 8, Int 6, Wis 15, Cha 7	Str 2, Dex 15, Con 8, Int 8, Wis 15, Cha 7	Str 2, Dex 15, Con 8, Int 10, Wis 15, Cha 7	Str 2, Dex 15, Con 8, Int 12, Wis 15, Cha 7
Core Attack	Base Atk +0; CMB +0; CMD 6	Base Atk +3; CMB +3; CMD 9	Base Atk +5; CMB +5; CMD 11	Base Atk +7; CMB +7; CMD 13
Feats	Weapon Finesse			
Skills	Acrobatics +2, Appraise -2, Artistry -2, Bluff -2, Climb +8, Craft (Untrained) -2, Diplomacy -2, Disguise -2, Escape Artist +2, Fly +6, Heal +2, Intimidate -1, Knowledge (Arcana) -1, Knowledge (History) -1, Knowledge (Planes) -1, Perception +6, Perform (Untrained) -2, Ride +2, Sense Motive +2, Spellcraft -1, Stealth +10, Survival +2, Swim +2, Use Magic Device -1	Acrobatics +2, Appraise -1, Artistry -1, Bluff -2, Climb +8, Craft (Untrained) -1, Diplomacy -2, Disguise -2, Escape Artist +2, Fly +6, Heal +2, Intimidate +5, Knowledge (Arcana) +6, Knowledge (History) +6, Knowledge (Planes) +6, Perception +6, Perform (Untrained) -2, Ride +2, Sense Motive +2, Spellcraft +6, Stealth +10, Survival +2, Swim +2, Use Magic Device +5	Acrobatics +2, Bluff -2, Climb +8, Diplomacy -2, Disguise -2, Escape Artist +2, Fly +6, Heal +6, Intimidate +8, Knowledge (Arcana) +10, Knowledge (History) +10, Knowledge (Nature) +6, Knowledge (Planes) +10, Perception +6, Perform (Untrained) -2, Ride +2, Sense Motive +2, Spellcraft +10, Stealth +10, Survival +2, Swim +6, Use Magic Device +8	Acrobatics +2, Appraise +1, Artistry +1, Bluff -2, Climb +8, Craft (Untrained) +1, Diplomacy -2, Disguise -2, Escape Artist +2, Fly +6, Heal +6, Intimidate +22, Knowledge (Arcana) +25, Knowledge (History) +25, Knowledge (Nature) +17, Knowledge (Planes) +25, Perception +6, Perform (Untrained) -2, Ride +2, Sense Motive +2, Spellcraft +25, Stealth +14, Survival +2, Swim +6, Use Magic Device +22
Languages	Common, Empathic Link	Common, Empathic Link, Speak with Master	Common, Empathic Link, Speak With Animals of Kits Kind, Speak With Master	
Special Qualities	Alertness, Empathic Link, Improved Evasion, Low-Light Vision, Share Spells, Speak One Language	Alertness, Deliver Touch Spells, Empathic Link, Improved Evasion, Low-Light Vision, Share Spells, Speak One Language, Speak with Master	Alertness, Deliver Touch Spells, Empathic Link, Improved Evasion, Low-Light Vision, Share Spells, Speak One Language, Speak with Animals of Its Kind, Speak with Master	Alertness, Deliver Touch Spells, Empathic Link, Improved Evasion, Low-Light Vision, Scry on Familiar, Share Spells, Speak One Language, Speak with Animals of Its Kind, Speak with Master, Spell Resistance
Treasure	-	-	-	-

Special Abilities

Alertness (Ex) While a familiar is within arm's reach, the master gains the Alertness feat.

Deliver Touch Spells (Su) If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master would. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Empathic Link (Su) The master has an empathic link with his familiar to a 1 mile distance. The master can communicate emphatically with the familiar, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The master has the same connection to an item or place that his familiar does.

Improved Evasion (Ex) When subjected to an attack that normally allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Scry on Familiar (Sp) If the master is 13th level or higher, he may scry on his familiar (as if casting the scrying spell) once per day.

Share Spells (Ex) The master may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A master may cast spells on her animal companion

even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

Speak One Language (Su) The familiar can speak one language of its master's choice as a supernatural ability.

Speak with Animals of Its Kind (Ex) If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties), bats with bats, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, monkeys with other simians, rats with rodents, toads with amphibians, and weasels with ermines and minks. Such communication is limited by the intelligence of the conversing creatures.

Speak with Master (Ex) If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Spell Resistance (Ex) If the master is 11th level or higher, a familiar gains spell resistance equal to the master's level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

Feats

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Antipaladin

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Half-Elf; Medium humanoid (elf, human)			
Class	Antipaladin 1	Antipaladin 6	Antipaladin 10	Antipaladin 14
Initiative	+2	+6	+6	+6
Senses	Low-Light Vision; Perception +1 Aura Aura of Evil	Low-Light Vision; Perception +1 Aura Aura of Evil, Aura of Cowardice	Low-Light Vision; Perception +1 Aura Aura of Evil, Aura of Cowardice, Aura of Despair	Low-Light Vision; Perception +1 Aura Aura of Evil, Aura of Cowardice, Aura of Despair, Aura of Sin, Aura of Vengeance
Defense				
Armor Class	AC 19, touch 12, ff 17 (+2 Dex; +5 spiked scale mail; +2 heavy shield)	AC 20, touch 10, ff 20 (+8 spiked half-plate armor; +2 heavy shield)	AC 24, touch 11, ff 23 (+9 spiked full plate armor; +4 heavy shield)	AC 26, touch 11, ff 25 (+1 Dex; +10 <i>spiked full plate armor</i> +1; +5 heavy shield)
hp / HD	10 (1d10)	33 (6d10)	52 (10d10)	71 (14d10)
Saves	Fort +1, Ref +2, Will +1; +2 vs. enchantment spells and effects	Fort +8, Ref +8, Will +8; +2 vs. enchantment spells and effects	Fort +10, Ref +9, Will +10; +2 vs. enchantment spells and effects	Fort +13, Ref +11, Will +13; +2 vs. enchantment spells and effects
Offense				
Movement	20 ft.			
Attacks	Melee longsword +4 (1d8+3/19-20) or Melee spiked heavy steel shield +4 (1d6+1) or Melee spiked gauntlet +4 (1d4+3) or Ranged heavy crossbow +3 (1d10/19-20) or Melee armor spikes +4 (1d6+3)	Melee spiked heavy steel shield +10 (1d6+2) or Melee spiked gauntlet +10/+5 (1d4+4) or Melee cold iron longsword +11/+6 (1d8+4/19-20) or Ranged heavy crossbow +8/+3 (1d10/19-20) or Melee armor spikes +10/+5 (1d6+4)	Melee spiked gauntlet +14/+9 (1d4+4) or Melee +1 <i>cruel cold iron longsword</i> +15/+10 (1d8+5/19-20) or Melee +1 <i>spiked heavy steel shield</i> +14 (1d6+2) or Ranged heavy crossbow +12/+7 (1d10/19-20) or Melee armor spikes +14/+9 (1d6+4) or Melee gauntlet +14/+9 (1d3+4)	Melee spiked gauntlet +18/+13/+8 (1d4+4) or Melee +2 <i>cruel cold iron longsword</i> +21/+16/+11 (1d8+6/19-20) or Melee +2 <i>spiked heavy steel shield</i> +18 (1d6+2) or Ranged heavy crossbow +16/+11/+6 (1d10/19-20) or Melee armor spikes +18/+13/+8 (1d6+4) or Melee gauntlet +18/+13/+8 (1d3+4)
Special Attacks	-	Channel Negative Energy (3d6, DC 17), Diseased, Sickened	Channel Negative Energy (5d6, DC 19), Diseased, Sickened, Staggered	Channel Negative Energy (7d6, DC 22), Dazed, Diseased, Sickened, Staggered
Space / Reach	5 ft. / 5 ft.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Prepared Spells	Class Spell-Like Abilities: At will - detect good	Class Spell-Like Abilities: At will - detect good Antipaladin (CL 6th): 1st - bane, murderous command	Class Spell-Like Abilities: At will - detect good Antipaladin (CL 10th): 3rd - contagion 2nd - desecrate, hold person 1st - bane, doom, murderous command	Class Spell-Like Abilities: At will - detect good Antipaladin (CL 14th): 4th - dimensional blade, night of blades 3rd - contagion, inflict moderate wounds 2nd - desecrate, ghoul hunger, hold person 1st - bane, disguise self, doom, inflict light wounds, murderous command
📋 Statistics				
Ability Scores	Str 17, Dex 15, Con 8, Int 10, Wis 8, Cha 18	Str 18, Dex 15, Con 8, Int 10, Wis 8, Cha 18	Str 18, Dex 15, Con 8, Int 10, Wis 8, Cha 19	Str 18, Dex 15, Con 8, Int 10, Wis 8, Cha 20
Core Attack	Base Atk +1; CMB +4; CMD 16	Base Atk +6; CMB +10; CMD 22	Base Atk +10; CMB +14; CMD 26	Base Atk +14; CMB +18; CMD 30
Feats	Intimidating Prowess, Skill Focus (Intimidate)	Antagonize, Improved Initiative, Intimidating Prowess, Skill Focus (Intimidate)	Antagonize, Improved Initiative, Intimidating Prowess, Power Attack, Shield Focus, Skill Focus (Intimidate)	Antagonize, Critical Focus, Improved Initiative, Intimidating Prowess, Power Attack, Shield Focus, Skill Focus (Intimidate), Weapon Focus (Longsword)
Skills	Acrobatics -4, Bluff +8, Climb -3, Diplomacy +4, Disguise +4, Escape Artist -4, Fly -4, Heal -1, Intimidate +14, Perception +1, Perform (Untrained) +4, Ride -4, Sense Motive -1, Stealth -4, Survival -1, Swim -3	Acrobatics -7, Bluff +13, Climb -5, Diplomacy +4, Disguise +4, Escape Artist -7, Fly -7, Heal -1, Intimidate +20, Perception +1, Perform (Untrained) +4, Ride -7, Sense Motive -1, Stealth -7, Survival -1, Swim -5	Acrobatics -5, Bluff +17, Climb -3, Diplomacy +4, Disguise +4, Escape Artist -5, Fly -5, Heal -1, Intimidate +27, Perception +1, Perform (Untrained) +4, Ride -5, Sense Motive -1, Stealth -5, Survival -1, Swim -3	Acrobatics -4, Bluff +22, Climb -2, Diplomacy +5, Disguise +5, Escape Artist -4, Fly -4, Heal -1, Intimidate +32, Perception +1, Perform (Untrained) +5, Ride -4, Sense Motive -1, Stealth -4, Survival -1, Swim -2
Languages	Common, Elven			
Special Qualities	Adaptability, Aura of Evil, Detect Good, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Smite Good	Adaptability, Aura of Cowardice, Aura of Evil, Cruelty, Detect Good, Elf Blood, Elven Immunities, Enhance Weapon, Keen Senses, Low-Light Vision, Multitalented, Plague Bringer, Smite Good, Touch of Corruption, Unholy Resilience	Adaptability, Aura of Cowardice, Aura of Despair, Aura of Evil, Cruelty, Detect Good, Elf Blood, Elven Immunities, Enhance Weapon, Keen Senses, Low-Light Vision, Multitalented, Plague Bringer, Smite Good, Touch of Corruption, Unholy Resilience	Adaptability, Aura of Cowardice, Aura of Despair, Aura of Evil, Aura of Sin, Aura of Vengeance, Cruelty, Detect Good, Elf Blood, Elven Immunities, Enhance Weapon, Keen Senses, Low-Light Vision, Multitalented, Plague Bringer, Smite Good, Touch of Corruption, Unholy Resilience
Treasure	Longsword; spiked heavy steel shield; spiked gauntlet; spiked scale mail; soldier's uniform; heavy crossbow; crossbow bolts (20x)	Cold iron longsword; spiked heavy steel shield; spiked gauntlet; spiked half-plate armor; soldier's uniform; heavy crossbow; crossbow bolts (20x)	+1 cruel cold iron longsword; +1 spiked heavy steel shield; spiked gauntlet; spiked full plate armor; soldier's uniform; heavy crossbow; crossbow bolts (20x)	+2 cruel cold iron longsword; +2 spiked heavy steel shield; spiked gauntlet; +1 spiked full plate armor; soldier's uniform; heavy crossbow; crossbow bolts (20x)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
 Magic				
Spells per Day	-	Antipaladin (CL 6th): 0/2/0/0/0/0/0/0/0 DC: 15+spell level	Antipaladin (CL 10th): 0/3/2/1/0/0/0/0/0 DC: 15+spell level	Antipaladin (CL 14th): 0/5/3/2/2/0/0/0/0 DC: 16+spell level

Special Abilities

Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.

Aura of Cowardice (Su) You radiate a palpably daunting aura that causes all enemies within 10 feet to take a -4 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity while within 10 feet of you. This ability functions only while you remain conscious, not if you are unconscious or dead.

Aura of Despair (Su) Enemies within 10 feet of you take a -2 penalty on all saving throws. This penalty does not stack with the penalty from aura of cowardice. This ability functions only while you remain conscious, not if you are unconscious or dead.

Aura of Sin (Su) Your weapons are treated as evil-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet of your is treated as evil-aligned for the purposes of overcoming damage reduction. This ability functions only while you remain conscious, not if you are unconscious or dead.

Aura of Vengeance (Su) You can expend two uses of your Smite Good ability to grant the ability to smite good to all allies within 10 feet, using your bonuses. Allies must use this Smite Good ability by the start of your next turn, and the bonuses last for 1 minute. Using this ability is a free action. Good creatures gain no benefit from this ability.

Channel Negative Energy (Su) You can unleash a wave of negative energy. You must choose to deal 7d6 points of negative energy damage to living creatures or to heal undead creatures of 7d6 points of damage. Creatures that take damage from channeled energy receive a DC 22 Will save to halve the damage. Using this ability consumes two uses of your touch of corruption ability.

Cruelty At 3rd level, and every three levels thereafter, an antipaladin can select one cruelty. Each cruelty adds an effect to the antipaladin's touch of corruption ability. Whenever the antipaladin uses touch of corruption to deal damage to one target, the target also receives the additional effect from one of the cruelties possessed by the antipaladin. This choice is made when the touch is used. The target receives a Fortitude save to avoid this cruelty. If the save is successful, the target takes the damage as normal, but not the effects of the cruelty. The DC of this save is 22.

Dazed (Su) Whenever you use Touch of Corruption to deal damage to one target, the target is also dazed for 1 round.

Detect Good (Sp) At will, you can use Detect Good, as the spell. You can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is good, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not detect good in any other object or individual within range.

Diseased (Su) Whenever you use Touch of Corruption to deal damage to one target, the target also contracts a disease, as if you had cast Contagion (caster level 14).

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Enhance Weapon Your fiendish boon allows you to enhance your weapon as a standard action by calling upon the aid of a fiendish spirit for 14 minutes. When called, the spirit causes the weapon to shed unholy light as a torch. This spirit grants the weapon a +4 enhancement bonus. This bonus can be added to the weapon,

stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: flaming, keen, vicious (+1), anarchic, flaming burst, unholy, wounding (+2), speed (+3), and vorpal (+5). Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The fiendish spirit imparts no bonuses if the weapon is held by anyone other than you but resumes giving bonuses if returned to you. These bonuses apply to only one end of a double weapon. You can use this ability 3 times per day. If a weapon bonded with a fiendish spirit is destroyed, you lose the use of this ability for 30 days, or until you gains a level, whichever comes first. During this 30-day period, you take a -1 penalty on attack and weapon damage rolls.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Plague Bringer (Ex) The powers of darkness make you a beacon of corruption and disease. You do not take any damage or from diseases. You can still contract diseases and spread them to others, but you are otherwise immune to their effects.

Sickened (Su) Whenever you use Touch of Corruption to deal damage to one target, the target is also sickened for 14 rounds.

Smite Good (Su) You can call out to the dark powers to crush the forces of good 5 times per day. As a swift action, you choose one target within sight to smite. If this target is good, you add +5 to your attack rolls and +14 on all damage rolls made against the target of your smite. If the target of Smite Good is an outsider with the good subtype, a good-aligned dragon, or a good creature with levels of cleric or paladin, the bonus to damage on the first successful attack increases to +28. Regardless of the target, Smite Good attacks automatically bypass any DR the creature might possess. In addition, while Smite Good is in effect, you gains a +5 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not good, the smite is wasted with no effect. The Smite Good effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.

Staggered (Su) Whenever you use Touch of Corruption to deal damage to one target, the target is also staggered for 7 rounds.

Touch of Corruption (Su) You surrounds your hand with a fiendish flame, causing terrible wounds to open on those you touch. You can use this ability 12 times per day. As a touch attack, you can cause 7d6 points of damage. Using this ability is a standard action that does not provoke attacks of opportunity. Alternatively, you can use this power to heal undead creatures, restoring 7d6 hit points. This ability is modified by any feat, spell, or effect that specifically works with the lay on hands paladin class feature.

Unholy Resilience (Su) At 2nd level, an antipaladin gains a bonus equal to his Charisma bonus (if any) on all saving throws.

⚡ Feats

Antagonize Whether with biting remarks or hurtful words, you are adept at making creatures angry with you. You can make Diplomacy and Intimidate checks to make creatures respond to you with hostility. No matter which skill you use, antagonizing a creature takes a standard action that does not provoke attacks of opportunity, and has a DC equal to 10 + the target's Hit Dice + the target's Wisdom modifier. The benefits you gain for this check depend on the skill you use. This is a mind-affecting effect.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Intimidating Prowess Your physical might is intimidating to others. Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Skill Focus (Intimidate) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Weapon Focus (Longsword) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Ninja

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
👤 General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Elf; Medium humanoid (elf)			
Class	Ninja 1	Ninja 6	Ninja 10	Ninja 14
Initiative	+5	+9	+9	+9
Senses	Low-Light Vision; Perception +4	Low-Light Vision; Perception +9	Low-Light Vision; Perception +13	Low-Light Vision; Perception +17
🛡 Defense				
Armor Class	AC 16, touch 13, ff 13 (+3 Dex; +3 studded leather armor)	AC 18, touch 13, ff 18 (+3 Dex; +4 <i>studded leather armor</i> +1); Two-Weapon Defense	AC 19, touch 13, ff 19 (+3 Dex; +5 <i>improved shadow studded leather armor</i> +2); Two-Weapon Defense	AC 20, touch 13, ff 20 (+3 Dex; +6 <i>greater shadow studded leather armor</i> +3); Two-Weapon Defense
hp / HD	6 (1d8)-2	23 (6d8)-12	37 (10d8)-20	48 (14d8)-28
Saves	Fort -2, Ref +7, Will -2; +2 vs. enchantment spells and effects	Fort +0, Ref +10, Will +0; +2 vs. enchantment spells and effects	Fort +1, Ref +12, Will +1; +2 vs. enchantment spells and effects	Fort +2, Ref +14, Will +2; +2 vs. enchantment spells and effects
Special Defenses	-	Uncanny Dodge	Improved Uncanny Dodge	
🗡 Offense				
Movement	20 ft.			
Attacks	Melee katana +0 (1d8/18-20) or Melee wakizashi +0 (1d6/18-20) or Melee dagger +0 (1d4/19-20) or Ranged dagger (thrown) +5 (1d4/19- 20) or Ranged shuriken +5 (1d2) or Ranged blowgun +5 (1d2) or Ranged shortbow +5 (1d6/x3)	Melee +1 <i>katana</i> +5 (1d8+1/18-20) or Melee +1 <i>wakizashi</i> +5 (1d6+1/18-20) or Melee dagger +4 (1d4/19-20) or Ranged dagger (thrown) +9 (1d4/19- 20) or Ranged shuriken +9 (1d2) or Ranged blowgun +9 (1d2) or Ranged shortbow +9 (1d6/x3)	Melee +2 <i>katana</i> +9/+4 (1d8+2/18-20) or Melee +2 <i>wakizashi</i> +9/+4 (1d6+2/18-20) or Melee dagger +7/+2 (1d4/19-20) or Ranged dagger (thrown) +12/+7 (1d4/19-20) or Ranged shuriken +12/+7 (1d2) or Ranged blowgun +12/+7 (1d2) or Ranged shortbow +12/+7 (1d6/x3)	Melee +3 <i>katana</i> +13/+8 (1d8+3/18-20) or Melee +3 <i>wakizashi</i> +13/+8 (1d6+3/18-20) or Melee dagger +10/+5 (1d4/19-20) or Ranged dagger (thrown) +15/+10 (1d4/19-20) or Ranged shuriken +15/+10 (1d2) or Ranged blowgun +15/+10 (1d2) or Ranged shortbow +15/+10 (1d6/x3)
Special Attacks	-			Kawarimi
Space / Reach	5 ft. / 5 ft.			
📖 Statistics				
Ability Scores	Str 10, Dex 20, Con 6, Int 17, Wis 7, Cha 16	Str 10, Dex 20, Con 6, Int 17, Wis 7, Cha 17	Str 10, Dex 20, Con 6, Int 17, Wis 7, Cha 18	Str 10, Dex 20, Con 6, Int 17, Wis 7, Cha 19
Core Attack	Base Atk +0; CMB +0; CMD 15	Base Atk +4; CMB +4; CMD 19	Base Atk +7; CMB +7; CMD 22	Base Atk +10; CMB +10; CMD 25

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Feats	Armor Proficiency, Light, Exotic Weapon Proficiency (Katana), Simple Weapon Proficiency, Two-Weapon Fighting	Armor Proficiency, Light, Exotic Weapon Proficiency (Katana), Improved Initiative, Simple Weapon Proficiency, Two-Weapon Defense, Two-Weapon Fighting	Armor Proficiency, Light, Exotic Weapon Proficiency (Katana), Fleet, Improved Initiative, Improved Two-Weapon Fighting, Simple Weapon Proficiency, Two-Weapon Defense, Two-Weapon Fighting	Armor Proficiency, Light, Exotic Weapon Proficiency (Katana), Fleet, Improved Initiative, Improved Two-Weapon Fighting, Persuasive, Quick Draw, Simple Weapon Proficiency, Two-Weapon Defense, Two-Weapon Fighting
Skills	Acrobatics +6, Appraise +3, Artistry +3, Bluff +7, Climb -3, Craft (Untrained) +3, Diplomacy +7, Disable Device +6, Disguise +7, Escape Artist +6, Fly +2, Heal -2, Intimidate +7, Perception +4, Perform (Untrained) +3, Ride +2, Sense Motive +2, Sleight of Hand +6, Stealth +6, Survival -2, Swim +1	Acrobatics +11, Appraise +3, Artistry +3, Bluff +12, Climb -3, Craft (Untrained) +3, Diplomacy +12, Disable Device +11, Disguise +14, Escape Artist +11, Fly +2, Heal -2, Intimidate +12, Perception +9, Perform (Untrained) +3, Ride +2, Sense Motive +7, Sleight of Hand +11, Stealth +16, Survival -2, Swim +6	Acrobatics +15, Appraise +3, Artistry +3, Bluff +17, Climb -3, Craft (Untrained) +3, Diplomacy +17, Disable Device +15, Disguise +20, Escape Artist +15, Fly +2, Heal -2, Intimidate +17, Perception +13, Perform (Untrained) +4, Ride +2, Sense Motive +11, Sleight of Hand +15, Stealth +25, Survival -2, Swim +10	Acrobatics +19, Appraise +3, Artistry +3, Bluff +21, Climb -3, Craft (Untrained) +3, Diplomacy +25, Disable Device +19, Disguise +25, Escape Artist +19, Fly +2, Heal -2, Intimidate +25, Perception +17, Perform (Untrained) +4, Ride +2, Sense Motive +15, Sleight of Hand +19, Stealth +34, Survival -2, Swim +14
Languages	Common, Elven, Gnome, Goblin, Sylvan			
Special Qualities	Elven Immunities, Elven Magic, Keen Senses, Low-Light Vision, Ninja Weapon Proficiencies, Poison Use, Sneak Attack, Weapon Familiarity	Elven Immunities, Elven Magic, Fast Stealth, Flurry of Stars, Hidden Weapons, Keen Senses, Ki Pool, Light Steps, Low-Light Vision, Ninja Trick, Ninja Weapon Proficiencies, No Trace, Poison Use, Sneak Attack, Weapon Familiarity	Elven Immunities, Elven Magic, Fast Stealth, Flurry of Stars, Hidden Weapons, Keen Senses, Ki Pool, Light Steps, Low-Light Vision, Ninja Trick, Ninja Weapon Proficiencies, No Trace, Poison Use, Shadow Clone, Sneak Attack, Vanishing Trick, Weapon Familiarity	Elven Immunities, Elven Magic, Fast Stealth, Flurry of Stars, Hidden Weapons, Keen Senses, Ki Pool, Light Steps, Low-Light Vision, Ninja Trick, Ninja Weapon Proficiencies, No Trace, Poison Use, Shadow Clone, Shadow Split, Sneak Attack, Vanishing Trick, Weapon Familiarity
Treasure	Katana; wakizashi; studded leather armor; peasant's outfit; blowgun; blowgun darts (10x); shortbow; arrows (40x); dagger (4x); shuriken (12x)	+1 katana; +1 wakizashi; +1 shadowed studded leather armor; peasant's outfit; blowgun; blowgun darts (10x); shortbow; arrows (40x); dagger (4x); shuriken (12x)	+2 katana; +2 wakizashi; +2 improved shadowed studded leather armor; peasant's outfit; blowgun; blowgun darts (10x); shortbow; arrows (40x); dagger (4x); shuriken (12x)	+3 katana; +3 wakizashi; +3 greatershadowed studded leather armor; peasant's outfit; blowgun; blowgun darts (10x); shortbow; arrows (40x); dagger (4x); shuriken (12x)

🎯 Special Abilities

Elven Immunities (Ex) Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic (Ex) Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Fast Stealth (Ex) A ninja with this trick can move at full speed using the Stealth skill without penalty.

Flurry of Stars (Ex) A ninja with this ability can expend 1 ki

point from her ki pool as a swift action before she makes a full-attack attack with shuriken. During that attack, she can throw two additional shuriken at her highest attack bonus, but all of her shuriken attacks are made at a -2 penalty, including the two extra attacks.

Hidden Weapons (Ex) A ninja with this ability can easily conceal weapons on her body. The ninja adds her level on opposed Sleight of Hand checks made to conceal a weapon. In addition, she can draw hidden weapons as a move action, instead of as a standard action.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 18.

Kawarimi (Su) Once per day when a successful attack is made against a ninja with this ability, as an immediate action she can spend 1 ki point to attempt a Stealth check opposed by the attacker's Perception check. The ninja can attempt this check while being observed as long as she has cover or concealment (or an ability that allows her to attempt Stealth checks without cover or concealment). If she's successful, the opponent's attack hits an inanimate object that the attacker mistook for the ninja, and the ninja may move into an adjacent square and is hidden from the attacker.

Keen Senses (Ex) Elves receive a +2 bonus on Perception skill checks.

Ki Pool (Su) A ninja with this ability has a pool of 11 ki points, supernatural energy she can use to accomplish amazing feats. As long as she has at least 1 point in her ki pool, she treats any Acrobatics skill check made to jump as if she had a running start. At 10th level, she also reduces the DC of Acrobatics skill checks made to jump by 1/2 (although she still cannot move farther than her speed allows). By spending 1 point from her ki pool, a ninja can make one additional attack at her highest attack bonus, but she can do so only when making a full attack. In addition, she can spend 1 point to increase her speed by 20 feet for 1 round. Finally, a ninja can spend 1 point from her ki pool to give herself a +4 insight bonus on Stealth checks for 1 round. Each of these powers is activated as a swift action. A ninja can gain additional powers that consume points from her ki pool by selecting certain ninja tricks. The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. The ninja can now use ki points from this pool to power the abilities of every class she possesses that grants a ki pool.

Light Steps (Ex) At 6th level, a ninja learns to move while barely touching the surface underneath her. As a full-round action, she can move up to twice her speed, ignoring difficult terrain. While moving in this way, any surface will support her, no matter how much she weighs. This allows her to move across water, lava, or even the thinnest tree branches. She must end her move on a surface that can support her normally. She cannot move across air in this way, nor can she walk up walls or other vertical surfaces. When moving in this way, she does not take damage from surfaces or hazards that react to being touched, such as lava or caltrops, nor does she need to make Acrobatics checks to avoid falling on slippery or rough surfaces. Finally, when using light steps, the ninja ignores any mechanical traps that use a location-based trigger.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

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

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

No Trace (Ex) The ninja learnt to cover her tracks, remain hidden, and conceal her presence. The DC to track a ninja using the Survival skill increases by +4. In addition, her training gives her a +4 insight bonus on Disguise skill checks and on opposed Stealth checks whenever she is stationary and does not take any action for at least 1 round.

Poison Use At 1st level, a ninja is trained in the use of poison and cannot accidentally poison herself when applying poison to a weapon.

Shadow Clone (Su) The ninja can create 1d4 shadowy duplicates of herself that conceal her true location. This ability functions as mirror image, using the ninja's level as her caster level. Using this ability is a standard action that uses up 1 ki point.

Shadow Split (Ex) This trick allows the ninja to create an illusory double of herself that moves away from her, allowing the ninja to create a distraction. When she uses this ability, an illusory double appears and moves away from the ninja, heading in one direction. The double climbs walls, jumps pits, or simply passes through obstacles, moving at twice the ninja's speed in the direction indicated by the ninja when the ability is used. Its course cannot be changed. The double persists for 1 round per level of the ninja. Those who interact with the double receive a Will saving throw to recognize that it is fake. The DC of this save is 10 + 1/2 the ninja's level + the ninja's Charisma modifier. Each use of this ability uses up 1 ki point. The ninja must possess the shadow clone ninja trick before selecting this trick.

Sneak Attack If a ninja can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The ninja's attacks deal extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the ninja flanks her target. This extra damage is 7d6. Bonus damage from sneak attacks is precision damage. Should the ninja score a critical hit with a sneak attack, this precision damage is not multiplied. Ranged attacks count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage (such as a sap, whip, or unarmed strike), a ninja can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, even with the usual -4 penalty. The ninja must be able to see the target well enough to pick out a vital spot, and must be able to reach this spot. A ninja cannot sneak attack while striking a creature that has concealment.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Vanishing Trick (Su) As a swift action, the ninja can disappear for 14 rounds. This ability functions as invisibility. Using this ability uses up 1 ki point.

Weapon Familiarity (Ex) Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

⚡ Feats

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Exotic Weapon Proficiency (Katana) You understand how to use your chosen exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow. You make attack rolls with the weapon normally.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Two-Weapon Fighting You are skilled at fighting with two weapons. In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Two-Weapon Defense You are skilled at defending yourself while fighting with two weapons. When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Two-Weapon Fighting You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon. Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Samurai

	Low	Moderate	Advanced	Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Human; Medium humanoid (human)			
Class	Samurai 1	Samurai 6	Samurai 10	Samurai 14
Initiative	+1	+1	+1	+1
Senses	Perception -1	Perception -1	Perception -1	Perception -1
Defense				
Armor Class	AC 16, touch 11, ff 15 (+1 Dex; +5 scale mail)	AC 17, touch 11, ff 16 (+1 Dex; +6 masterwork agile breastplate)	AC 18, touch 11, ff 17 (+1 Dex; +7 agile breastplate +1)	AC 19, touch 11, ff 18 (+1 Dex; +8 agile breastplate +2)
hp / HD	10 (1d10)	37 (6d10)	64 (10d10)	94 (14d10)
Saves	Fort +1, Ref +3, Will -1	Fort +4, Ref +6, Will +1	Fort +6, Ref +8, Will +2	Fort +8, Ref +10, Will +3
Offense				
Movement	20 ft.			
Attacks	Melee masterwork naginata +6 (2H: 1d8+4/x4) or Ranged longbow +2 (1d8/x3) or Melee dagger +4 (1d4+3/19-20) or Ranged dagger (thrown) +2 (1d4+3/19-20)	Melee +1 <i>naginata</i> +12/+7 (2H: 1d8+7/x4) or Ranged longbow +7/+2 (1d8/x3) or Melee dagger +10/+5 (1d4+4/19-20) or Ranged dagger (thrown) +7/+2 (1d4+4/19-20)	Melee +2 <i>keen naginata</i> +17/+12 (2H: 1d8+8/18-20/x4) or Ranged longbow +11/+6 (1d8/x3) or Melee dagger +14/+9 (1d4+4/19-20) or Ranged dagger (thrown) +11/+6 (1d4+4/19-20)	Melee +3 <i>keen naginata</i> +24/+19/+14 (2H: 1d8+14/18-20/x4) or Ranged longbow +15/+10/+5 (1d8/x3) or Melee dagger +19/+14/+9 (1d4+5/19-20) or Ranged dagger (thrown) +15/+10/+5 (1d4+5/19-20)
Space / Reach	5 ft. / 5 ft.			
Statistics				
Ability Scores	Str 17, Dex 12, Con 9, Int 9, Wis 8, Cha 20	Str 18, Dex 12, Con 9, Int 9, Wis 8, Cha 20	Str 19, Dex 12, Con 9, Int 9, Wis 8, Cha 20	Str 20, Dex 12, Con 9, Int 9, Wis 8, Cha 20
Core Attack	Base Atk +1; CMB +4; CMD 15	Base Atk +6; CMB +10; CMD 21	Base Atk +10; CMB +14; CMD 25	Base Atk +14; CMB +19; CMD 30
Feats	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Exotic Weapon Proficiency (Katana), Intimidating Prowess, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (Naginata)	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Dazzling Display, Difficult Swings, Exotic Weapon Proficiency (Katana), Intimidating Prowess, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Step Up, Weapon Focus (Naginata)	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Critical Focus, Dazzling Display, Difficult Swings, Exotic Weapon Proficiency (Katana), Improved Critical (Naginata), Intimidating Prowess, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Step Up, Weapon Focus (Naginata)	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Critical Focus, Dazzling Display, Difficult Swings, Exotic Weapon Proficiency (Katana), Greater Weapon Focus (Naginata), Greater Weapon Specialization (Naginata), Improved Critical (Naginata), Intimidating Prowess, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Step Up, Weapon Focus (Naginata), Weapon Specialization (Naginata)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics -3, Appraise -1, Artistry -1, Bluff +9, Climb -1, Craft (Untrained) -1, Diplomacy +9, Disguise +5, Escape Artist -3, Fly -3, Heal -1, Intimidate +12, Perception -1, Perform (Untrained) +5, Ride -3, Sense Motive +3, Stealth -3, Survival -1, Swim -1	Acrobatics -2, Appraise -1, Artistry -1, Bluff +14, Climb +4, Craft (Untrained) -1, Diplomacy +14, Disguise +5, Escape Artist -2, Fly -2, Heal -1, Intimidate +18, Perception -1, Perform (Untrained) +5, Ride -2, Sense Motive +8, Stealth -2, Survival -1, Swim +1	Acrobatics -2, Appraise -1, Artistry -1, Bluff +18, Climb +4, Craft (Untrained) -1, Diplomacy +18, Disguise +5, Escape Artist -2, Fly -2, Heal -1, Intimidate +22, Perception -1, Perform (Untrained) +5, Ride -2, Sense Motive +12, Stealth -2, Survival -1, Swim +1	Acrobatics -2, Appraise -1, Artistry -1, Bluff +22, Climb +5, Craft (Untrained) -1, Diplomacy +22, Disguise +5, Escape Artist -2, Fly -2, Heal -1, Intimidate +27, Perception -1, Perform (Untrained) +5, Ride -2, Sense Motive +16, Stealth -2, Survival -1, Swim +2
Languages	Common			
Special Qualities	Bonus Feat, Challenge, Challenge, Edicts, Mount, Order, Order Abilities, Order of the Scales, Determined, Resolute, Resolve, Unstoppable, Skilled, Skills	anner, Bonus Feat, Bonus Feat, Challenge, Challenge, Edicts, Mobile Wall, Mount, Mounted Archer, Order, Order Abilities, Order of the Scales, Determined, Resolute, Resolve, Unstoppable, Skilled, Skills, Weapon Expertise	Banner, Bonus Feat, Bonus Feat, Challenge, Challenge, Edicts, Greater Resolve, Mobile Wall, Mount, Mounted Archer, Order, Order Abilities, Order of the Scales, Determined, Resolute, Resolve, Unstoppable, Seek Retribution, Skilled, Skills, Weapon Expertise	Banner, Bonus Feat, Bonus Feat, Challenge, Challenge, Demanding Challenge, Edicts, Greater Banner, Greater Resolve, Honorable Stand, Mobile Wall, Mount, Mounted Archer, Order, Order Abilities, Order of the Scales, Determined, Resolute, Resolve, Unstoppable, Seek Retribution, Skilled, Skills, Weapon Expertise
Treasure	Masterwork naginata; scale mail; soldier's uniform; longbow; arrows (40x); dagger (2x)	+1 <i>naginata</i> ; masterwork agile breastplate; soldier's uniform; longbow; arrows (40x); dagger (2x)	+2 <i>keen naginata</i> ; +1 <i>agile breastplate</i> ; soldier's uniform; longbow; arrows (40x); dagger (2x)	+3 <i>keen naginata</i> ; +2 <i>agile breastplate</i> ; soldier's uniform; longbow; arrows (40x); dagger (2x)

Special Abilities

Banner (Ex) At 5th level, a samurai's banner becomes a symbol of inspiration to his allies and companions. As long as the samurai's banner is clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls made as part of a charge. At 10th level, and every five levels thereafter, these bonuses increase by +1. The banner must be at least Small or larger and must be carried or displayed by the samurai or his mount to function. **Bonus Feat:** At 6th level, and every six levels thereafter, a samurai gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. The samurai must meet the requirements of these bonus feats.

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feat At 6th level, and every six levels thereafter, a samurai gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. The samurai must meet the requirements of these bonus feats.

Challenge Whenever an order of the scales cavalier issues a challenge, he receives a +1 morale bonus on combat maneuvers and attacks of opportunity made against the target of his challenge. This bonus increases by 1 for every 4 levels the cavalier possesses.

Challenge (Ex) Once per day, a samurai can challenge a foe to combat. As a swift action, the samurai chooses one target within sight to challenge. The samurai's melee attacks deal extra damage when made against the target of his challenge. This extra damage is equal to the samurai's level. The samurai can use this ability once

per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level. Challenging a foe requires much of the samurai's concentration. The samurai takes a -2 penalty to his Armor Class, except against attacks made by the target of his challenge. The challenge remains in effect until the target is dead or unconscious, or until the combat ends. Each samurai's challenge also includes another effect, which is listed in the section describing the samurai's order.

Demanding Challenge (Ex) At 12th level, whenever a samurai declares a challenge, his target must pay attention to the threat he poses. As long as the target is within the threatened area of the samurai, it takes a -2 penalty to its AC on attacks made by anyone other than the samurai.

Edicts The cavalier must fulfill all binding agreements he makes with others. If a bargain becomes impossible to fulfill, he must satisfactorily compensate all aggrieved or adversely affected parties involved in the bargain. When serving as a judge or arbiter, the cavalier must make fair, impartial judgments, and if unable to do so, must recuse himself at the earliest possibility. If authorized to enforce an agreement, the cavalier must wholeheartedly strive to accomplish this, remaining unswayed by threats, bribery, and other deterrents.

Greater Banner (Ex) At 14th level, a samurai's banner becomes a rallying call to his allies. All allies within 60 feet receive a +2 morale bonus on saving throws against charm and compulsion spells and effects. In addition, while his banner is displayed, the samurai can spend a standard action to wave the banner through the air, granting all allies within 60 feet an additional saving throw against any one spell or effect that is targeting them. This save is made at the

original DC. Spells and effects that do not allow saving throws are unaffected by this ability. An ally cannot benefit from this ability more than once per day.

Greater Resolve (Ex) At 9th level, a samurai can spend his resolve to negate some of his most grievous wounds. After a critical hit is confirmed against him, the samurai can spend one use of his resolve as an immediate action to treat that critical hit as a normal hit. Effects that only trigger on a critical hit do not trigger when the samurai uses this ability.

Honorable Stand (Ex) At 11th level, a samurai can make an honorable stand, deciding to fight the target of his challenge to the bitter end, no matter the cost. He can make an honorable stand once per day at 11th level, plus one additional time per day at 16th level. Declaring an honorable stand is a swift action. While making an honorable stand, the samurai is immune to the shaken, frightened, and panicked conditions. He does not fall unconscious while his hit point total is below 0. Finally, whenever a samurai making an honorable stand must make a saving throw, he can spend one daily use of his resolve to reroll the saving throw after the first roll is made. He must take the result of the second roll, even if it is worse. If a samurai making an honorable stand ever retreats from battle against his challenged foe, he loses the ability to make a challenge for 24 hours.

Mobile Wall (Ex) The cavalier receives Step Up as a bonus feat. He can use this feat while mounted by succeeding at a DC 15 Ride check, directing his mount to move rather than himself. The cavalier gains a +0 bonus to his CMD against attempts to tumble through squares he threatens.

Mount (Ex) A samurai gains the service of a loyal and trusty steed to carry him into battle. This mount functions as a druid's animal companion, using the samurai's level as his effective druid level. The creature must be one that he is capable of riding and that is suitable as a mount. A Medium samurai can select a camel or a horse. A Small samurai can select a pony or a wolf, but can also select a boar or a dog if he is at least 4th level. The GM may approve other animals as suitable mounts. A samurai does not take an armor check penalty on Ride checks while riding his mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. A samurai's mount does not gain the share spells special ability. A samurai's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should a samurai's mount die, the samurai may find another mount to serve him after 1 week of mourning. The new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the samurai gains a level.

Mounted Archer (Ex) At 4th level, the samurai becomes skilled at firing ranged weapons while mounted. A samurai only takes a -2 penalty on attack rolls with ranged weapons while his mount takes a double move. This penalty increases to -4 while his mount is running.

Order (Ex) At 1st level, a samurai must pledge himself to a specific order, typically the order of the warrior. The order grants the samurai a number of bonuses, class skills, and special abilities. In addition, each order includes a number of edicts the samurai must follow. If he violates these edicts, he loses the benefits of his order's challenge ability for 24 hours. The violation of an edict is subject to GM interpretation. Most samurai belong to the order of the warrior and are dedicated to their lord. Those without a lord, or who chose to abandon their lord, are ronin. A samurai may instead elect to dedicate himself to one of the orders listed under the cavalier description (see pages 34-37 of the Advanced Player's Guide), but such samurai are rare. A samurai who wishes to change his order must undertake a lengthy process to dedicate himself to a new cause. When this choice is made, he immediately loses all of the benefits from his old order. He must then follow the edicts of his new order for one entire level without gaining any benefits from that order. Once he has accomplished this, he gains all the bonuses from his new order. The only exception to this is when a samurai decides to become a ronin. A samurai can elect to become a ronin immediately, losing all the benefits from his old order and replacing them with the new benefits from the ronin order. Once a ronin, however, the only way for the samurai to change to another order is through the method described above. Note that the names of these

orders might vary depending upon the campaign setting or GM's preference.

Order of the Scales Members of this cavalier order serve the cause of legal integrity. Many order of the scales cavaliers track and apprehend fleeing lawbreakers so that these vagrants may answer for their crimes and make good on their debts. *Determined* As a standard action, the samurai can spend one use of his resolve to remove the fatigued, shaken, or sickened condition. If the samurai is at least 8th level, he can alternatively remove the exhausted, frightened, nauseated, or staggered condition. If the condition has a duration longer than 1 hour or is permanent, this ability removes the condition for 1 hour, at which time the condition returns. *Resolute* Whenever the samurai is required to make a Fortitude or Will save, he can spend one use of his resolve as an immediate action to roll twice and take the better result. He must decide to use this ability before he rolls the saving throw.

Resolve (Ex) Starting at 1st level, the samurai gains resolve that he can call upon to endure even the most devastating wounds and afflictions. He can use this ability once per day at 1st level, plus one additional time per day for every two samurai levels beyond 1st. Whenever the samurai defeats the target of his challenge, he regains one daily use of his resolve, up to his maximum number of uses per day. Defeating the target of his challenge usually involves reducing the target to 0 hit points or fewer, but the GM might rule that an enemy who surrenders or flees the battle is also defeated. He can use this resolve in a number of ways.

Unstoppable When the samurai is reduced to fewer than 0 hit points but not slain, he can spend one use of his resolve as an immediate action to instantly stabilize and remain conscious. He is staggered, but he does not fall unconscious and begin dying if he takes a standard action. He does fall unconscious if he takes additional damage from any source.

Seek Retribution (Ex) Once per day after receiving a request for aid from a legal authority or an aggrieved party regarding the breaking of an oath, whenever the cavalier encounters the oath-breaking creature, he can choose to exact retribution. As a swift action, the cavalier can grant himself a +5 bonus on all attack rolls, weapon damage rolls, and opposed checks against the oathbreaking creature. These bonuses last for 0 rounds.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Skills An order of the scales cavalier adds Knowledge (local) and Linguistics to his list of class skills. He gains a +0 bonus on Sense Motive checks to determine whether someone bluffing and to determine whether a creature's behavior is being influenced by an enchantment.

Weapon Expertise (Ex) At 3rd level, a samurai gains an unparalleled expertise with his chosen weapons. At 3rd level, the samurai selects either the katana, longbow, naginata, or wakizashi. The samurai can draw the selected weapon as a free action as if he had the Quick Draw feat. In addition, whenever he threatens a critical hit with the selected weapon, he gains a +2 bonus on the confirmation roll. Finally, his samurai levels stack with any fighter levels he possesses for the purposes of meeting the prerequisites for feats that specifically select his chosen weapon, such as Weapon Specialization.

⚡ Feats

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Critical Focus You are trained in the arts of causing pain. You

receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dazzling Display Your skill with your favored weapon can frighten enemies. While wielding the weapon in which you have Weapon Focus, you can perform a bewildering show of prowess as a full-round action. Make an Intimidate check to demoralize all foes within 30 feet who can see your display.

Difficult Swings You can force foes to move cautiously when near you. When you make a full attack with an appropriate melee weapon, you can force creatures to treat squares adjacent to you as difficult terrain until the beginning of your next turn. You can choose to allow any creature you are aware of to ignore the difficult terrain you effectively create with this feat.

Exotic Weapon Proficiency (Katana) You understand how to use your chosen exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow. You make attack rolls with the weapon normally.

Greater Weapon Focus (Naginata) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Greater Weapon Specialization (Naginata) You deal extra damage when using your chosen weapon. You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus to damage stacks with other damage roll bonuses, including any you gain from Weapon Specialization.

Improved Critical (Naginata) Attacks made with your chosen weapon are quite deadly. When using the weapon you selected, your threat range is doubled.

Intimidating Prowess Your physical might is intimidating to others. Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your

martial weapons normally (without the non-proficient penalty).

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Shield Proficiency You are trained in how to properly use a shield. When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Step Up You can close the distance when a foe tries to move away. Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

Weapon Focus (Naginata) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Weapon Specialization (Naginata) You deal extra damage when using your chosen weapon. You gain a +2 bonus on all damage rolls you make using the selected weapon.

Samurai - Mount

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
 General				
CR / XP	CR as master; XP as master			
Sex / Race	Male Camel; Large companion animal			
Class	Animal 2	Animal 6	Animal 9	Animal 12
Initiative	+3	+5	+9	+10
Senses	Low-Light Vision; Perception +5; Scent	Low-Light Vision; Perception +9; Scent	Low-Light Vision; Perception +12; Scent	Low-Light Vision; Perception +15; Scent
 Defense				
Armor Class	AC 14, touch 13, ff 10 (-1 size; +3 Dex; +1 natural; +1 dodge)	AC 20, touch 15, ff 14 (-1 size; +5 Dex; +5 natural; +1 dodge)	AC 22, touch 15, ff 16 (-1 size; +5 Dex; +7 natural; +1 dodge)	AC 25, touch 15, ff 18 (-1 size; +5 Dex; +9 natural; +1 dodge)
hp / HD	19 (2d8)+4	54 (6d8)+24	87 (9d8)+36	116 (12d8)+48
Saves	Fort +5, Ref +6, Will +0	Fort +8, Ref +10, Will +2	Fort +9, Ref +11, Will +3	Fort +11, Ref +14, Will +4
 Offense				
Movement	50 ft.			
Attacks	Melee bite +4 (1d8+6)	Melee bite +8 (1d8+7)	Melee bite +11 (2d6+9)	Melee bite +15 (2d6+10)
Special Attacks	Spit (ranged touch)			
Space / Reach	10 ft. / 10 ft.			
 Statistics				

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Ability Scores	Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4	Str 21, Dex 20, Con 16, Int 2, Wis 11, Cha 4	Str 23, Dex 21, Con 16, Int 2, Wis 11, Cha 4	Str 25, Dex 22, Con 16, Int 2, Wis 11, Cha 4
Core Attack	Base Atk +1; CMB +6; CMD 20 (24 vs. trip)	Base Atk +4; CMB +10; CMD 26 (30 vs. trip)	Base Atk +6; CMB +13; CMD 29 (33 vs. trip)	Base Atk +9; CMB +17; CMD 34 (38 vs. trip)
Feats	Armor Proficiency, Light, Dodge	Armor Proficiency, Light, Dodge, Mobility, Toughness	Armor Proficiency, Light, Dodge, Improved Initiative, Improved Natural Attack (Bite), Mobility, Toughness	Armor Proficiency, Light, Dodge, Improved Initiative, Improved Natural Attack (Bite), Mobility, Power Attack, Toughness
Skills	Acrobatics +3, Artistry -4, Climb +4, Escape Artist +3, Fly +1, Intimidate -3, Perception +5, Stealth -1, Swim +4	Acrobatics +5, Artistry -4, Climb +5, Escape Artist +5, Fly +3, Intimidate -3, Perception +9, Stealth +1, Swim +5	Acrobatics +5, Artistry -4, Climb +6, Escape Artist +5, Fly +3, Intimidate -3, Perception +12, Stealth +1, Swim +6	Acrobatics +6, Artistry -4, Climb +7, Escape Artist +6, Fly +4, Intimidate -3, Perception +15, Stealth +2, Swim +7
Languages	-			
Special Qualities	Trained for Combat Riding, Bonus Tricks 1, Link, Low-Light Vision, Scent Animal Tricks: Trained for Combat Riding, Attack, Break Out, Come, Defend, Down, Guard, Heel	Trained for Combat Riding, Bonus Tricks 3, Devotion, Evasion, Link, Low-Light Vision, Scent Animal Tricks: Trained for Combat Riding, Attack, Break Out, Come, Defend, Down, Flank, Guard, Heel, Menace	Trained for Combat Riding, Bonus Tricks 4, Devotion, Evasion, Link, Low-Light Vision, Multiattack, Scent Animal Tricks: Trained for Combat Riding, Attack, Break Out, Come, Defend, Down, Flank, Guard, Heel, Menace, Watch	Trained for Combat Riding, Bonus Tricks 5, Devotion, Evasion, Link, Low-Light Vision, Multiattack, Scent Animal Tricks: Trained for Combat Riding, Attack, Break Out, Come, Defend, Down, Flank, Get Help, Guard, Heel, Menace, Watch
Treasure	-	-	-	-

Special Abilities

Devotion (Ex) An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Dodge You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Evasion (Ex) If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Improved Initiative You get a +4 bonus on initiative checks.

Improved Natural Attack (Bite) Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Link (Ex) A master can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The master gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Mobility You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened

area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Multiattack An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with one of its natural weapons, albeit at a -5 penalty. You have 1 natural attacks. You gain a second attack with one of your natural weapons at -5.

Power Attack You can choose to take a -3 penalty on all melee attack rolls and combat maneuver checks to gain a +6 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a

track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Spit (Ex) Once per hour, a camel can regurgitate the contents of its stomach, spitting the foul material at a single target within 10 feet. The target must make a DC 19 Fortitude save or be sickened for 1d4 rounds.

Toughness You gain +12 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

⚡ Feats

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Bite) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Mobility You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -3 penalty on all melee attack rolls and combat maneuver checks to gain a +6 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Toughness You have enhanced physical stamina. You gain +12 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Trained for Combat Riding An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes 6 weeks. You may also "upgrade" an animal trained for riding to one trained for combat by spending 3 weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Many horses and riding dogs are trained in this way.

Attack The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Break Out On command, the animal attempts to break or gnaw through any bars or bindings restricting itself, its handler, or a

person indicated by the handler. If not effective on its own, this trick can grant the target character a +4 circumstance bonus on Escape Artist checks. The animal can also take certain basic actions like lifting a latch or bringing its master an unattended key.

Come The animal comes to you, even if it normally would not do so.

Defend The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend another specific character.

Down The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Flank You can instruct an animal to attack a foe you point to and always attempt to be adjacent to (and threatening) that foe.

Get Help With this trick, a trainer can designate a number of creatures up to the animal's Intelligence score as "help." When the command is given, the animal attempts to find one of those people and bring her back to the handler, even if that means journeying a long distance to the last place it encountered the target creature.

Guard The animal stays in place and prevents others from approaching.

Heel The animal follows you closely, even to places where it normally wouldn't go.

Menace A menacing animal attempts to keep a creature you indicate from moving.

Watch The animal can be commanded to keep watch over a particular area, such as a campsite, and raise an alarm if it notices any sizable or dangerous creature entering the area.

Barbarian Archetypes

Table 4: Pregenerated Character Summary: Barbarian Archetype Classes

Archetype	Page	Class	Race	Sex
Armored Hulk	110	Barbarian	Dwarf	F
Breaker	113	Barbarian	Gnome	M
Brutal Pugilist	116	Barbarian	Half-Orc	M
Drunken Brute	119	Barbarian	Human	F
Drunken Rager	122	Barbarian	Tiefling	M
Elemental Kin	125	Barbarian	Half-Elf	F
Hurler	128	Barbarian	Dwarf	M
Invulnerable Rager	131	Barbarian	Halfling	M
Jungle Rager	134	Barbarian	Half-Orc	F
Mounted Fury	137	Barbarian	Dwarf	F
Raging Cannibal	143	Barbarian	Half-Orc	F
Savage Barbarian	146	Barbarian	Half-Orc	M
Scarred Rager	149	Barbarian	Dwarf	M
Sea Reaver	152	Barbarian	Elf	F
Superstitious	155	Barbarian	Human	M

Crunch Summary: Barbarian Archetypes

 **Skills:** *Medium use.* Barbarians are limited in having mostly physical skills, but even so, there's opportunity to have your selections represent your character. If she's a horse-rider, then grab **Handle Animal**.

 **Spells:** *Zero,* perhaps obviously. Not much to see here; move along.

 **Weapons:** *High.* Sky's the limit, though perhaps not quite as much as with a Fighter. Try to pick unusual weapons, ones that match the style, appearance, and *feel* you're going for with your character.

 **Armor & Other Equipment:** *High.* As with weapons, your armor and other gear should reflect your character, and there's plenty of options. Chainmail is outstanding armor class "bang for the buck", but what about Bone Armor? Maybe your character keeps a hand free to taunt and gesture rudely at her opponents in melee; lose the crunch bonus to AC, but gain a huge opportunity to imbue your character with... well, with *character*.

 **Feats:** *Extreme.* Arguably more than weapons or armor, feats give you the chance to personalize your character's potential.

 **Ability Scores:** *High.* Don't pick Strength, Dexterity, and Constitution automatically. Resist the urge to make Charisma your "dump stat". Remember, Combat Expertise and other battle feats have Intelligence as a prerequisite, and Charisma can be used in combat to drive skill use.

 **Resist the Urge To:** Create a Half-Orc, Strength- and Constitution-heavy two-handed close combatant, with nothing else going on for him.

non-crunch perspective, decide what drives your character's raging. Is it lust? Power? Derangement or mental condition? Maybe they took one too many blows to the head, and ever since that one arena battle, every once in a while, something just sets them off. Or maybe it's a more meditative, monk-like ability. Mix in characteristics or stereotypes from other classes: Perhaps your Barbarian derives his rage ability from dedication to a deity, like a Cleric.

You've got a lot of flexibility, because ultimately, it doesn't truly matter from a crunch perspective. But your decision with Raging can help drive a lot of other decisions: what sort of weapon would a deranged barbarian use? Would a barbarian driven by religious zeal bother with armor? Is there a catch-phrase, tic, or other hallmark of Raging that your character employs every time they enter that state?

Designer's Soapbox: Barbarians

 Let's start with the characteristic **Rage** ability. From a

Armored Hulk (Barbarian)

	 Low	 Moderate	 Advanced	 Elite
 General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Dwarf			
Class	Barbarian (Armored Hulk) 1	Barbarian (Armored Hulk) 6	Barbarian (Armored Hulk) 10	Barbarian (Armored Hulk) 14
Initiative	+1	+1	+1	+1
Senses	Darkvision 60 ft.; Perception +0	Darkvision 60 ft.; Perception +0	Darkvision 60 ft.; Perception +0	Darkvision 60 ft.; Perception +0
 Defense				
Armor Class	AC 18, touch 11, ff 17 (+1 Dex; +5 scale mail; +2 heavy shield)	AC 22, touch 10, ff 22 (+7 splint mail; +5 tower shield)	AC 25, touch 10, ff 25 (+9 <i>agile half-plate</i> <i>armor</i> +1; +6 tower shield)	AC 29, touch 11, ff 28 (+1 Dex; +11 <i>full plate</i> <i>armor</i> +2; +7 tower shield)
hp / HD	16 (1d12)+4	47 (6d12)+24	105 (10d12)+50	157 (14d12)+70
Saves	Fort +6, Ref +1, Will +0 +2 vs. poison, spells, and spell-like abilities	Fort +9, Ref +3, Will +2 +2 vs. poison, spells, and spell-like abilities	Fort +12, Ref +4, Will +3 +2 vs. poison, spells, and spell-like abilities	Fort +16, Ref +5, Will +4 +2 vs. poison, spells, and spell-like abilities; +4 Will vs. enchantment (when raging)
Special Defenses	-	-	DR 2/-	DR 3/-
 Offense				
Movement	25 ft.	35 ft.	35 ft.	35 ft.
Attacks	Melee warhammer +5 (1d8+4/x3) or Melee shield, heavy wooden +5 (1d4+2) or Melee light hammer +5 (1d4+4) or Ranged light hammer (thrown) +2 (1d4+4)	Melee +1 warhammer +9/+4 (1d8+5/x3) or Melee light hammer +8/+3 (1d4+4) or Ranged light hammer (thrown) +5/+0 (1d4+4) or Melee gauntlet +8/+3 (1d3+4)	Melee gauntlet +12/+7 (1d3+4) or Melee +2 warhammer +15/+10 (1d8+6/x3) or Melee hammer, light +12/+7 (1d4+4) or Ranged hammer, light (thrown) +9/+4 (1d4+4)	Melee gauntlet +16/+11/+6 (1d3+4) or Melee +3 warhammer +20/+15/+10 (1d8+7/ x3) or Melee hammer, light +16/+11/+6 (1d4+4) or Ranged hammer, light (thrown) +13/+8/+3 (1d4+4)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	-	Brawler, Brawler, Greater, Knockdown,	Brawler, Brawler, Greater, Knockdown, Savage Intuition	Bleeding Blow, Brawler, Brawler, Greater, Come and Get Me, Knockdown, Savage Intuition
 Statistics				
Ability Scores	Str 18, Dex 12, Con 18, Int 7, Wis 11, Cha 6	Str 18, Dex 12, Con 19, Int 7, Wis 11, Cha 6	Str 18, Dex 12, Con 20, Int 7, Wis 11, Cha 6	Str 18, Dex 12, Con 21, Int 7, Wis 11, Cha 6
Core Attack	Base Atk +1; CMB +5 (+6 bullrush, disarm, grapple, overrun, sunder, or trip); CMD 16 (20 vs. bullrush or trip; 17 vs. overrun)	Base Atk +6; CMB +10 (+11 bullrush, disarm, grapple, overrun, sunder, or trip); CMD 21 (25 vs. bullrush or trip; 22 vs. overrun)	Base Atk +10; CMB +14 (+15 bullrush, disarm, grapple, overrun, sunder, or trip); CMD 25 (29 vs. bullrush or trip; 26 vs. overrun)	Base Atk +14; CMB +18 (+19 bullrush, disarm, grapple, overrun, sunder, or trip); CMD 29 (33 vs. bullrush or trip; 30 vs. overrun)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Feats	Improved Shield Bash	Improved Shield Bash, Shield Focus, Tower Shield Proficiency	Improved Shield Bash, Saving Shield, Shield Focus, Tower Shield Proficiency, Weapon Focus (Warhammer)	Endurance, Great Fortitude, Improved Shield Bash, Saving Shield, Shield Focus, Tower Shield Proficiency, Weapon Focus (Warhammer)
Skills	Acrobatics -1, Appraise -2, Artistry -2, Bluff -2, Climb -2, Craft (Untrained) -2, Diplomacy -2, Disguise -2, Escape Artist -5, Fly -5, Intimidate +2, Perform (Untrained) -2, Ride -5, Stealth -5, Swim -2	Acrobatics -7, Appraise -2, Artistry -2, Bluff -2, Climb -13, Craft (Untrained) -2, Diplomacy -2, Disguise -2, Escape Artist -16, Fly -16, Intimidate +7, Perform (Untrained) -2, Ride -16, Stealth -16, Swim -13	Acrobatics -1, Appraise -2, Artistry -2, Bluff -2, Climb -8, Craft (Untrained) -2, Diplomacy -2, Disguise -2, Escape Artist -14, Fly -14, Intimidate +11	Acrobatics +4, Appraise -2, Artistry -2, Bluff -2, Climb -10, Craft (Untrained) -2, Diplomacy -2, Disguise -2, Escape Artist -13, Fly -13, Intimidate +15, Perform (Untrained) -2, Ride -13, Stealth -13, Swim -10
Languages	Common, Dwarven			
Special Qualities	Bonus Rage Round, Darkvision, Greed, Hardy, Hatred, Indomitable Stance, Rage, Rage Powers, Stability, Steady, Stonecunning, Weapon and Armor Proficiency, Weapon Familiarity	Armored Swiftness, Bonus Rage Round (6x), Darkvision, Greed, Hardy, Hatred, Improved Armored Swiftness, Indomitable Stance, Rage, Rage Powers, Resilience of Steel, Stability, Steady, Stonecunning, Weapon and Armor Proficiency, Weapon Familiarity	Armored Swiftness, Bonus Rage Round (10x), Damage Reduction, Darkvision, Greed, Hardy, Hatred, Improved Armored Swiftness, Indomitable Stance, Rage, Rage Powers, Resilience of Steel, Rolling Dodge, Stability, Steady, Stonecunning, Weapon and Armor Proficiency, Weapon Familiarity	Armored Swiftness, Bonus Rage Round (14x), Damage Reduction, Darkvision, Greed, Hardy, Hatred, Improved Armored Swiftness, Indomitable Stance, Indomitable Will, Rage, Rage Powers, Resilience of Steel, Rolling Dodge, Stability, Steady, Stonecunning, Weapon and Armor Proficiency, Weapon Familiarity
Treasure	Warhammer; heavy wooden shield; scale mail; peasant's outfit; light hammer (4x)	+1 warhammer; tower shield; splint mail; peasant's outfit; light hammer (4x); gauntlet	+2 warhammer; +1 tower shield; +1 agile half-plate armor; peasant's outfit; light hammer (4x); gauntlet	+3 warhammer; +2 tower shield; +2 full plate armor; peasant's outfit; light hammer (4x); gauntlet

Special Abilities

Armored Swiftness (Ex) At 2nd level, an armored hulk moves faster in medium and heavy armor. When wearing medium or heavy armor, an armored hulk can move 5 feet faster than normal, to a maximum of her speed. This ability replaces uncanny dodge.

Bleeding Blow (Ex) When she uses her powerful blow rage power, the barbarian also deals bleed damage equal to her bonus damage with the powerful blow. This bleed damage bypasses damage reduction. A barbarian must have the powerful blow rage power and be at least 8th level before selecting this rage power.

Bonus Rage Round (14x) Add 1 to the barbarian's total number of rage rounds per day.

Brawler While raging, the barbarian is treated as if she has Improved Unarmed Strike. If she already has the feat, her unarmed strikes deal 1d6 points of damage (1d4 if she is Small).

Brawler, Greater While raging, the barbarian is treated as if she has Two-Weapon Fighting when making unarmed strike attacks.

Come and Get Me (Ex) While raging, as a free action the barbarian may leave herself open to attack while preparing devastating counterattacks. Enemies gain a +4 bonus on attack and damage rolls against the barbarian until the beginning of her next turn, but every attack against the barbarian provokes an attack of opportunity from her, which is resolved prior to resolving each enemy attack.

Damage Reduction (Ex) You gain damage reduction. Subtract 3 from the damage you take each time you are dealt damage from a

weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Improved Armored Swiftness (Ex) At 5th level, an armored hulk's land speed is faster than the norm for her race by +10 feet. This benefit applies when she is wearing any armor, including heavy armor, but not while carrying a heavy load. Apply this bonus before modifying the armored hulk's speed because of any load carried

or armor worn. This bonus stacks with any other bonuses to the barbarian's land speed. This ability replaces improved uncanny dodge (Encumbered=0)(WearingArmor=1)(MoveBonus=10).

Indomitable Stance (Ex) An armored hulk gains a +1 bonus on combat maneuver checks and to CMD for overrun combat maneuvers, and on Reflex saves against trample attacks. She also gains a +1 bonus to her AC against charge attacks and on attack and damage rolls against charging creatures. This ability replaces fast movement.

Indomitable Will (Ex) While in rage, you gain a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you also receive during your rage.

Knockdown (Ex) Once per rage, the barbarian can make a trip attack against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is knocked prone. This does not provoke an attack of opportunity.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 49 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +6 morale bonus to your Strength and a +6 morale bonus to Constitution, as well as a +3 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 42 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Resilience of Steel (Ex) At 3rd level, an armored hulk is able to use her armor to help avoid deadly hits. While wearing heavy armor, she gains a +1 bonus to AC that applies only on critical hit confirmation rolls. This bonus increases by +1 every 3 levels beyond 3rd (maximum +6 at 18th level). This ability replaces trap sense. (currently at +4)

Rolling Dodge (Ex) You gain a +3 dodge bonus to your Armor Class against ranged attacks for 5 round against ranged attacks. Activating this ability is a move action that does not provoke attacks of opportunity.

Savage Intuition (Ex) Your bestial senses allow you to sense danger and become enraged before you even have time to consciously react to danger. When combat begins, if you have rounds of rage remaining, you may automatically enter a rage without using an action at the start of the first round of combat (or at the start of the surprise round, if there is one), even if you are not otherwise aware that combat has begun.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Weapon and Armor Proficiency An armored hulk gains proficiency in heavy armor.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

⚡ Feats

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Shield Bash You can protect yourself with your shield, even if you use it to attack. When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Saving Shield You deflect attacks that could mean your ally's death. Whenever an adjacent ally is the target of an attack, you can, as an immediate action, grant that adjacent ally a +2 shield bonus to AC. You must be wielding a light shield, heavy shield, or tower shield to use this feat.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Tower Shield Proficiency You are trained in how to properly use a tower shield. When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

Weapon Focus (Warhammer) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Breaker (Barbarian)

	Low	Moderate	Advanced	Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Gnome; Small humanoid (gnome)			
Class	Barbarian (Breaker) 1	Barbarian (Breaker) 6	Barbarian (Breaker) 10	Barbarian (Breaker) 14
Initiative	+3	+3	+3	+3
Senses	Low-Light Vision; Perception +5	Low-Light Vision; Perception +10	Low-Light Vision; Perception +14	Low-Light Vision; Perception +18
Defense				
Armor Class	AC 17, touch 14, ff 14 (+1 Size; +3 Dex; +3 Studded Leather)	AC 19, touch 14, ff 19 (+1 Size; +3 Dex; +5 Scale Mail)	AC 20, touch 14, ff 20 (+1 Size; +3 Dex; +6 Agile Breastplate)	AC 21, touch 14, ff 21 (+1 Dex; +3 Dex; +7 Agile Breastplate +1)
hp / HD	12 (1d12)	51 (6d12)	88 (10d12)	112 (14d12)
Saves	Fort +1, Ref +3, Will -1 +2 vs. illusion spells or effects	Fort +4, Ref +5, Will +1 +2 vs. illusion spells or effects	Fort +6, Ref +6, Will +2 +2 vs. illusion spells or effects	Fort +8, Ref +7, Will +3 +2 vs. illusion spells or effects; +4 to Will saves vs. Enchantment spells when Raging
Special Defenses	-	Improved Uncanny Dodge; Uncanny Dodge	Improved Uncanny Dodge; Uncanny Dodge; DR 2/-	Improved Uncanny Dodge; Uncanny Dodge; DR 3/-
Offense				
Movement	20 ft.	15 ft.	15 ft.	15 ft.
Attacks	Melee lucerne hammer (small) +5 (2H: 1d10+4) or Melee dagger (small) +5 (1d3+3/19-20) or Ranged dagger (small/ thrown) +5 (1d3+3/19- 20)	Melee +1 smashing lucerne hammer +11/+6 (2H: 1d10+5) or Melee dagger (small) +10/+5 (1d3+3/19-20) or Ranged dagger (small/ thrown) +10/+5 (1d3+3/19-20)	Melee +2 shattering lucerne hammer +18/+13 (2H: 1d10+8) or Melee dagger (small) +15/+10 (1d3+4/19- 20) or Ranged dagger (small/ thrown) +14/+9 (1d3+4/19-20)	Melee +3 shattering lucerne hammer +23/+18/+13 (2H: 1d10+9) or Melee dagger (small) +19/+14/+9 (1d3+4/19-20) or Ranged dagger (small/ thrown) +18/+13/+8 (1d3+4/19-20)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	-	Ground Breaker, Impelling Disarm, Smasher	Armor Ripper, Ground Breaker, Ground Breaker, Greater, Impelling Disarm, Smasher	Armor Ripper, Ground Breaker, Ground Breaker, Greater, Impelling Disarm, Mighty Swing, Smasher
Prepared Spells	Innate Spell-Like Abilities: 1x/Day - dancing lights, ghost sound, prestidigitation, speak with animals			
Statistics				
Ability Scores	Str 16, Dex 16, Con 9, Int 10, Wis 9, Cha 13	Str 17, Dex 16, Con 9, Int 10, Wis 9, Cha 13	Str 18, Dex 16, Con 9, Int 10, Wis 9, Cha 13	Str 19, Dex 16, Con 9, Int 10, Wis 9, Cha 13
Core Attack	Base Atk +1; CMB +3; CMD 16	Base Atk +6; CMB +8 (+12 sunder); CMD 21 (23 vs. sunder)	Base Atk +10; CMB +13 (+17 sunder); CMD 26 (28 vs. sunder)	Base Atk +14; CMB +17 (+21 sunder); CMD 30 (32 vs. sunder)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Feats	Power Attack	Greater Sunder, Improved Sunder, Power Attack	Greater Sunder, Improved Sunder, Power Attack, Sundering Strike, Weapon Focus (Lucerne Hammer)	Cleave, Great Cleave, Greater Sunder, Improved Sunder, Power Attack, Sundering Strike, Weapon Focus (Lucerne Hammer)
Skills	Acrobatics +6, Bluff +1, Climb +6, Diplomacy +1, Disguise +1, Escape Artist +2, Fly +4, Heal -1, Intimidate +5, Perception +5, Perform (Untrained) +1, Ride +2, Sense Motive -1, Stealth +6, Survival -1, Swim +2	Acrobatics +8, Bluff +1, Climb +8, Diplomacy +1, Disguise +1, Escape Artist -1, Fly +1, Heal -1, Intimidate +10, Perception +10, Perform (Untrained) +1, Ride -1, Sense Motive -1, Stealth +3, Survival -1, Swim -1	Acrobatics +12, Bluff +1, Climb +16, Diplomacy +1, Disguise +1, Escape Artist -1, Fly +1, Heal -1, Intimidate +14, Perception +14, Perform (Untrained) +1, Ride -1, Sense Motive -1, Stealth +3, Survival -1	Acrobatics +17, Bluff +1, Climb +21, Diplomacy +1, Disguise +1, Fly +2, Heal -1, Intimidate +18, Perception +18, Perform (Untrained) +1, Sense Motive -1, Stealth +4, Survival -1, Swim +1
Languages	Common, Gnome, Sylvan			
Special Qualities	Destructive, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Rage, Weapon Familiarity	Battle Scavenger, Destructive, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Rage, Weapon Familiarity	Battle Scavenger, Damage Reduction, Destructive, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Rage, Weapon Familiarity	Battle Scavenger, Damage Reduction, Destructive, Fearless Rage, Gnome Magic, Hatred, Illusion Resistance, Indomitable Will, Keen Senses, Low-Light Vision, Obsessive, Rage, Weapon Familiarity
Treasure	Lucerne hammer (small); traveler's outfit (small); studded leather armor (small); dagger (2x; small)	+1 <i>smashing lucerne hammer</i> (small); traveler's outfit (small); scale mail (small); dagger (2x; small)	+2 <i>shattering lucerne hammer</i> (small); traveler's outfit (small); agile breastplate (small); dagger (2x; small)	+3 <i>shattering lucerne hammer</i> (small); traveler's outfit (small); +1 <i>agile breastplate</i> (small); dagger (2x; small)

Special Abilities

Controlled Rage (Strength) Select this to assign full bonus to Strength.

Armor Ripper (Ex) While raging, you gain a +2 bonus on combat maneuver checks made to sunder with any of your natural attacks.

Battle Scavenger (Ex) At 3rd level, the breaker barbarian suffers no penalty on attack rolls when using an improvised weapon or a weapon with the broken condition. In addition, she gains a +4 bonus on damage rolls with improvised or broken weapons for every three levels beyond 3rd. This ability replaces trap sense.

Damage Reduction (Ex) You gain damage reduction. Subtract 3 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.

Defensive Training (Ex) Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Destructive (Ex) Whenever the breaker barbarian makes a melee attack that targets an unattended object or makes a sunder combat maneuver, she adds +1 on the damage roll.

Fearless Rage (Ex) While raging, you are immune to the shaken and frightened conditions.

Gnome Magic (Sp) Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain spell-like abilities.

Ground Breaker (Ex) Once per rage, the barbarian can attack the

floor around her as a standard action. This attack automatically hits and deals damage normally. If the barbarian manages to deal more damage than the floor's hardness, the space she occupies and all of the squares adjacent to her become difficult terrain. Creatures in these squares, except the barbarian, must make a DC 15 Reflex save or be knocked prone.

Ground Breaker, Greater (Ex) When using the ground breaker** rage power, the barbarian can extend the radius of the effect by 5 feet. This rage power can be selected up to three times, and its effects stack. A barbarian must have the ground breaker rage power and be at least 8th level before selecting this rage power.

Hatred (Ex) Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Illusion Resistance (Ex) Gnomes get a +2 racial saving throw bonus against illusion spells or effects.

Impelling Disarm (Ex) Once per rage, the barbarian can make a disarm attempt against a target in place of a melee attack. This attempt does not provoke attacks of opportunity.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 4.

Indomitable Will (Ex) While in rage, you gain a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you also receive during your rage.

Keen Senses (Ex) Gnomes receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Mighty Swing (Ex) You automatically confirm a critical hit. This power is used as an immediate action once a critical threat has been determined. This power can only be used once per rage.

Obsessive (Ex) Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Rage You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 0 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +0 morale bonus to your Strength and a +0 morale bonus to Constitution, as well as a +0 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 0 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Smasher (Ex) Once per rage, whenever the barbarian makes an attack against an unattended object or a sunder combat maneuver, she can ignore the object's hardness. This ability must be used before the attack roll or sunder check is made.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Gnomes treat any weapon with the word "gnome" in its name as a martial weapon. .

⚡ Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Greater Sunder Your devastating strikes cleave through weapons and into their wielders, damaging both item and wielder alike in a single terrific strike. You receive a +2 bonus on checks made to sunder an item. This bonus stacks with the bonus granted by Improved Sunder. Whenever you sunder to destroy a weapon, shield, or suit of armor, any excess damage is applied to the item's wielder. No damage is transferred if you decide to leave the item with 1 hit

point.

Improved Sunder You are skilled at damaging your foes' weapons and armor. You do not provoke an attack of opportunity when performing a sunder combat maneuver. In addition, you receive a +2 bonus on checks made to sunder an item. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to sunder your gear.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Sundering Strike Your critical hits can sunder your foes' weapons. Whenever you score a critical hit with a melee attack, you can sunder your opponent's weapon, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may deal damage to your opponent's weapon as if from the sunder combat maneuver (roll normal damage to the weapon separately). This does not provoke an attack of opportunity.

Weapon Focus (Lucerne Hammer) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Brutal Pugilist (Barbarian)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Half-Orc; Medium humanoid (orc, human)			
Class	Barbarian (Brutal Pugilist) 1	Barbarian (Brutal Pugilist) 6	Barbarian (Brutal Pugilist) 10	Barbarian (Brutal Pugilist) 14
Initiative	+3	+3	+3	+3
Senses	Darkvision 60 ft.; Perception -1	Darkvision 60 ft.; Perception -1	Darkvision 60 ft.; Perception -1	Darkvision 60 ft.; Perception -1
Defense				
Armor Class	AC 17, touch 13, ff 14 (+3 Dex; +4 Armored Coat)	AC 18, touch 13, ff 15 (+3 Dex; +5 spiked chain shirt)	AC 20, touch 13, ff 17 (+3 Dex; +7 <i>spiked chain shirt</i> +3)	AC 21, touch 13, ff 18 (+3 Dex; +8 <i>spiked agile breastplate</i> +2)
hp / HD	15 (1d12)+3	63 (6d12)+18	85 (10d12)+26	118 (14d12)+34
Saves	Fort +4, Ref +3, Will -1	Fort +7, Ref +5, Will +1	Fort +9, Ref +6, Will +2	Fort +11, Ref +7, Will +3 +4 Will vs. enchantment (when raging)
Special Defenses	-	-	DR 2/-	DR 3/-
Offense				
Movement	30 ft.; Fast Movement	40 ft.; Fast Movement	40 ft.; Fast Movement	30 ft.; Fast Movement
Attacks	Melee spiked gauntlet +6 (1d4+5) or Melee unarmed strike +6 (1d3+5) or Melee light hammer +6 (1d4+5) or Ranged light hammer (thrown) +4 (1d4+5)	Melee unarmed strike +12 (1d3+5) or Melee +1 <i>bleeding</i> <i>spiked gauntlet</i> +12/+7 (1d4+6) or Melee light hammer +11/+6 (1d4+5) or Ranged light hammer (thrown) +9/+4 (1d4+5) or Melee armor spikes +11/+6 (1d6+5)	Melee unarmed strike +17 (1d3+6) or Melee +3 <i>bleeding</i> <i>spiked gauntlet</i> +19/+14 (1d4+9) or Melee light hammer +16/+11 (1d4+6) or Ranged light hammer (thrown) +13/+8 (1d4+6) or Melee armor spikes +16/+11 (1d6+6)	Melee unarmed strike +21 (1d3+6) or Melee +4 <i>bleeding</i> <i>spiked gauntlet</i> +24/+19/+14 (1d4+10) or Melee light hammer +20/+15/+10 (1d4+6) or Ranged light hammer (thrown) +17/+12/+7 (1d4+6) or Melee armor spikes +20/+15/+10 (1d6+6)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	-	Animal Fury, Animal Fury, Greater, Brawler	Animal Fury, Animal Fury, Greater, Bleeding Blow, Brawler, Brawler, Greater	Animal Fury, Animal Fury, Greater, Bleeding Blow, Brawler, Brawler, Greater, Flesh Wound
Statistics				
Ability Scores	Str 20, Dex 16, Con 14, Int 7, Wis 8, Cha 9	Str 21, Dex 16, Con 14, Int 7, Wis 8, Cha 9	Str 22, Dex 16, Con 14, Int 7, Wis 8, Cha 9	Str 23, Dex 16, Con 14, Int 7, Wis 8, Cha 9
Core Attack	Base Atk +1; CMB +6; CMD 19	Base Atk +6; CMB +11; CMD 24	Base Atk +10; CMB +16; CMD 29	Base Atk +14; CMB +20; CMD 33

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Feats	Improved Unarmed Strike	Improved Unarmed Strike, Vital Strike, Weapon Focus (Unarmed Strike)	Devastating Strike, Improved Unarmed Strike, Power Attack, Vital Strike, Weapon Focus (Unarmed Strike)	Bullying Blow, Devastating Strike, Improved Unarmed Strike, Power Attack, Raging Deathblow, Vital Strike, Weapon Focus (Unarmed Strike)
Skills	Acrobatics +5, Appraise -2, Artistry -2, Bluff -1, Climb +3, Craft (Untrained) -2, Diplomacy -1, Disguise -1, Escape Artist +1, Fly +1, Heal -1, Intimidate +5, Perception -1, Perform (Untrained) -1, Ride +1, Sense Motive -1, Stealth +1, Survival -1, Swim +3	Acrobatics +11, Appraise -2, Artistry -2, Bluff -1, Climb +4, Craft (Untrained) -2, Diplomacy -1, Disguise -1, Escape Artist +2, Fly +2, Heal -1, Intimidate +10, Perception -1, Perform (Untrained) -1, Ride +2, Sense Motive -1, Stealth +2, Survival -1, Swim +4	Acrobatics +15, Appraise -2, Artistry -2, Bluff -1, Climb +5, Craft (Untrained) -2, Diplomacy -1, Disguise -1, Escape Artist +2, Fly +2, Heal -1, Intimidate +14, Perception -1, Perform (Untrained) -1, Ride +2, Sense Motive -1, Stealth +2, Survival -1, Swim +5	Acrobatics +17, Appraise -2, Artistry -2, Bluff -1, Climb +6, Craft (Untrained) -2, Diplomacy -1, Disguise +1, Heal -1, Intimidate +18, Perception -1, Perform (Untrained) -1, Sense Motive -1, Survival -1, Swim +3
Languages	Common, Orc			
Special Qualities	Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Rage, Weapon Familiarity	Darkvision, Fast Movement, Improved Savage Grapple, Intimidating, Orc Blood, Orc Ferocity, Pit Fighter, Rage, Savage Grapple, Weapon Familiarity	Bonus Rage Round (4x), Damage Reduction, Darkvision, Fast Movement, Improved Savage Grapple, Intimidating, Orc Blood, Orc Ferocity, Pit Fighter, Rage, Savage Grapple, Weapon Familiarity	Bonus Rage Round (8x), Damage Reduction, Darkvision, Fast Movement, Feast of Blood, Improved Savage Grapple, Indomitable Will, Intimidating, Orc Blood, Orc Ferocity, Pit Fighter, Rage, Savage Grapple, Weapon Familiarity
Treasure	Spiked gauntlet; armored coat; peasant's outfit; light hammer (4x)	+1 <i>bleeding spiked gauntlet</i> ; +1 <i>spiked chain shirt</i> ; peasant's outfit; light hammer (4x)	+3 <i>bleeding spiked gauntlet</i> ; +3 <i>spiked chain shirt</i> ; peasant's outfit; light hammer (4x)	+4 <i>bleeding spiked gauntlet</i> ; +2 <i>spiked agile breastplate</i> ; peasant's outfit; light hammer (4x)

Special Abilities

Controlled Rage (Strength) Select this to assign full bonus to Strength.

Animal Fury (Ex) While raging, you gain a bite attack. If used as a part of a full-attack action, the bite is made at your full base attack bonus-5. If the bite hits, it deals 1d4+3 points of damage. You can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks you make against the target this round are at a +2 bonus.

Animal Fury, Greater (Ex) This power works as animal fury, but the barbarian's bite attack deals damage as if she were one size larger.

Bleeding Blow (Ex) When she uses her powerful blow rage power, the barbarian also deals bleed damage equal to her bonus damage with the powerful blow. This bleed damage bypasses damage reduction. A barbarian must have the powerful blow rage power and be at least 8th level before selecting this rage power.

Bonus Rage Round (8x) Add 1 to the barbarian's total number of rage rounds per day.

Brawler While raging, the barbarian is treated as if she has Improved Unarmed Strike. If she already has the feat, her unarmed strikes deal 1d6 points of damage (1d4 if she is Small).

Brawler, Greater While raging, the barbarian is treated as if she has Two-Weapon Fighting when making unarmed strike attacks.

Damage Reduction (Ex) You gain damage reduction. Subtract 3 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Fast Movement (Ex) Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.

Feast of Blood (Su) While raging, the barbarian may feast on the organs of her foes and absorb their power. After successfully ripping out a creature's vital organ, the barbarian may eat the organ within 1 minute of extracting it as a full-round action that provokes attacks of opportunity. Once the organ is consumed, the barbarian recovers a number of hit points equal to the Hit Dice of the organ's owner. In

addition, the barbarian gains any energy immunities or resistances the victim had, though the effectiveness of these resistances is halved (for instance, a barbarian who eats the heart of a creature with resist cold 10 would gain resist cold 5; energy immunities are reduced to resist energy 20). This energy resistance lasts for a number of rounds equal to half the Hit Dice of the creature whose organ was consumed. A barbarian must have the bloody fist rage power to select this rage power. A barbarian must be at least 14th level to select this rage power.

Flesh Wound (Ex) Once per rage, the barbarian can try to avoid serious harm from an attack. The barbarian must make a Fortitude save with a DC equal to the damage that would be dealt by the attack. The barbarian's armor check penalty applies on this saving throw. If the save succeeds, the barbarian takes half damage from the attack and the damage is nonlethal. The barbarian must elect to use this ability after the attack roll is made, but before the damage is rolled.

Improved Savage Grapple (Ex) At 5th level, the brutal pugilist takes no penalties to Dexterity, attack rolls, and combat maneuver checks when she has the grappled condition. She also is treated as one size larger than her actual size when determining whether she can grapple or be grappled by another creature. This ability replaces improved uncanny dodge.

Indomitable Will (Ex) While in rage, you gain a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you also receive during your rage.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) 1/day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Pit Fighter (Ex) At 3rd level, the brutal pugilist has learned combat tricks from fighting in pit brawls and gladiatorial arenas. She selects one combat maneuver and gains a +1 insight bonus on her CMB or to her CMD in that maneuver. This bonus increases to +2 if the barbarian is wearing no armor (shields are allowed). At every three levels after 3rd, the barbarian may select another combat maneuver and add this bonus on her CMB or to her CMD. This bonus can be applied to each maneuver no more than twice, once on CMB and once to CMD. This ability replaces trap sense.

Rage You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 0 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +0 morale bonus to your Strength and a +0 morale bonus to Constitution, as well as a +0 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 0 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Savage Grapple (Ex) At 2nd level, the brutal pugilist takes only half the normal penalties to Dexterity, attack rolls, and combat maneuver checks when she has the grappled condition. She can make an attack of opportunity against creatures trying to grapple her even if they possess the Improved Grapple feat or the grab special attack. If she hits with this attack of opportunity, she gains a +2 circumstance bonus to her CMD against the grapple attempt. She cannot make these attacks of opportunity once a grapple has succeeded. This ability replaces uncanny dodge.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes

and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

⚡ Feats

Bullying Blow With a simple hit, you more easily intimidate an opponent. As a standard action, you may make a melee attack with a -2 penalty on the attack roll. If the attack damages your opponent, you may make an Intimidate check to demoralize that opponent as a free action.

Devastating Strike Pitting all of your strength and resolve against your enemy, you deliver a strike that is impossible to ignore. Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, you gain a +2 bonus on each extra weapon damage dice roll those feats grant (+6 maximum). This bonus damage is multiplied on a critical hit.

Improved Unarmed Strike You are skilled while fighting unarmed. You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Raging Deathblow Every killing blow gives you a surge of vitality, further fueling your rage. While raging, whenever your attack reduces an opponent of a CR greater than or equal to your character level to -1 or fewer hit points, you gain 1 extra round of rage for that day. If that attack was a critical hit, you gain 1 additional extra round of rage for that day. Whenever you rest to renew your total number of rounds of rage per day, any extra rounds you still have from this feat are lost.

Vital Strike You make a single attack that deals significantly more damage than normal. When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra damage dice are not multiplied on a critical hit, but are added to the total.

Weapon Focus (Unarmed Strike) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Drunken Brute (Barbarian)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Human; Medium humanoid (human)			
Class	Barbarian (Drunken Brute) 1	Barbarian (Drunken Brute) 6	Barbarian (Drunken Brute) 10	Barbarian (Drunken Brute) 14
Initiative	+1	+1	+1	+1
Senses	Perception +2	Perception +7	Perception +11	Perception +15
Defense				
Armor Class	AC 15, touch 12, ff 13 (+1 Dex; +1 dodge; +3 studded leather)	AC 15, touch 12, ff 15 (+1 Dex; +1 dodge; +3 studded leather)	AC 18, touch 12, ff 18 (+1 Dex; +1 dodge; +6 agile breastplate)	AC 19, touch 12, ff 19 (+1 Dex; +1 dodge; +7 agile breastplate +1)
hp / HD	16 (1d12)+4	56 (6d12)+30	102 (10d12)+50	161 (14d12)+84
Saves	Fort +6, Ref +1, Will -2	Fort +10, Ref +3, Will +0 +2 Reflex to avoid traps	Fort +12, Ref +4, Will +1 +3 Reflex to avoid traps	Fort +15, Ref +5, Will +2 +4 Reflex to avoid traps; +4 to Will saves vs. Enchantment spells when Raging
Special Defenses	-	Improved Uncanny Dodge, Trap Sense +2, Uncanny Dodge	Improved Uncanny Dodge, Trap Sense +3, Uncanny Dodge, DR 2/-	Improved Uncanny Dodge, Trap Sense +4, Uncanny Dodge, DR 3/-
Offense				
Movement	30 ft.	30 ft.	20 ft.	20 ft.
Attacks	Melee heavy flail +4 (2H: 1d10+4/19-20) or Melee dagger +4 (1d4+3/19-20) or Ranged dagger (thrown) +2 (1d4+3/19-20)	Melee +1 heavy flail +10/+5 (2H: 1d10+5/19-20) or Melee dagger +9/+4 (1d4+3/19-20) or Ranged dagger (thrown) +7/+2 (1d4+3/19-20)	Melee +2 heavy flail +15/+10 (2H: 1d10+6/19-20) or Melee dagger +13/+8 (1d4+3/19-20) or Ranged dagger (thrown) +11/+6 (1d4+3/19-20)	Melee dagger +17/+12/+7 (1d4+3/19-20) or Ranged dagger (thrown) +15/+10/+5 (1d4+3/19-20) or Melee +3 heavy flail +20/+15/+10 (2H: 1d10+7/19-20)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	-	Brawler, Brawler, Greater, Good for What Ails You	Boasting Taunt, Brawler, Brawler, Greater, Disruptive, Good for What Ails You	Boasting Taunt, Brawler, Brawler, Greater, Disruptive, Good for What Ails You
Statistics				
Ability Scores	Str 16, Dex 13, Con 19, Int 7, Wis 6, Cha 16	Str 16, Dex 13, Con 20, Int 7, Wis 6, Cha 16	Str 16, Dex 13, Con 21, Int 7, Wis 6, Cha 16	Str 16, Dex 13, Con 22, Int 7, Wis 6, Cha 16
Core Attack	Base Atk +1; CMB +4; CMD 16	Base Atk +6; CMB +9; CMD 21	Base Atk +10; CMB +13; CMD 25	Base Atk +14; CMB +17; CMD 29
Feats	Dodge, Throw Anything	Blind-Fight, Bludgeoner, Dodge, Throw Anything	Blind-Fight, Bludgeoner, Dodge, Improved Blind-Fight, Improved Unarmed Strike, Throw Anything	Blind-Fight, Bludgeoner, Boar Ferocity, Boar Style, Dodge, Improved Blind-Fight, Improved Unarmed Strike, Throw Anything

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Appraise -2, Artistry -2, Bluff +3, Climb +2, Craft (Untrained) -2, Diplomacy +3, Disguise +3, Heal -2, Intimidate +7, Perception +2, Perform (Untrained) +3, Sense Motive -2, Survival +2, Swim +	Appraise -2, Artistry -2, Bluff +3, Climb +2, Craft (Untrained) -2, Diplomacy +3, Disguise +3, Heal -2, Intimidate +12, Perception +7, Perform (Untrained) +3, Sense Motive -2, Survival +7, Swim +2	Acrobatics -3, Appraise -2, Artistry -2, Bluff +3, Climb +2, Craft (Untrained) -2, Diplomacy +3, Disguise +3, Escape Artist -3, Fly -3, Heal -2, Intimidate +16, Perception +11, Perform (Untrained) +3, Ride -3, Sense Motive -2, Stealth -3, Survival +11, Swim -1	Acrobatics -2, Appraise -2, Artistry -2, Bluff +3, Climb +3, Craft (Untrained) -2, Diplomacy +3, Disguise +3, Escape Artist -2, Fly -2, Heal -2, Intimidate +20, Perception +15, Perform (Untrained) +3, Ride -2, Sense Motive -2, Stealth -2, Survival +15
Languages	Common			
Special Qualities	Bonus Feat, Bonus Superstitious Rage, Rage, Raging Drunk, Skilled	Bonus Feat, Bonus Superstitious Rage (6x), Rage, Raging Drunk, Skilled	Bonus Feat, Bonus Superstitious Rage (10x), Damage Reduction, Rage, Raging Drunk, Skilled	Bloody Fist, Bonus Feat, Bonus Superstitious Rage (14x), Damage Reduction, Fearless Rage, Indomitable Will, Rage, Raging Drunk, Skilled
Treasure	Heavy flail; peasant's outfit; studded leather armor; dagger (4x)	+1 <i>heavy flail</i> ; peasant's outfit; chainmail; dagger (4x)	+2 <i>heavy flail</i> ; peasant's outfit; agile breastplate; dagger (4x)	+3 <i>heavy flail</i> ; peasant's outfit; +1 <i>agile breastplate</i> ; dagger (4x)

☒ Special Abilities

Controlled Rage (Constitution) Select this to assign full bonus to Constitution.

Bloody Fist (Ex) While raging, the barbarian may attempt to punch through an opponent's flesh and rip out one of its vital organs. In order to do so, the barbarian must confirm a critical hit against an opponent with a natural attack or unarmed strike. The barbarian deals damage as normal for a critical hit and the opponent must succeed at a Fortitude save (DC = 10 + 1/2 the barbarian's class level + the barbarian's Strength modifier) or take 1d4 points of Constitution damage as one of its vital organs is ripped free from its body. This power can only be used once per rage. A barbarian must be at least 12th level to select this rage power.

Boasting Taunt (Ex) While raging, the barbarian can incite a creature to attack her by making an Intimidate check to demoralize. If the check succeeds, the target is also shaken as long as the barbarian is visible and raging or until it makes a melee attack against the barbarian. The barbarian receives a +2 circumstance bonus on this check for every alcoholic drink she has consumed during this rage. This is a language-dependent mind-affecting effect, and it relies on audible components. The barbarian must be at least 6th level to select this power.

Bonus Feat Humans select one extra feat at 1st level.

Bonus Superstitious Rage (14x) Add +1/3 to the bonus from the superstitious rage power.

Brawler While raging, the barbarian is treated as if she has Improved Unarmed Strike. If she already has the feat, her unarmed strikes deal 1d6 points of damage (1d4 if she is Small).

Brawler, Greater While raging, the barbarian is treated as if she has Two-Weapon Fighting when making unarmed strike attacks.

Damage Reduction (Ex) You gain damage reduction. Subtract 3 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.

Disruptive When raging, the barbarian gains Disruptive as a bonus feat. The barbarian must have the superstition* rage power to select this rage power.

Fearless Rage (Ex) While raging, you are immune to the shaken and frightened conditions.

Good for What Ails You (Ex) While raging, the barbarian who takes a drink of alcohol may attempt a new saving throw against one of the following conditions that may be affecting her: blinded, confused, dazzled, deafened, exhausted, fatigued, frightened, nauseated, panicked, shaken, or sickened. If she succeeds at the save, the effect is suppressed for the duration of the rage. She also may attempt a new saving throw if poisoned; a successful save counts against those required for a cure, but a failed save has no ill effect.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 4.

Indomitable Will (Ex) While in rage, you gain a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you also receive during your rage.

Rage You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 0 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +0 morale bonus to your Strength and a +0 morale bonus to Constitution, as well as a +0 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 0 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Raging Drunk (Ex) While raging, the drunken brute can drink a potion, or a tankard of ale or similar quantity of alcohol, as a move action that does not provoke attacks of opportunity. A potion has

its normal effect, while an alcoholic drink allows the barbarian to maintain her rage that round without expending a round of rage for the day (instead of the alcohol's normal effects). For each alcoholic drink consumed while raging, the barbarian is nauseated for 1 round when her rage expires, in addition the normal fatigue that follows a rage. Tireless rage does not negate this nauseated condition but the internal fortitude rage power does. This ability replaces fast movement.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you. .

⚡ Feats

Blind-Fight You are skilled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Bludgeoner You can knock foes out cold with just about any blunt instrument. You take no penalty on attack rolls for using a lethal bludgeoning weapon to deal nonlethal damage. [Normal] You take a -4 penalty on attack rolls when using a lethal weapon to deal nonlethal damage. You cannot use a lethal weapon to deal nonlethal damage in a sneak attack. [Special] A rogue with this feat can use a lethal bludgeoning weapon to deal nonlethal damage with a sneak attack.

Boar Ferocity Your flesh-ripping unarmed strikes terrify your victims. You add piercing damage to the damage types you can deal with your unarmed strikes. Further, you gain a +2 bonus on Intimidate checks to demoralize opponents. While using Boar Style, whenever you tear an opponent's flesh, you can spend a free action to make an Intimidate check to demoralize that opponent.

Boar Style Your sharp teeth and nails rip your foes open. You can deal bludgeoning damage or slashing damage with your unarmed strikes-changing damage type is a free action. While using this style, once per round when you hit a single foe with two or more unarmed strikes, you can tear flesh. When you do, you deal 2d6 extra points of damage with the attack.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Blind-Fight Your keen senses guide your hand against hidden foes. Your melee attacks ignore the miss chance for less than total concealment. You may still reroll your miss chance percentile roll for total concealment. If you successfully pinpoint an invisible or hidden attacker within 30 feet, that attacker gets no advantages related to hitting you with ranged attacks. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible.

Improved Unarmed Strike You are skilled while fighting unarmed. You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons. .

Drunken Rager (Barbarian)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Tiefling; Medium outsider (native)			
Class	Barbarian (Drunken Rager) 1	Barbarian (Drunken Rager) 6	Barbarian (Drunken Rager) 10	Barbarian (Drunken Rager) 14
Initiative	+5	+5	+6	+6
Senses	Darkvision 60 ft.; Perception +4	Darkvision 60 ft.; Perception +9	Darkvision 60 ft.; Perception +13	Darkvision 60 ft.; Perception +17
Defense				
Armor Class	AC 18, touch 15, ff 13 (+5 Dex; +3 studded leather)	AC 18, touch 15, ff 13 (+5 Dex; +3 studded leather)	AC 19, touch 13, ff 16 (+3 Dex; +6 agile breastplate)	AC 20, touch 13, ff 17 (+3 Dex; +7 agile breastplate +1)
hp / HD	14 (1d12)+2	60 (6d12)+12	95 (10d12)+20	130 (14d12)+28
Saves	Fort +3, Ref +5, Will +0	Fort +6, Ref +7, Will +2	Fort +8, Ref +9, Will +3	Fort +10, Ref +10, Will +4 +4 Will vs. enchantment (when raging)
Special Defenses	Resistances Cold 5, Electricity 5, Fire 5	Resistances Cold 5, Electricity 5, Fire 5	Resistances Cold 5, Electricity 5, Fire 5; DR 2/-	Resistances Cold 5, Electricity 5, Fire 5; DR 3/-
Offense				
Movement	30 ft.	30 ft.	20 ft.	20 ft.
Attacks	Melee shortspear +5 (1d6+4) or Ranged shortspear (thrown) +6 (1d6+4) or Ranged javelin +6 (1d6+4) or Melee dagger +5 (1d4+4/19-20) or Ranged dagger (thrown) +6 (1d4+4/19-20)	Ranged javelin +11 (1d6+4) or Melee dagger +10/+5 (1d4+4/19-20) or Ranged dagger (thrown) +11/+6 (1d4+4/19-20) or Melee +1 shortspear +11/+6 (1d6+5) or Ranged +1 shortspear (thrown) +12/+7 (1d6+5)	Ranged javelin +16/+11 (1d6+4) or Melee +2 shortspear +16/+11 (1d6+6) or Ranged +2 shortspear (thrown) +18/+13 (1d6+6) or Melee dagger +14/+9 (1d4+4/19-20) or Ranged dagger (thrown) +16/+11 (1d4+4/19-20) or Melee shortspear +14/+9 (1d6+4) or Ranged shortspear (thrown) +16/+11 (1d6+4)	Ranged javelin +20/+15/+10 (1d6+4) or Melee +3 shortspear +21/+16/+11 (1d6+7) or Ranged +3 shortspear (thrown) +23/+18/+13 (1d6+7) or Melee dagger +18/+13/+8 (1d4+4/19-20) or Ranged dagger (thrown) +20/+15/+10 (1d4+4/19-20) or Melee shortspear +18/+13/+8 (1d6+4) or Ranged shortspear (thrown) +20/+15/+10 (1d6+4)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	-	Reckless Abandon, Roaring Drunk	Hurling, Hurling, Lesser, Reckless Abandon, Roaring Drunk	Drunken Swing, Hurling, Hurling, Lesser, Hurling Charge, Reckless Abandon, Roaring Drunk
Prepared Spells	Innate Spell-Like Abilities: 1x/Day - darkness			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Statistics				
Ability Scores	Str 18, Dex 20, Con 12, Int 8, Wis 10, Cha 5	Str 18, Dex 21, Con 12, Int 8, Wis 10, Cha 5	Str 18, Dex 22, Con 12, Int 8, Wis 10, Cha 5	Str 18, Dex 23, Con 12, Int 8, Wis 10, Cha 5
Core Attack	Base Atk +1; CMB +5; CMD 20	Base Atk +6; CMB +10; CMD 25	Base Atk +10; CMB +14; CMD 30	Base Atk +14; CMB +18; CMD 34
Feats	Throw Anything	Distance Thrower, Throw Anything, Two-Handed Thrower	Distance Thrower, Improved Two-Weapon Fighting, Throw Anything, Two-Handed Thrower, Two-Weapon Fighting	Distance Thrower, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Throw Anything, Two-Handed Thrower, Two-Weapon Defense, Two-Weapon Fighting
Skills	Acrobatics +4, Appraise -1, Artistry -1, Bluff -1, Climb +3, Craft (Untrained) -1, Diplomacy -3, Disguise -3, Escape Artist +4, Fly +4, Intimidate +1, Perception +4, Perform (Untrained) -3, Ride +4, Stealth +6, Survival +4, Swim +3	Acrobatics +4, Appraise -1, Artistry -1, Bluff -1, Climb +3, Craft (Untrained) -1, Diplomacy -3, Disguise -3, Escape Artist +4, Fly +4, Intimidate +6, Perception +9, Perform (Untrained) -3, Ride +4, Stealth +6, Survival +9, Swim +3	Acrobatics +2, Appraise -1, Artistry -1, Bluff -1, Climb +3, Craft (Untrained) -1, Diplomacy -3, Disguise -3, Escape Artist +2, Fly +2, Intimidate +10, Perception +13, Perform (Untrained) -3, Ride +2, Stealth +4, Survival +13	Acrobatics +3, Appraise -1, Artistry -1, Bluff -1, Climb +4, Craft (Untrained) -1, Diplomacy -3, Disguise -3, Escape Artist +3, Fly +3, Intimidate +14, Perception +17, Perform (Untrained) -3, Ride +3, Stealth +5, Survival +17, Swim +1
Languages	Common, Infernal			
Special Qualities	Darkvision, Drunken Rage, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Rage, Skilled, Spell-Like Ability	Darkvision, Drunken Rage, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Improved Staggering Evasion, Quick Reflexes, Rage, Skilled, Spell-Like Ability, Staggering Evasion, Tolerance	Damage Reduction, Darkvision, Drunken Rage, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Improved Staggering Evasion, Quick Reflexes, Rage, Skilled, Spell-Like Ability, Staggering Evasion, Tolerance	Damage Reduction, Darkvision, Drunken Rage, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Improved Staggering Evasion, Indomitable Will, Quick Reflexes, Rage, Skilled, Spell-Like Ability, Staggering Evasion, Tolerance
Treasure	Shortspear (2x); javelin (3x); studded leather armor; soldier's uniform; dagger (4x)	+1 shortspear; shortspear; javelin (3x); studded leather armor; soldier's uniform; dagger (4x)	+2 shortspear; shortspear; javelin (3x); agile breastplate; soldier's uniform; dagger (4x)	+3 shortspear; shortspear; javelin (3x); +1 agile breastplate; soldier's uniform; dagger (4x)

Special Abilities

Controlled Rage (Dexterity) Select this to assign full bonus to Dexterity.

Damage Reduction (Ex) You gain damage reduction. Subtract 3 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Drunken Rage (Ex) A drunken rager can drink a unit of ale or other strong alcohol while raging to gain 1 drunken rage point. The act of drinking is a standard action that does not provoke attacks of

opportunity. The barbarian can have a maximum of 7 drunken rage points. These drunken rage points last for 1 hour or until spent, whichever comes first. The barbarian can use drunken rage points only while raging. Unless otherwise noted, spending a drunken rage point is a free action. A drunken rager can spend 1 drunken rage point to increase her movement speed by 20 feet for 1 round, provided she is wearing no armor, light armor, or medium armor and is not carrying a heavy load. She can also spend 1 drunken rage point to gain 1 additional round of her rage class feature, which lasts for 1 hour or until used.

Drunken Swing (Ex) At 12th level, a drunken rager can spend 1 drunken rage point as a swift action before making a melee attack to drastically increase the deadliness of her attack. The critical threat range of her next attack that round increases by 1 (for example, a critical threat range of 20 would increase to 19–20). This ability does not stack with any other effect that expands the critical threat range of a weapon. At 16th level and again at 20th level, the barbarian can spend 1 additional drunken rage point to further increase the critical threat range of her next attack (to a maximum critical threat range increase of 3 at 20th level). This ability replaces

the rage power gained at 12th level.

Fiendish Language (Ex) Tieflings speak either Abyssal or Infernal.

Fiendish Resistance (Ex) Tieflings have cold resistance 5, electricity resistance 5, and fire resistance 5.

Fiendish Sorcery (Ex) Tiefling sorcerers with the Abyssal or Infernal bloodlines treat their Charisma score as 2 points higher for all sorcerer class abilities.

Hurling (Ex) As lesser hurling, but the barbarian can increase the range increment to 20 feet or increase the size of a hurled object by one size category.

Hurling, Lesser (Ex) As a full-round action while raging, the barbarian can lift and hurl an object up to one size category smaller than herself with both hands or two size categories smaller with one hand as an improvised weapon with a range increment of 10 feet. This inflicts damage as a falling object (Core Rulebook 443) plus the barbarian's Strength bonus. This damage is halved if the object is not made of stone, metal, or similar material. This is a ranged touch attack, and the target may attempt a Reflex save (DC 10 + 1/2 the barbarian's level + the barbarian's Strength modifier) for half damage. The barbarian may apply Power Attack to this attack as a one- or two-handed weapon, as appropriate.

Hurling Charge (Ex) While raging and making a charge attack, the barbarian may draw and throw a hurled weapon during her charge, gaining the normal +2 attack roll bonus on the thrown weapon attack as well as on the melee attack at the end of the charge. The barbarian must move at least 10 feet before using a thrown weapon and at least 10 additional feet before making a melee attack at the end of her charge. The barbarian must have a thrown weapon in hand or have one hand free at the beginning of her charge.

Improved Staggering Evasion (Ex) As long as she has at least 2 drunken rage points, a drunken rager gains improved evasion, as the rogue advanced talent of the same name.

Indomitable Will (Ex) While in rage, you gain a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you also receive during your rage.

Quick Reflexes (Ex) While raging, you can make one additional attack of opportunity per round.

Rage You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 0 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +0 morale bonus to your Strength and a +0 morale bonus to Constitution, as well as a +0 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 0 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Reckless Abandon (Ex) While raging, the barbarian can take a -1 penalty to AC to gain a +1 bonus on attack rolls. The AC penalty increases by -1 and the attack roll bonus increases by +1 at 4th level and every four levels thereafter.

Resistance to Cold (Ex) You may ignore 5 points of Cold damage each time you take cold damage.

Resistance to Electricity (Ex) You may ignore 5 points of Electricity damage each time you take electricity damage.

Resistance to Fire (Ex) You may ignore 5 points of Fire damage each time you take fire damage.

Roaring Drunk (Ex) While raging, the barbarian gains a +1 morale bonus on Intimidate checks and to the save DC of any fear effects she creates for each alcoholic drink she has consumed during her rage, to a maximum of +1 per four barbarian levels.

Skilled (Ex) Tieflings have a +2 racial bonus on Bluff and Stealth checks.

Spell-Like Ability (Sp) Tieflings can use darkness 1/day as a spell-like ability.

Staggering Evasion (Ex) As long as she has at least 1 drunken rage point, a drunken rager gains evasion, as the rogue class feature of the same name.

Tolerance (Ex) As long as she has at least 1 drunken rage point, a drunken rager gains a +1 bonus on saves against effects that would nauseate, poison, or sicken her, as well as saves to avoid addiction or other ill effects associated with consuming alcohol.

⚡ Feats

Distance Thrower You are accurate with thrown weapons at longer ranges than normal. With a thrown weapon, you reduce your penalty on ranged attack rolls due to range by 2.

Greater Two-Weapon Fighting You are incredibly skilled at fighting with two weapons at the same time. You get a third attack with your off-hand weapon, albeit at a -10 penalty.

Improved Two-Weapon Fighting You are skilled at fighting with two weapons. In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Two-Handed Thrower You hurl weapons with both hands and with great force, sometimes using a whirling technique to send your weapon flying through the air at tremendous speeds. Whenever you use two hands to throw a one-handed or two-handed weapon, you gain a bonus on damage rolls equal to 1-1/2 times your Strength bonus. Using two hands to throw any weapon requires only a standard action for you. If you also have the Quick Draw feat, you can throw two-handed weapons at your full normal rate of attacks. [Normal] You add your Strength bonus on thrown weapon damage, regardless of available hands. Throwing a two-handed weapon is a full-round action.

Two-Weapon Defense You are skilled at defending yourself while fighting with two weapons. When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Two-Weapon Fighting You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon. Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Elemental Kin (Barbarian)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Half-Elf; Medium humanoid (elf, human)			
Class	Barbarian (Elemental Kin) 1	Barbarian (Elemental Kin) 6	Barbarian (Elemental Kin) 10	Barbarian (Elemental Kin) 14
Initiative	+4	+4	+5	+9
Senses	Low-Light Vision; Perception +9	Low-Light Vision; Perception +14	Low-Light Vision; Perception +21	Low-Light Vision; Perception +25
Defense				
Armor Class	AC 17, touch 14, ff 13 (+4 Dex; +3 studded leather)	AC 19, touch 13, ff 19 (+3 Dex; +6 agile breastplate)	AC 20, touch 13, ff 20 (+3 Dex; +7 <i>agile breastplate</i> +1)	AC 22, touch 14, ff 22 (+3 Dex; +8 <i>agile breastplate</i> +2)
hp / HD	10 (1d12)-2	25 (6d12)-12	32 (10d12)-20	51 (14d12)-28
Saves	Fort +0, Ref +4, Will +0 +2 vs. enchantment spells and effects	Fort +3, Ref +6, Will +2 +2 vs. enchantment spells and effects; +1 vs. spells with the Air descriptor	Fort +5, Ref +8, Will +3 +2 vs. enchantment spells and effects; +1 vs. spells with the Air descriptor	Fort +7, Ref +9, Will +4 +2 vs. enchantment spells and effects; +1 vs. spells with the Air descriptor; +4 to Will saves vs. Enchantment spells when Raging
Special Defenses	-	Improved Uncanny Dodge, Uncanny Dodge	Improved Uncanny Dodge, Uncanny Dodge, DR 2/-	Improved Uncanny Dodge, Uncanny Dodge, DR 3/-
Offense				
Movement	40 ft.; Fast Movement	30 ft.; Fast Movement	35 ft.; Fast Movement	35 ft.; Fast Movement
Attacks	Ranged longbow +5 (1d8/x3), within 30 ft. +6 (1d8+1) or Melee gladius +2 (1d6+1/19-20) or Melee dagger +2 (1d4+1/19-20) or Ranged dagger (thrown) +5 (1d4+2/19-20), within 30 ft. +6 (1d4+2)	Ranged +1 <i>composite longbow</i> +11/+6 (1d8+1/x3), within 30 ft. +12/+7 (1d8+2) or Melee gladius +7/+2 (1d6+1/19-20) or Melee dagger +7/+2 (1d4+1/19-20) or Ranged dagger (thrown) +10/+5 (1d4+2/19-20), within 30 ft. +11/+6 (1d4+2)	Ranged +2 <i>composite longbow</i> +17/+12 (1d8+2/x3), within 30 ft. +18/+13 (1d8+3) or Melee gladius +11/+6 (1d6+1/19-20) or Melee dagger +11/+6 (1d4+1/19-20) or Ranged dagger (thrown) +15/+10 (1d4+2/19-20), within 30 ft. +16/+11 (1d4+2)	Ranged +4 <i>longbow</i> +23/+18/+13 (1d8+4/x3), within 30 ft. +24/+19/+14 (1d8+5) or Melee gladius +15/+10/+5 (1d6+1/19-20) or Melee dagger +15/+10/+5 (1d4+1/19-20) or Ranged dagger (thrown) +19/+14/+9 (1d4+2/19-20), within 30 ft. +20/+15/+10 (1d4+2)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	-	Elemental Rage, Lesser, Elemental Totem, Lesser (Air), Energy Resistance,	Air Totem, Air Totem, Greater, Elemental Rage, Lesser, Elemental Totem, Lesser (Air), Energy Resistance	Air Totem, Air Totem, Greater, Elemental Rage, Lesser, Elemental Totem, Lesser (Air), Energy Resistance
Statistics				

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Ability Scores	Str 12, Dex 18, Con 7, Int 12, Wis 10, Cha 15	Str 12, Dex 19, Con 7, Int 12, Wis 10, Cha 15	Str 12, Dex 20, Con 7, Int 12, Wis 10, Cha 15	Str 12, Dex 21, Con 7, Int 12, Wis 10, Cha 15
Core Attack	Base Atk +1; CMB +2; CMD 16	Base Atk +6; CMB +7; CMD 21	Base Atk +10; CMB +11; CMD 26	Base Atk +14; CMB +15; CMD 31
Feats	Point-Blank Shot, Skill Focus (Perception)	Bullseye Shot, Point-Blank Shot, Precise Shot, Skill Focus (Perception)	Bullseye Shot, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Perception)	Bullseye Shot, Dodge, Improved Initiative, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Perception)
Skills	Acrobatics +3, Appraise +1, Artistry +1, Bluff +2, Craft (Untrained) +1, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +3, Handle Animal +6, Intimidate +2, Perception +9, Perform (Untrained) +2, Ride +7, Stealth +3, Survival +4, Swim +4	Appraise +1, Artistry +1, Bluff +2, Craft (Untrained) +1, Diplomacy +2, Disguise +2, Handle Animal +11, Intimidate +2, Perception +14, Perform (Untrained) +2, Ride +9, Survival +9, Swim +6	Acrobatics +2, Appraise +1, Artistry +1, Bluff +2, Climb +1, Craft (Untrained) +1, Diplomacy +2, Disguise +2, Escape Artist +2, Fly +2, Handle Animal +15, Intimidate +2, Perception +21, Perform (Untrained) +2, Ride +15, Stealth +2, Survival +13, Swim +11	Acrobatics +2, Appraise +1, Artistry +1, Bluff +2, Climb +1, Craft (Untrained) +1, Diplomacy +2, Disguise +2, Escape Artist +2, Fly +2, Handle Animal +19, Intimidate +2, Perception +25, Perform (Untrained) +2, Ride +19, Stealth +2, Survival +17, Swim +15
Languages	Common, Elven, Sylvan			
Special Qualities	Adaptability, Bonus Fast Movement, Elf Blood, Elven Immunities, Fast Movement, Keen Senses, Low-Light Vision, Multitalented, Rage	Adaptability, Bonus Fast Movement (6x), Elemental Fury, Elf Blood, Elven Immunities, Fast Movement, Keen Senses, Low-Light Vision, Multitalented, Rage	Adaptability, Bonus Fast Movement (10x), Damage Reduction, Elemental Fury, Elf Blood, Elven Immunities, Fast Movement, Keen Senses, Low-Light Vision, Multitalented, Rage	Adaptability, Bonus Fast Movement (14x), Damage Reduction, Elemental Fury, Elf Blood, Elven Immunities, Fast Movement, Indomitable Will, Keen Senses, Low-Light Vision, Multitalented, Rage
Treasure	Monk's outfit; studded leather armor; gladius; longbow; arrows (40x); dagger (2x)	Monk's outfit; agile breastplate; gladius; +1 composite longbow; arrows (40x); dagger (2x)	Monk's outfit; +1 agile breastplate; gladius; +2 composite longbow; arrows (40x); dagger (2x)	Monk's outfit; +2 agile breastplate; gladius; +4 longbow; arrows (40x); dagger (2x)

Special Abilities

Controlled Rage (Dexterity) Select this to assign full bonus to Dexterity.

Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.

Air Totem (Su) Once per rage, the barbarian can move for 1 round as if affected by air walk.

Air Totem, Greater (Su) While raging, the barbarian is surrounded by an aura of howling winds. Creatures attempting to cast spells while adjacent to the barbarian must succeed at a concentration check (DC 15 + spell level), and ranged attack rolls against the barbarian take a -4 penalty. Creatures smaller than the barbarian that attack the barbarian in melee with a natural weapon or touch attack must succeed at a Fortitude save (DC 0) or the attack fails and the creature is flung back 5 feet and knocked prone. The barbarian can suspend this aura as a free action.

Bonus Fast Movement (14x) Add 10 to the elf's base speed. In combat this has no effect unless the elf has selected this reward 5 times (or another increment of 5); a speed of 34 feet is effectively the same as a speed of 30 feet, for example. This bonus stacks with

a class's fast movement feature and applies only under the same conditions as that ability.

Damage Reduction (Ex) You gain damage reduction. Subtract 3 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.

Elemental Fury (Ex) At 3rd level, whenever the elemental kin takes an amount of energy damage equal to or greater than her barbarian level while raging, she adds 1 to the total number of rounds that she can rage that day. At 6th level, and every three levels thereafter, the number of extra rounds per energy attack increases by +1, to a maximum of +6 rounds per energy attack at 18th level. This ability replaces trap sense.

Elemental Rage (Su) While raging, all of the barbarian's melee attacks deal an additional 1d6 points of energy damage (acid, cold, electricity, or fire). The type is chosen when the barbarian begins her rage.

Elemental Rage, Greater (Su) While raging, all of the barbarian's critical hits made with melee weapons deal an additional 1d10 points of energy damage (2d10 if the weapon deals W3 damage on a critical hit, 3d10 if the weapon deals W4 on a critical hit). The type of this

damage is the same as the type chosen for the elemental rage power.

Elemental Rage, Lesser (Su) As a swift action, the barbarian can cause her melee attacks to deal an additional 1d6 points of energy damage (acid, cold, electricity, or fire) for 1 round.

Elemental Totem, Lesser (Air) (Su) The barbarian selects one elemental type (air, earth, fire, or water). Once selected, this choice cannot be changed. While raging, the barbarian gains a +1 bonus on saving throws against spells with the selected elemental descriptor. The barbarian gains access to the elemental totem rage power matching the element she selected.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Energy Resistance (Ex) While raging, the barbarian gains resistance to one energy type (acid, cold, electricity, fire, or sonic) equal to 1/2 her barbarian level (minimum 1). The energy type is chosen when this rage power is selected and it cannot be changed. This rage power can be selected more than once. Its effects do not stack. Each time it applies to a different energy type.

Fast Movement (Ex) Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 4.

Indomitable Will (Ex) While in rage, you gain a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you also receive during your rage.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Rage You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 0 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +0 morale bonus to your Strength and a +0 morale bonus to Constitution, as well as a +0 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 0 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you. .

⚡ Feats

Bullseye Shot You slow your breath, calm yourself, and hit the bullseye, just as you were trained to do. You can spend a move action to steady your shot. When you do, you gain a +4 bonus on your next ranged attack roll before the end of your turn. You can spend a move action to steady your shot. When you do, you gain a +4 bonus on the next ranged attack roll you make before the end of your turn.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Manyshot You can fire multiple arrows at a single target. When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from using a composite bow with a high Strength bonus apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.

Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot You are adept at firing ranged attacks into melee. You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Rapid Shot You can make an additional ranged attack. When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Skill Focus (Perception) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Hurler (Barbarian)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Dwarf; Medium humanoid (dwarf)			
Class	Barbarian (Hurler) 1	Barbarian (Hurler) 6	Barbarian (Hurler) 0	Barbarian (Hurler) 14
Initiative	+4	+4	+4	+4
Senses	Darkvision 60 ft.; Perception +5	Darkvision 60 ft.; Perception +10	Darkvision 60 ft.; Perception +14	Darkvision 60 ft.; Perception +18
Defense				
Armor Class	AC 17, touch 14, ff 13 (+4 Dex; +3 studded leather)	AC 19, touch 13, ff 19 (+3 Dex; +6 agile breastplate)	AC 20, touch 13, ff 20 (+3 Dex; +7 <i>agile breastplate</i> +1)	AC 21, touch 13, ff 21 (+3 Dex; +8 <i>agile breastplate</i> +2); Two-Weapon Defense
hp / HD	13 (1d12)+1	31 (6d12)+6	56 (10d12)+10	83 (14d12)+14
Saves	Fort +3, Ref +4, Will +1 +2 vs. poison, spells, and spell-like abilities	Fort +6, Ref +6, Will +3 +2 vs. poison, spells, and spell-like abilities; +2 Reflex to avoid traps	Fort +8, Ref +7, Will +4 +2 vs. poison, spells, and spell-like abilities; +3 Reflex to avoid traps	Fort +10, Ref +8, Will +5 +2 vs. poison, spells, and spell-like abilities; +4 Reflex to avoid traps; +4 Will vs. enchantment (when raging)
Special Defenses	-	Improved Uncanny Dodge, Trap Sense +2, Uncanny Dodge	Improved Uncanny Dodge, Trap Sense +3, Uncanny Dodge, DR 2/-	Improved Uncanny Dodge, Trap Sense +4, Uncanny Dodge, DR 3/-
Offense				
Movement	20 ft.			
Attacks	Melee throwing axe +2 (1d6+1) or Ranged throwing axe (thrown) +5 (1d6+1) or Ranged chakram +5 (1d8+1) or Melee dagger +2 (1d4+1/19-20) or Ranged dagger (thrown) +5 (1d4+1/19-20)	Melee throwing axe +8/+3 (1d6+2) or Ranged throwing axe (thrown) +10/+5 (1d6+2) or Melee dagger +8/+3 (1d4+2/19-20) or Ranged dagger (thrown) +10/+5 (1d4+2/19-20) or Ranged +1 <i>chakram</i> +11/+6 (1d8+3)	Melee throwing axe +13/+8 (1d6+3) or Ranged throwing axe (thrown) +14/+9 (1d6+3) or Ranged +2 <i>chakram</i> +16 (1d8+5) or Melee dagger +13/+8 (1d4+3/19-20) or Ranged dagger (thrown) +14/+9 (1d4+3/19-20) or Ranged +1 <i>chakram</i> +15/+10 (1d8+4)	Melee throwing axe +17/+12/+7 (1d6+3) or Ranged throwing axe (thrown) +18/+13/+8 (1d6+3) or Ranged +2 <i>chakram</i> +20/+15 (1d8+5) or Melee dagger +17/+12/+7 (1d4+3/19-20) or Ranged dagger (thrown) +18/+13/+8 (1d4+3/19-20) or Ranged +3 <i>chakram</i> +21/+16/+11 (1d8+6)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	-	Hurling, Lesser, Hurling Charge	Hurling, Hurling, Lesser, Hurling Charge, Knockdown	Body Bludgeon, Hurling, Hurling, Greater, Hurling, Lesser, Hurling Charge, Knockdown
Statistics				
Ability Scores	Str 12, Dex 18, Con 13, Int 8, Wis 12, Cha 9	Str 15, Dex 18, Con 13, Int 8, Wis 12, Cha 9	Str 16, Dex 18, Con 13, Int 8, Wis 12, Cha 9	Str 17, Dex 18, Con 13, Int 8, Wis 12, Cha 9

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Core Attack	Base Atk +1; CMB +2; CMD 16 (16 vs. bullrush or trip)	Base Atk +6; CMB +8; CMD 22 (26 vs. bullrush or trip)	Base Atk +10; CMB +13; CMD 27 (31 vs. bullrush or trip)	Base Atk +14; CMB +17; CMD 31 (35 vs. bullrush or trip)
Feats	Throw Anything	Distance Thrower, Throw Anything, Two- Handed Thrower	Distance Thrower, Quick Draw, Throw Anything, Two-Handed Thrower, Two-Weapon Fighting	Distance Thrower, Improved Two-Weapon Fighting, Quick Draw, Throw Anything, Two-Handed Thrower, Two-Weapon Defense, Two-Weapon Fighting
Skills	Acrobatics +7, Appraise -1, Artistry -1, Bluff -1, Climb +4, Craft (Untrained) -1, Diplomacy -1, Disguise -1, Escape Artist +3, Fly +3, Heal +1, Intimidate -1, Perception +5, Perform (Untrained) -1, Ride +3, Sense Motive +1, Stealth +3, Survival +1	Acrobatics +9, Appraise -1, Artistry -1, Bluff -1, Climb +10, Craft (Untrained) -1, Diplomacy -1, Disguise -1, Heal +1, Intimidate -1, Perception +10, Perform (Untrained) -1, Sense Motive +1, Survival +1, Swim -2	Acrobatics +14, Appraise -1, Artistry -1, Bluff -1, Climb +16, Craft (Untrained) -1, Diplomacy -1, Disguise -1, Escape Artist +1, Fly +1, Heal +1, Intimidate -1, Perception +14, Perform (Untrained) -1, Ride +1, Sense Motive +1, Stealth +1, Survival +1	Acrobatics +18, Appraise -1, Artistry -1, Bluff -1, Climb +20, Craft (Untrained) -1, Diplomacy -1, Disguise -1, Escape Artist +1, Fly +1, Heal +1, Intimidate -1, Perception +18, Perform (Untrained) -1, Ride +1, Sense Motive +1, Stealth +1, Survival +1
Languages	Common, Dwarven			
Special Qualities	Bonus Rage Round, Darkvision, Greed, Hardy, Hatred, Rage, Skilled Thrower, Stability, Steady, Stonecunning, Weapon Familiarity	Bonus Rage Round (6x), Darkvision, Greed, Hardy, Hatred, Rage, Skilled Thrower, Stability, Steady, Stonecunning, Strength Surge, Weapon Familiarity	Bonus Rage Round (10x), Damage Reduction, Darkvision, Greed, Hardy, Hatred, Rage, Skilled Thrower, Stability, Steady, Stonecunning, Strength Surge, Weapon Familiarity	Bonus Rage Round (14x), Damage Reduction, Darkvision, Greed, Hardy, Hatred, Indomitable Will, Rage, Skilled Thrower, Stability, Steady, Stonecunning, Strength Surge, Weapon Familiarity
Treasure	Throwing axe (4x); chakram (2x); entertainer's outfit; studded leather armor; dagger (4x)	Throwing axe (4x); +1 <i>chakram</i> (2x); entertainer's outfit; agile breastplate; dagger (4x)	Throwing axe (4x); +2 <i>chakram</i> ; +1 <i>chakram</i> ; entertainer's outfit; +1 <i>agile breastplate</i> ; dagger (4x)	Throwing axe (4x); +3 <i>chakram</i> ; +2 <i>chakram</i> ; entertainer's outfit; +2 <i>agile breastplate</i> ; dagger (4x)

Special Abilities

Controlled Rage (Dexterity) Select this to assign full bonus to Dexterity.

Body Bludgeon (Ex) While raging, if the barbarian pins an opponent that is smaller than her, she can then use that opponent as a two-handed improvised weapon that deals 1d8 points of bludgeoning damage, assuming the opponent is sized Small. Larger or smaller creatures used as a bludgeon deal damage based on their size using this base damage. A size Tiny creature deals 1d6 points of damage, a size Medium creature deals 1d10 points of damage, and so on. The barbarian can make a single attack using the pinned opponent as part of the action she uses to maintain the grapple, using her highest attack bonus. Whenever the barbarian hits using the pinned opponent as a weapon, she deals damage to her target normally, and the grappled opponent used as a bludgeon also takes the same damage she dealt to the target. If the pinned opponent is unable to resist being pinned for any reason, the barbarian can use that opponent as an improvised weapon without grappling or pinning the opponent, until the creature is reduced to 0 or fewer hit points, at which point the creature becomes useless as an improvised weapon. A barbarian must be at least 10th level before selecting this rage power.

Bonus Rage Round (14x) Add 1 to the barbarian's total number of

rage rounds per day.

Damage Reduction (Ex) You gain damage reduction. Subtract 3 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special

training against these hated foes.

Hurling (Ex) As lesser hurling, but the barbarian can increase the range increment to 20 feet or increase the size of a hurled object by one size category.

Hurling, Greater (Ex) As hurling, but the barbarian can increase the range increment to 30 feet or increase the size of a hurled object by two size categories.

Hurling, Lesser (Ex) As a full-round action while raging, the barbarian can lift and hurl an object up to one size category smaller than herself with both hands or two size categories smaller with one hand as an improvised weapon with a range increment of 10 feet. This inflicts damage as a falling object (Core Rulebook 443) plus the barbarian's Strength bonus. This damage is halved if the object is not made of stone, metal, or similar material. This is a ranged touch attack, and the target may attempt a Reflex save (DC 10 + 1/2 the barbarian's level + the barbarian's Strength modifier) for half damage. The barbarian may apply Power Attack to this attack as a one- or two-handed weapon, as appropriate.

Hurling Charge (Ex) While raging and making a charge attack, the barbarian may draw and throw a hurled weapon during her charge, gaining the normal +2 attack roll bonus on the thrown weapon attack as well as on the melee attack at the end of the charge. The barbarian must move at least 10 feet before using a thrown weapon and at least 10 additional feet before making a melee attack at the end of her charge. The barbarian must have a thrown weapon in hand or have one hand free at the beginning of her charge.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 4.

Indomitable Will (Ex) While in rage, you gain a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you also receive during your rage.

Knockdown (Ex) Once per rage, the barbarian can make a trip attack against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is knocked prone. This does not provoke an attack of opportunity.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Rage You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 0 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +0 morale bonus to your Strength and a +0 morale bonus to Constitution, as well as a +0 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 0 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Skilled Thrower (Ex) The hurler is skilled at throwing objects in combat. Increase the range increment of any thrown weapon or object by 10 feet. This ability replaces fast movement.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Strength Surge (Ex) You add +14 on one Strength check or combat maneuver check, or to your Combat Maneuver Defense when an opponent attempts a maneuver against you. This power is used as an immediate action. This power can only be used once per rage.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon. .

⚡ Feats

Distance Thrower You are accurate with thrown weapons at longer ranges than normal. With a thrown weapon, you reduce your penalty on ranged attack rolls due to range by 2.

Improved Two-Weapon Fighting You are skilled at fighting with two weapons. In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Two-Handed Thrower You hurl weapons with both hands and with great force, sometimes using a whirling technique to send your weapon flying through the air at tremendous speeds. Whenever you use two hands to throw a onehanded or two-handed weapon, you gain a bonus on damage rolls equal to 1-1/2 times your Strength bonus. Using two hands to throw any weapon requires only a standard action for you. If you also have the Quick Draw feat, you can throw two-handed weapons at your full normal rate of attacks. [Normal] You add your Strength bonus on thrown weapon damage, regardless of available hands. Throwing a twohanded weapon is a full-round action.

Two-Weapon Defense You are skilled at defending yourself while fighting with two weapons. When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Two-Weapon Fighting You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon. Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Invulnerable Rager (Barbarian)

	 Low	 Moderate	 Advanced	 Elite
 General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Halfling; Small humanoid (halfling)			
Class	Barbarian (Invulnerable Rager) 1	Barbarian (Invulnerable Rager) 6	Barbarian (Invulnerable Rager) 10	Barbarian (Invulnerable Rager) 14
Initiative	+1	+1	+1	+1
Senses	Perception +5	Perception +10	Perception +14	Perception +18
 Defense				
Armor Class	AC 19, touch 12, ff 18 (+1 size; +1 Dex; +5 scale mail; +2 heavy shield)	AC 22, touch 12, ff 21 (+1 size; +1 Dex; +6 breastplate; +4 tower shield)	AC 25, touch 11, ff 25 (+1 size; +8 half-plate; +6 tower shield)	AC 28, touch 12, ff 27 (+1 size; +1 Dex; +9 full plate; +7 tower shield)
hp / HD	16 (1d12)+4	67 (6d12)+24	125 (10d12)+50	152 (14d12)+70
Saves	Fort +7, Ref +2, Will +0 +2 vs. fear	Fort +12, Ref +4, Will +2 +2 vs. fear	Fort +15, Ref +5, Will +3 +2 vs. fear	Fort +17, Ref +8, Will +6 +2 vs. fear +4 Will vs. enchantment (when raging)
Special Defenses	-	Resistances Fire 1; DR 3/-	Resistances Fire 2; DR 5/-	Resistances Fire 3; DR 7/-
 Offense				
Movement	20 ft.; Fast Movement	20 ft.; Fast Movement	15 ft.; Fast Movement	15 ft.; Fast Movement
Attacks	Melee shield, heavy steel (small) +5 (1d3+3) or Melee dagger (small) +5 (1d3+1/19-20) or Ranged dagger (small/ thrown) +3 (1d3+3/19- 20)	Melee morningstar +1 (small) +9/+4 (1d6+4) or Melee dagger (small) +8/+3 (1d3+3/19-20) or Ranged dagger (small/thrown) +6/+1 (1d3+3/19-20)	Melee +2 morningstar +14/+9 (1d6+5) or Melee dagger (small) +12/+7 (1d3+3/19-20) or Ranged dagger (small/ thrown) +10/+5 (1d3+3/19-20) or Melee gauntlet +10/+5 (1d3+3)	Melee +3 morningstar +19/+14/+9 (1d6+6) or Melee dagger (small) +16/+11/+6 (1d3+3/19-20) or Ranged dagger (small/ thrown) +14/+9/+4 (1d3+3/19-20) or Melee gauntlet +14/+9/+4 (1d3+3)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	-	Guarded Life, Surprise Accuracy	Guarded Life, Guarded Life, Greater, Surprise Accuracy	Come and Get Me, Guarded Life, Guarded Life, Greater, Reckless Abandon, Surprise Accuracy
 Statistics				
Ability Scores	Str 16, Dex 12, Con 18, Int 9, Wis 9, Cha 8	Str 16, Dex 12, Con 19, Int 9, Wis 9, Cha 8	Str 16, Dex 12, Con 20, Int 9, Wis 9, Cha 8	Str 16, Dex 12, Con 21, Int 9, Wis 9, Cha 8
Core Attack	Base Atk +1; CMB +3; CMD 14	Base Atk +6; CMB +8; CMD 19	Base Atk +10; CMB +12; CMD 23	Base Atk +14; CMB +16; CMD 27
Feats	Lucky Halfling	Great Fortitude, Lucky Halfling, Tower Shield Proficiency	Armor Proficiency, Heavy, Great Fortitude, Lucky Halfling, Shield Focus, Tower Shield Proficiency	Armor Proficiency, Heavy, Great Fortitude, Iron Will, Lightning Reflexes, Lucky Halfling, Shield Focus, Tower Shield Proficiency

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics -3, Appraise -1, Artistry -1, Bluff -1, Climb -1, Craft (Untrained) -1, Diplomacy -1, Disguise -1, Escape Artist -5, Fly -3, Heal -1, Intimidate +3, Perception +5, Perform (Untrained) -1, Ride -5, Sense Motive -1, Stealth -1, Survival +3, Swim -3	Acrobatics -11, Appraise -1, Artistry -1, Bluff -1, Climb -9, Craft (Untrained) -1, Diplomacy -1, Disguise -1, Escape Artist -13, Fly -11, Heal -1, Intimidate +8, Perception +10, Perform (Untrained) -1, Ride -13, Sense Motive -1, Stealth -9, Survival +8, Swim -11	Acrobatics -13, Appraise -1, Artistry -1, Bluff -1, Climb -11, Craft (Untrained) -1, Diplomacy -1, Disguise -1, Escape Artist -15, Fly -13, Heal -1, Intimidate +12, Perception +14, Perform (Untrained) -1, Ride -15, Sense Motive -1, Stealth -11, Survival +12, Swim -13	Acrobatics -12, Appraise -1, Artistry -1, Bluff -1, Climb -10, Craft (Untrained) -1, Diplomacy -1, Disguise -1, Escape Artist -14, Fly -12, Heal -1, Intimidate +16, Perception +18, Perform (Untrained) -1, Ride -14, Sense Motive -1, Stealth -10, Survival +16, Swim -12
Languages	Common, Halfling			
Special Qualities	Bonus Surprise Accuracy, Fast Movement, Fearless, Halfling Luck, Keen Senses, Rage, Sure-Footed, Weapon Familiarity	Bonus Surprise Accuracy (6x), Extreme Endurance, Fast Movement, Fearless, Guarded Stance, Halfling Luck, Invulnerability, Keen Senses, Rage, Sure-Footed, Weapon Familiarity	Bonus Surprise Accuracy (10x), Extreme Endurance, Fast Movement, Fearless, Guarded Stance, Halfling Luck, Increased Damage Reduction, Invulnerability, Keen Senses, Rage, Sure-Footed, Weapon Familiarity	Bonus Surprise Accuracy (14x), Extreme Endurance, Fast Movement, Fearless, Guarded Stance, Halfling Luck, Increased Damage Reduction, Indomitable Will, Invulnerability, Keen Senses, Rage, Sure-Footed, Weapon Familiarity
Treasure	Heavy steel shield (small); dagger (2x, small); scale mail (small); explorer's outfit (small)	Tower shield (small); +1 morningstar (small); dagger (2x, small); breastplate (small); explorer's outfit (small)	+1 tower shield (small); +2 morningstar (small); dagger (2x, small); half-plate armor (small); explorer's outfit (small); gauntlet	+2 light fortification tower shield (small); +3 morningstar (small); dagger (2x, small); full plate armor (small); explorer's outfit (small); gauntlet

Special Abilities

Controlled Rage (Constitution) Select this to assign full bonus to Constitution.

Bonus Surprise Accuracy (14x) Barbarian: Add +1/3 to the bonus from the surprise accuracy rage power.

Come and Get Me (Ex) While raging, as a free action the barbarian may leave herself open to attack while preparing devastating counterattacks. Enemies gain a +4 bonus on attack and damage rolls against the barbarian until the beginning of her next turn, but every attack against the barbarian provokes an attack of opportunity from her, which is resolved prior to resolving each enemy attack.

Extreme Endurance At 3rd level, the invulnerable rager is inured to either hot or cold climate effects (choose one) as if using endure elements. In addition, the barbarian gains 1 point of fire or cold resistance for every three levels beyond 3rd. This ability replaces trap sense.

Extreme Endurance (Ex) At 3rd level, the invulnerable rager is inured to hot climate effects as if using endure elements. [Benefit 3]

Fast Movement (Ex) Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.

Fearless (Ex) Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.

Guarded Life (Ex) While raging, if the barbarian is reduced below 0 hit points, 1 hit point of lethal damage per barbarian level is converted to nonlethal damage. If the barbarian is at negative hit points due to lethal damage, she immediately stabilizes.

Guarded Life, Greater (Ex) When using the guarded life** rage power, 1 additional hit point of lethal damage per barbarian level is converted to nonlethal damage. A barbarian must have the guarded life rage power and be at least 6th level before selecting this rage power.

Guarded Stance (Ex) You gain a +3 dodge bonus to your Armor Class against melee attacks for 5 rounds. Activating this ability is a move action that does not provoke attacks of opportunity.

Halfling Luck (Ex) Halflings receive a +1 racial bonus on all saving throws.

Increased Damage Reduction (Ex) Your damage reduction increases by 1/--. This increase is always active while you are raging.

Indomitable Will (Ex) While in rage, you gain a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you also receive during your rage.

Invulnerability (Ex) At 2nd level, the invulnerable rager gains DR/equal to half her barbarian level. This damage reduction is doubled against nonlethal damage. This ability replaces uncanny dodge, improved uncanny dodge, and damage reduction.

Keen Senses (Ex) Halflings receive a +2 bonus on Perception skill checks.

Rage You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 0 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +0 morale bonus to your Strength and a +0 morale bonus to Constitution, as well as a +0 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution

grants you 0 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Reckless Abandon (Ex) While raging, the barbarian can take a -1 penalty to AC to gain a +1 bonus on attack rolls. The AC penalty increases by -1 and the attack roll bonus increases by +1 at 4th level and every four levels thereafter.

Resistance to Fire (Ex) You may ignore 3 points of Fire damage each time you take fire damage.

Sure-Footed (Ex) Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Surprise Accuracy (Ex) You gain a +4 morale bonus one attack roll. This power is used as a swift action before the roll to hit is made. This power can only be used once per rage.

Weapon Familiarity (Ex) Halflings are proficient with slings and treat any weapon with the word “halfling” in its name as a martial weapon. .

Feats

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Lucky Halfling You bring luck to those with whom you travel. Once per day, when one of your allies within 30 feet makes a saving throw, you may roll the same saving throw as if you were the one subject to the effect requiring it. You may use this ability after your ally has rolled, but before the GM declares if the roll was a success or failure. Your ally may choose to use your saving throw in place of his own.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Tower Shield Proficiency You are trained in how to properly use a tower shield. When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

Jungle Rager (Barbarian)

	Low	Moderate	Advanced	Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Half-Orc; Medium humanoid (orc, human)			
Class	Barbarian (Jungle Rager) 1	Barbarian (Jungle Rager) 6	Barbarian (Jungle Rager) 10	Barbarian (Jungle Rager) 14
Initiative	+2	+2	+2	+3
Senses	Darkvision 60 ft.; Perception +0	Darkvision 60 ft.; Perception +0	Darkvision 60 ft.; Perception +0	Darkvision 60 ft.; Perception +0
Defense				
Armor Class	AC 15, touch 12, ff 13 (+2 Dex; +3 studded leather)	AC 16, touch 12, ff 14 (+2 Dex; +4 studded leather +1)	AC 17, touch 12, ff 15 (+2 Dex; +5 studded leather +2)	AC 19, touch 13, ff 16 (+3 Dex; +6 studded leather +3)
hp / HD	13 (1d12)+1	46 (6d12)+6	77 (10d12)+10	103 (14d12)+14
Saves	Fort +3, Ref +2, Will +0	Fort +6, Ref +4, Will +2	Fort +8, Ref +5, Will +3	Fort +10, Ref +7, Will +4 +4 Will vs. enchantment (when raging)
Special Defenses	-	-	DR 1/-	DR 3/-
Offense				
Movement	40 ft.; Fast Movement	45 ft.; Fast Movement	45 ft.; Fast Movement	45 ft.; Fast Movement
Attacks	Melee greatclub +5 (2H: 1d10+6) or Ranged shortbow +3 (1d6/x3) or Melee axe, throwing +5 (1d6+4) or Ranged axe, throwing (thrown) +3 (1d6+4)	Melee +1 greatclub +11/+6 (2H: 1d10+7) or Ranged shortbow +8/+3 (1d6/x3) or Melee throwing axe +10/+5 (1d6+4) or Ranged throwing axe (thrown) +8/+3 (1d6+4)	Melee +2 vicious greatclub +17/+12 (2H: 1d10+9) or Ranged shortbow +12/+7 (1d6/x3) or Melee throwing axe +15/+10 (1d6+5) or Ranged throwing axe (thrown) +12/+7 (1d6+5)	Melee +3 vicious greatclub +22/+17/+12 (2H: 1d10+10) or Ranged shortbow +17/+12/+7 (1d6/x3) or Melee throwing axe +19/+14/+9 (1d6+5) or Ranged throwing axe (thrown) +17/+12/+7 (1d6+5)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	-	Bestial Climber	Animal Fury, Bestial Climber, Surprise Accuracy	Animal Fury, Animal Fury, Greater, Beast Totem, Lesser, Bestial Climber, Surprise Accuracy
Statistics				
Ability Scores	Str 18, Dex 15, Con 12, Int 7, Wis 10, Cha 12	Str 19, Dex 15, Con 12, Int 7, Wis 10, Cha 12	Str 20, Dex 15, Con 12, Int 7, Wis 10, Cha 12	Str 19, Dex 16, Con 12, Int 7, Wis 10, Cha 12
Core Attack	Base Atk +1; CMB +5; CMD 17	Base Atk +6; CMB +10; CMD 22	Base Atk +10; CMB +15; CMD 27	Base Atk +14; CMB +19; CMD 32
Feats	Athletic	Athletic, Death from Above, Fleet	Athletic, Cleave, Death from Above, Fleet, Power Attack	Athletic, Cleave, Cleaving Finish, Death from Above, Fleet, Great Cleave, Power Attack

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics +1, Appraise -2, Artistry -2, Bluff +1, Climb +9, Craft (Untrained) -2, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +1, Intimidate +3, Perform (Untrained) +1, Ride +1, Stealth +1, Swim +9	Acrobatics +2, Appraise -2, Artistry -2, Bluff +1, Climb +15, Craft (Untrained) -2, Diplomacy +1, Disguise +1, Escape Artist +2, Fly +2, Intimidate +3, Perform (Untrained) +1, Ride +2, Stealth +2, Swim +15	Acrobatics +2, Appraise -2, Artistry -2, Bluff +1, Climb +22, Craft (Untrained) -2, Diplomacy +1, Disguise +1, Escape Artist +2, Fly +2, Intimidate +3, Perform (Untrained) +1, Ride +2, Stealth +2, Swim +22	Acrobatics +3, Appraise -2, Artistry -2, Bluff +1, Climb +26, Craft (Untrained) -2, Diplomacy +1, Disguise +1, Escape Artist +3, Fly +3, Intimidate +3, Perform (Untrained) +1, Ride +3, Stealth +3, Swim +26
Languages	Common, Orc			
Special Qualities	Bonus Superstitious Rage, Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Rage, Weapon Familiarity	Bonus Superstitious Rage (6x), Darkvision, Fast Movement, Home Ground Advantage, Home Ground Supremacy, Intimidating, Jungle Endurance, Orc Blood, Orc Ferocity, Rage, Raging Climber, Superstition, Weapon Familiarity	Bonus Superstitious Rage (10x), Damage Reduction, Damage Reduction, Darkvision, Fast Movement, Home Ground Advantage, Home Ground Supremacy, Intimidating, Jungle Endurance, Orc Blood, Orc Ferocity, Rage, Raging Climber, Superstition, Weapon Familiarity	Bonus Superstitious Rage (14x), Damage Reduction, Damage Reduction, Darkvision, Fast Movement, Home Ground Advantage, Home Ground Supremacy, Indomitable Will, Intimidating, Jungle Endurance, Orc Blood, Orc Ferocity, Rage, Raging Climber, Superstition, Weapon Familiarity
Treasure	Greatclub; studded leather armor; hot weather outfit; arrows (40x); throwing axe (4x); shortbow	+1 <i>greatclub</i> ; +1 <i>studded leather armor</i> ; hot weather outfit; arrows (40x); throwing axe (4x); shortbow	+2 <i>vicious greatclub</i> ; +2 <i>studded leather armor</i> ; hot weather outfit; arrows (40x); throwing axe (4x); shortbow	+3 <i>vicious greatclub</i> ; +3 <i>poison-resistant studded leather armor</i> ; hot weather outfit; arrows (40x); throwing axe (4x); shortbow

Special Abilities

Animal Fury (Ex) While raging, you gain a bite attack. If used as a part of a full-attack action, the bite is made at your full base attack bonus-5. If the bite hits, it deals 1d4+2 points of damage. You can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks you make against the target this round are at a +2 bonus.

Animal Fury, Greater (Ex) This power works as animal fury, but the barbarian's bite attack deals damage as if she were one size larger.

Beast Totem, Lesser (Su) While raging, the barbarian gains two claw attacks. These attacks are considered primary attacks and are made at the barbarian's full base attack bonus. The claws deal 1d6 points of slashing damage (1d4 if Small) plus the barbarian's Strength modifier.

Bestial Climber (Ex) While raging, the barbarian gains a natural climb speed equal to her land speed. A barbarian must have the raging climber rage power and be at least 6th level before selecting this rage power.

Bonus Superstitious Rage (14x) Add +1/3 to the bonus from the superstitious rage power.

Damage Reduction (Ex) You gain damage reduction. Subtract 3 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.

Damage Reduction (Ex) A jungle rager gains this ability at 8th level, except her effective barbarian level for the ability is equal to her barbarian level -1. In addition, this damage reduction is doubled

against damage dealt by creatures with the swarm subtype. This ability otherwise functions as the barbarian ability of the same name.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Fast Movement (Ex) Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.

Home Ground Advantage (Ex) At 2nd level, a jungle rager learns how to make optimal use of the natural cover of her homeland. She chooses a specific terrain type from the ranger list of favored terrains. When in this terrain, she increases her bonus to AC and on Reflex saving throws gained from cover, partial cover, and improved cover (but not soft cover) by 1. In this terrain, she also increases the miss chance caused by concealment for attacks against her by 5%. This ability replaces uncanny dodge.

Home Ground Supremacy (Ex) At 5th level, a jungle rager becomes even more capable when navigating and fighting in her preferred terrain. She gains the woodland stride ranger ability, though this ability works only in the terrain she selected for the home ground advantage ability. In this terrain, she gains an additional +1 bonus to AC when benefiting from cover or improved cover (but not soft cover). This ability replaces improved uncanny dodge.

Indomitable Will (Ex) While in rage, you gain a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you also receive during your rage.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Jungle Endurance (Ex) At 3rd level, a jungle rager gains a +1 bonus on Fortitude saves to resist the effects of hot weather and diseases. This bonus increases by +1 every 3 barbarian levels after 3rd. This ability replaces trap sense.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) 1/day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 31 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +6 morale bonus to your Strength and a +6 morale bonus to Constitution, as well as a +3 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 42 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Raging Climber (Ex) While raging you add a +14 enhancement bonus to all Climb skill checks.

Superstition (Ex) You gain a +5 morale bonus on saving throws made to resist spells, supernatural abilities, and spell-like abilities. While raging, you cannot be a willing target of any spell and must make saving throws to resist all spells, even those cast by allies.

Surprise Accuracy (Ex) You gain a +4 morale bonus one attack roll. This power is used as a swift action before the roll to hit is made. This power can only be used once per rage.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word “orc” in its name as a martial weapon.

⚡ Feats

Athletic You possess inherent physical prowess. You get a +2 bonus on Climb and Swim skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Cleaving Finish When you strike down an opponent, you can continue your swing into another target. If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

Death from Above You allow gravity to add extra force to your charges. Whenever you charge an opponent from higher ground, or from above while flying, you gain a +5 bonus on attack rolls in place of the bonuses from charging and being on higher ground.

Fleet You are faster than most. While you are wearing light or no

armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Mounted Fury (Barbarian)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Dwarf; Medium humanoid (dwarf)			
Class	Barbarian (Mounted Fury) 1	Barbarian (Mounted Fury) 6	Barbarian (Mounted Fury) 10	Barbarian (Mounted Fury) 14
Initiative	+1	+1	+1	+1
Senses	Darkvision 60 ft.; Perception +4	Darkvision 60 ft.; Perception +9	Darkvision 60 ft.; Perception +13	Darkvision 60 ft.; Perception +17
Defense				
Armor Class	AC 16, touch 11, ff 15 (+1 Dex; +5 scale mail)	AC 16, touch 11, ff 15 (+1 Dex; +5 scale mail)	AC 17, touch 11, ff 16 (+1 Dex; +6 breastplate)	AC 18, touch 11, ff 17 (+1 Dex; +7 agile breastplate +1)
hp / HD	12 (1d12)	31 (6d12)	55 (10d12)	82 (14d12)
Saves	Fort +2, Ref +1, Will +0 +2 vs. poison, spells, and spell-like abilities	Fort +5, Ref +3, Will +2 +2 vs. poison, spells, and spell-like abilities; +2 Reflex to avoid traps	Fort +7, Ref +4, Will +3 +2 vs. poison, spells, and spell-like abilities; +3 Reflex to avoid traps	Fort +9, Ref +5, Will +4 +2 vs. poison, spells, and spell-like abilities; +4 Reflex to avoid traps +4 Will vs. enchantment (when raging)
Special Defenses	-	Trap Sense +2	Trap Sense +3, DR 2/-	Trap Sense +4, DR 3/-
Offense				
Movement	20 ft.			
Attacks	Melee halberd +2 (2H: 1d10+1/x3) or Ranged shortbow +2 (1d6/x3) or Melee dagger +2 (1d4+1/19-20) or Ranged dagger (thrown) +2 (1d4+1/19-20)	Melee halberd +8/+3 (2H: 1d10+3/x3) or Ranged shortbow +7/+2 (1d6/x3) or Melee dagger +8/+3 (1d4+2/19-20) or Ranged dagger (thrown) +7/+2 (1d4+2/19-20)	Melee +1 halberd +13/+8 (2H: 1d10+4/x3) or Ranged shortbow +11/+6 (1d6/x3) or Melee dagger +12/+7 (1d4+2/19-20) or Ranged dagger (thrown) +11/+6 (1d4+2/19-20)	Melee +2 halberd +20/+15/+10 (2H: 1d10+6/x3) or Ranged shortbow +15/+10/+5 (1d6/x3) or Melee dagger +17/+12/+7 (1d4+3/19-20) or Ranged dagger (thrown) +15/+10/+5 (1d4+3/19-20)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	-	Ferocious Beast, Ferocious Mount, Spirit Steed	Ferocious Beast, Ferocious Mount, Ferocious Mount, Greater, Ferocious Trample, Spirit Steed	Ferocious Beast, Ferocious Mount, Ferocious Mount, Greater, Ferocious Trample, Ferocious Trample, Greater, Spirit Steed
Statistics				
Ability Scores	Str 13, Dex 12, Con 10, Int 10, Wis 10, Cha 16	Str 14, Dex 12, Con 10, Int 10, Wis 10, Cha 16	Str 15, Dex 12, Con 10, Int 10, Wis 10, Cha 16	Str 16, Dex 12, Con 10, Int 10, Wis 10, Cha 16
Core Attack	Base Atk +1; CMB +2; CMD 13 (17 vs. bullrush or trip)	Base Atk +6; CMB +8; CMD 19 (23 vs. bullrush or trip)	Base Atk +10; CMB +12; CMD 23 (27 vs. bullrush or trip)	Base Atk +14; CMB +17; CMD 28 (32 vs. bullrush or trip)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Feats	Animal Affinity	Animal Affinity, Mounted Archery, Mounted Combat	Animal Affinity, Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge	Animal Affinity, Critical Focus, Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (Halberd)
Skills	Acrobatics -3, Bluff +3, Climb -3, Diplomacy +3, Disguise +3, Escape Artist -3, Fly -3, Handle Animal +9, Intimidate +7, Perception +4, Perform (Untrained) +3, Ride +3, Stealth -3, Swim -3	Acrobatics -3, Bluff +3, Climb -2, Diplomacy +3, Disguise +3, Escape Artist -3, Fly -3, Handle Animal +14, Intimidate +12, Perception +9, Perform (Untrained) +3, Ride +8, Stealth -3, Swim -2	Acrobatics -3, Bluff +3, Climb -2, Diplomacy +3, Disguise +3, Escape Artist -3, Fly -3, Handle Animal +20, Intimidate +16, Perception +13, Perform (Untrained) +3, Ride +14, Stealth -3, Swim -2	Acrobatics -2, Bluff +3, Climb +3, Diplomacy +3, Disguise +3, Escape Artist -2, Fly -2, Handle Animal +24, Intimidate +20, Perception +17, Perform (Untrained) +3, Ride +19, Stealth -2
Languages	Common, Dwarven			
Special Qualities	Bonus Rage Round, Darkvision, Fast Rider, Greed, Hardy, Hatred, Rage, Stability, Steady, Stonecunning, Weapon Familiarity	Bestial Mount, Bonus Rage Round (6x), Darkvision, Fast Rider, Greed, Hardy, Hatred, Rage, Stability, Steady, Stonecunning, Weapon Familiarity	Bestial Mount, Bonus Rage Round (10x), Damage Reduction, Darkvision, Fast Rider, Greed, Hardy, Hatred, Rage, Stability, Steady, Stonecunning, Weapon Familiarity	Bestial Mount, Bonus Rage Round (14x), Damage Reduction, Darkvision, Fast Rider, Fearless Rage, Greed, Hardy, Hatred, Indomitable Will, Rage, Stability, Steady, Stonecunning, Weapon Familiarity
Treasure	Halberd; scale mail; traveler's outfit; arrows (40x); dagger (2x); shortbow	Halberd; scale mail; traveler's outfit; arrows (40x); dagger (2x); shortbow	+1 halberd; breastplate; traveler's outfit; arrows (40x); dagger (2x); shortbow	+2 halberd; +1 agile breastplate; traveler's outfit; arrows (40x); dagger (2x); shortbow

Special Abilities

Bestial Mount (Ex) At 5th level, the mounted fury gains the service of a feral mount. This ability functions as a druid's animal companion, using the barbarian's level -4 as her effective druid level. This companion must be one that she is capable of riding and is suitable as a mount. A Medium barbarian can select a camel or a horse. A Small barbarian can select a pony or a wolf, but can also select a boar or a dog if she is at least 8th level. Whenever a barbarian is raging while mounted on her bestial mount, the mount gains a +2 morale bonus to its Strength. This ability replaces uncanny dodge and improved uncanny dodge.

Bonus Rage Round (14x) Add 1 to the barbarian's total number of rage rounds per day.

Damage Reduction (Ex) You gain damage reduction. Subtract 3 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Fast Rider (Ex) The speed of any mount the barbarian rides is increased by 10 feet. This ability replaces fast movement.

Fearless Rage (Ex) While raging, you are immune to the shaken and frightened conditions.

Ferocious Beast (Ex) While the barbarian is raging, her animal companion also gains the benefits of rage (including greater rage, mighty rage, and tireless rage), though the barbarian must spend 1 additional round of rage per round if her companion begins or ends its turn adjacent to her, and 2 additional rounds of rage per round if not.

Ferocious Mount (Ex) While raging and mounted, the barbarian's mount also gains the benefits of rage (including greater rage and mighty rage) as long as the barbarian is mounted or adjacent to it. While her mount is raging in this way, she must spend one additional round of rage per round. She can elect not to pay this cost, in which case her mount does not rage.

Ferocious Mount, Greater (Ex) While raging and mounted, the barbarian's mount gains the benefits of any rage powers that are constant in effect when the barbarian is raging. It does not gain the benefit of any rage powers that require actions to activate, even if they are free actions.

Ferocious Trample (Ex) While raging and mounted, the barbarian's mount gains the trample special attack (Pathfinder RPG Bestiary 305). This attack inflicts 1d8 points of damage for a Medium mount, 2d6 for a Large mount, or 2d8 for a Huge mount, plus 1-1/2 times the mount's Strength modifier. A successful Reflex save (DC 10 + 1/2 the barbarian's level + the mount's Strength modifier) halves this damage. Creatures in the mount's path or that threaten squares it passes through may make attacks of opportunity against either the barbarian or the mount, but not both.

Ferocious Trample, Greater (Ex) A barbarian's mount can affect creatures up to its own size with its ferocious trample. In addition,

it can make an overrun combat maneuver check as a free action against a creature that fails its Reflex save (or chooses not to save in order to take an attack of opportunity) against its trample.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Indomitable Will (Ex) While in rage, you gain a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you also receive during your rage.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 44 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +6 morale bonus to your Strength and a +6 morale bonus to Constitution, as well as a +3 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 42 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Spirit Steed (Su) While raging and mounted, the barbarian's mount gains DR/magic equal to 1/2 the barbarian's level. The mount's natural weapons count as magical for the purpose of overcoming damage reduction.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

⚡ Feats

Animal Affinity You are skilled at working with animals and mounts. You get a +2 bonus on all Handle Animal and Ride skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Mounted Archery You are skilled at making ranged attacks while mounted. The penalty you take when using a ranged weapon while mounted is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

Mounted Combat You are adept at guiding your mount through combat. Once per round when your mount is hit in combat, you may

attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

Ride-By Attack While mounted, you can move, strike at a foe, and then continue moving. When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Spirited Charge Your mounted charge deals a tremendous amount of damage. When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Weapon Focus (Halberd) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Mounted Fury - Mount

	 Low	 Moderate	 Advanced	 Elite
 General				
CR / XP		CR as rider; XP as rider	CR as rider; XP as rider	CR as rider; XP as rider
Sex / Race	Male Companion Horse; Large animal			
Class	-	Animal 3	Animal 6	Animal 9
Initiative	-	+1	+3	+4
Senses	-	Low-Light Vision; Scent; Perception +6	Low-Light Vision; Scent; Perception +7	Low-Light Vision; Scent; Perception +8
 Defense				
Armor Class	-	AC 14, touch 10, ff 14 (-1 size; +1 Dex; +4 natural)	AC 20, touch 12, ff 17 (-1 size; +3 Dex; +8 natural)	AC 24, touch 13, ff 20 (-1 size; +4 Dex; +11 natural)
hp / HD	-	21 (3d8)+9	49 (6d8)+24	71 (9d8)+36
Saves	-	Fort +5, Ref +4, Will +2	Fort +8, Ref +8, Will +3	Fort +9, Ref +10, Will +4
 Offense				
Movement	-	50 ft.		
Attacks	-	Melee bite +4 (1d8+3) or Melee hoof -1/-1 (1d6+2)	Melee bite +7 (1d8+4) or Melee hoof +2/+2 (1d8+2)	Melee bite +10 (2d6+5) or Melee hoof +8/+8 (1d8+3)
Space / Reach	-	10 ft. / 10 ft.		
 Statistics				
Ability Scores	-	Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6	Str 19, Dex 17, Con 17, Int 2, Wis 12, Cha 6	Str 21, Dex 18, Con 17, Int 2, Wis 12, Cha 6
Core Attack	-	Base Atk +2; CMB +6; CMD 17 (21 vs. trip)	Base Atk +4; CMB +9; CMD 22 (26 vs. trip)	Base Atk +6; CMB +12; CMD 26 (30 vs. trip)
Feats	-	Run, Toughness	Improved Natural Attack (Hoof), Run, Toughness	Improved Natural Armor, Improved Natural Attack (Bite, Hoof), Multiattack, Run, Toughness
Skills	-	Acrobatics +1, Artistry -4, Climb +3, Escape Artist +1, Fly -1, Intimidate -2, Perception +6, Stealth -3, Survival +1, Swim +7	Acrobatics +3, Artistry -4, Climb +4, Escape Artist +3, Fly +1, Intimidate -2, Perception +7, Stealth -1, Survival +1, Swim +10,	Acrobatics +4, Artistry -4, Climb +5, Escape Artist +4, Fly +2, Intimidate -2, Perception +8, Survival +1, Swim +13
Languages	-	-		

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Special Qualities	-	Combat Training, AC Bonus, Bonus Tricks 1, Link, Low-Light Vision, Scent, Share Spells, Stat Bonus Animal Tricks: Combat Training, Attack, Come, Defend, Down, Guard, Heel, Watch	Combat Training, Ability Score Increase, AC Bonus, Bonus Tricks 3, Devotion, Evasion, Link, Low-Light Vision, Scent, Share Spells, Stat Bonus Animal Tricks: Combat Training, Attack, Come, Defend, Detect, Down, Flee, Guard, Heel, Watch	Combat Training, Ability Score Increase, AC Bonus, Bonus Tricks 4, Devotion, Evasion, Link, Low-Light Vision, Multiattack, Scent, Share Spells, Stat Bonus Animal Tricks: Combat Training, Attack, Come, Defend, Detect, Down, Flee, Guard, Heel, Menace, Watch
Treasure	-	-	-	-

Special Abilities

Ability Score Increase (Ex) The animal companion adds +1 to one of its ability scores.

Devotion (Ex) An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex) If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Improved Natural Armor The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite, Hoof) Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Link (Ex) A master can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The master gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multiattack An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with one of its natural weapons, albeit at a -5 penalty. You have 3 natural attacks.

Run When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents,

such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed—only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Share Spells (Ex) The master may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A master may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

Toughness You gain +9 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Feats

Improved Natural Armor This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite, Hoof) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Multiattack This creature is particularly skilled at making attacks with its natural weapons. The creature's secondary attacks with natural weapons take only a -2 penalty. Normal: Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Toughness You have enhanced physical stamina. You gain +9 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Combat Training An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes 6 weeks. You may also “upgrade” an animal trained for riding to one trained for combat by spending 3 weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal’s previous purpose and any tricks it once knew. Many horses and riding dogs are trained in this way.

Attack The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Come The animal comes to you, even if it normally would not do so.

Defend The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend another specific character.

Detect The animal is trained to seek out the smells of explosives and poisons, unusual noises or echoes, air currents, and other common elements signifying potential dangers or secret passages.

Down The animal breaks off from combat or otherwise backs down. An animal that doesn’t know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Flee The animal attempts to run away or hide as best it can, returning only when its handler commands it to do so.

Guard The animal stays in place and prevents others from approaching.

Heel The animal follows you closely, even to places where it normally wouldn’t go.

Menace A menacing animal attempts to keep a creature you indicate from moving.

Watch The animal can be commanded to keep watch over a particular area, such as a campsite, and raise an alarm if it notices any sizable or dangerous creature entering the area.

Raging Cannibal (Barbarian)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Half-Orc; Medium humanoid (orc, human)			
Class	Barbarian (Raging Cannibal) 1	Barbarian (Raging Cannibal) 6	Barbarian (Raging Cannibal) 10	Barbarian (Raging Cannibal) 14
Initiative	+0	+0	+0	+0
Senses	Darkvision 60 ft.; Perception -1	Darkvision 60 ft.; Perception -1	Darkvision 60 ft.; Perception -1	Darkvision 60 ft.; Perception -1
Defense				
Armor Class	AC 14, touch 10, ff 14 (+4 hide)	AC 14, touch 10, ff 14 (+4 hide)	AC 16, touch 10, ff 16 (+6 bone mail)	AC 17, touch 10, ff 17 (+7 spiked bone mail)
hp / HD	14 (1d12)+2	44 (6d12)+12	80 (10d12)+20	107 (14d12)+28
Saves	Fort +4, Ref +0, Will -1	Fort +7, Ref +2, Will +1	Fort +9, Ref +3, Will +2	Fort +11, Ref +4, Will +3 +4 Will vs. enchantment (when raging)
Special Defenses	-	-	-	-
Offense				
Movement	30 ft.; Fast Movement			
Attacks	Melee greataxe +6 (2H: 1d12+7/x3) or Melee spiked gauntlet +6 (1d4+5) or Melee throwing axe +6 (1d6+5) or Ranged throwing axe (thrown) +1 (1d6+5) or Melee unarmed strike +6 (1d3+5)	Melee spiked gauntlet +11/+6 (1d4+5) or Melee +1 <i>bleeding</i> greataxe +12/+7 (2H: 1d12+8/x3) or Melee throwing axe +11/+6 (1d6+5) or Ranged throwing axe (thrown) +6/+1 (1d6+5) or Melee unarmed strike +11/+6 (1d6+5)	Melee spiked gauntlet +16/+11 (1d4+6) or Melee +2 <i>bleeding</i> greataxe +18/+13 (2H: 1d12+11/x3) or Melee throwing axe +16/+11 (1d6+6) or Ranged throwing axe (thrown) +10/+5 (1d6+6) or Melee unarmed strike +16/+11 (1d6+6)	Melee spiked gauntlet +20/+15/+10 (1d4+6) or Melee +3 <i>bleeding</i> greataxe +23/+18/+13 (2H: 1d12+12/x3) or Melee throwing axe +20/+15/+10 (1d6+6) or Ranged throwing axe (thrown) +14/+9/+4 (1d6+6) or Melee unarmed strike +20/+15/+10 (1d6+6) or Melee armor spikes +20/+15/+10 (1d6+6)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	-	Animal Fury, Animal Fury, Greater, Consume Vigor, Feed from Fury, Intimidating Glare, Intimidating Gouge, Razor-Toothed Fury	Animal Fury, Animal Fury, Greater, Consume Vigor, Feed from Fury, Intimidating Glare, Intimidating Gouge, Penetrating Bite, Razor-Toothed Fury, Terrifying Howl	Animal Fury, Animal Fury, Greater, Consume Vigor, Feed from Fury, Intimidating Glare, Intimidating Gouge, Penetrating Bite, Razor-Toothed Fury, Terrifying Howl
Statistics				
Ability Scores	Str 20, Dex 10, Con 14, Int 7, Wis 8, Cha 14	Str 21, Dex 10, Con 14, Int 7, Wis 8, Cha 14	Str 22, Dex 10, Con 14, Int 7, Wis 8, Cha 14	Str 23, Dex 10, Con 14, Int 7, Wis 8, Cha 14
Core Attack	Base Atk +1; CMB +6; CMD 16	Base Atk +6; CMB +11; CMD 21	Base Atk +10; CMB +16; CMD 26	Base Atk +14; CMB +20; CMD 30

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Feats	Improved Unarmed Strike	Improved Natural Attack (Unarmed Strike), Improved Unarmed Strike, Power Attack	Cleave, Devastating Assault, Improved Natural Attack (Unarmed Strike), Improved Unarmed Strike, Power Attack	Bloody Assault, Boar Style, Cleave, Devastating Assault, Improved Natural Attack (Unarmed Strike), Improved Unarmed Strike, Power Attack
Skills	Acrobatics -3, Appraise -2, Artistry -2, Bluff +2, Climb +2, Craft (Untrained) -2, Diplomacy +2, Disguise +2, Escape Artist -3, Fly -3, Heal -1, Intimidate +8, Perception -1, Perform (Untrained) +2, Ride -3, Sense Motive -1, Stealth -3, Survival +3, Swim +2	Acrobatics -3, Appraise -2, Artistry -2, Bluff +2, Climb +2, Craft (Untrained) -2, Diplomacy +2, Disguise +2, Escape Artist -3, Fly -3, Heal -1, Intimidate +13, Perception -1, Perform (Untrained) +2, Ride -3, Sense Motive -1, Stealth -3, Survival +8, Swim +2	Acrobatics -3, Appraise -2, Artistry -2, Bluff +2, Climb +3, Craft (Untrained) -2, Diplomacy +2, Disguise +2, Escape Artist -3, Fly -3, Heal -1, Intimidate +17, Perception -1, Perform (Untrained) +2, Ride -3, Sense Motive -1, Stealth -3, Survival +12, Swim +3	Acrobatics -3, Appraise -2, Artistry -2, Bluff +2, Climb +3, Craft (Untrained) -2, Diplomacy +2, Disguise +2, Escape Artist -3, Fly -3, Heal -1, Intimidate +21, Perception -1, Perform (Untrained) +2, Ride -3, Sense Motive -1, Stealth -3, Survival +16, Swim +3
Languages	Common, Orc			
Special Qualities	Bonus Rage Round, Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Rage, Rage Powers, Weapon Familiarity	Bonus Rage Round (6x), Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Rage, Rage Powers, Weapon Familiarity	Bonus Rage Round (10x), Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Rage, Rage Powers, Weapon Familiarity	Bloody Fist, Bonus Rage Round (14x), Darkvision, Fast Movement, Feast of Blood, Indomitable Will, Intimidating, Orc Blood, Orc Ferocity, Rage, Rage Powers, Weapon Familiarity
Treasure	Greataxe; spiked gauntlet; hide armor; explorer's outfit; throwing axe (4x)	+1 <i>bleeding greataxe</i> ; spiked gauntlet; hide armor; explorer's outfit; throwing axe (4x)	+2 <i>bleeding greataxe</i> ; spiked gauntlet; +2 <i>putrid bone mail</i> ; explorer's outfit; throwing axe (4x)	+3 <i>bleeding greataxe</i> ; spiked gauntlet; +3 <i>spiked putrid bone mail</i> ; explorer's outfit; throwing axe (4x)

Special Abilities

Animal Fury (Ex) While raging, you gain a bite attack. If used as a part of a full-attack action, the bite is made at your full base attack bonus-5. If the bite hits, it deals 1d4+3 points of damage. You can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks you make against the target this round are at a +2 bonus.

Animal Fury, Greater (Ex) This power works as animal fury, but the barbarian's bite attack deals damage as if she were one size larger.

Bloody Fist (Ex) While raging, the barbarian may attempt to punch through an opponent's flesh and rip out one of its vital organs. In order to do so, the barbarian must confirm a critical hit against an opponent with a natural attack or unarmed strike. The barbarian deals damage as normal for a critical hit and the opponent must succeed at a Fortitude save (DC = 10 + 1/2 the barbarian's class level + the barbarian's Strength modifier) or take 1d4 points of Constitution damage as one of its vital organs is ripped free from its body. This power can only be used once per rage. A barbarian must be at least 12th level to select this rage power.

Bonus Rage Round (14x) Add 1 to the barbarian's total number of rage rounds per day.

Consume Vigor (Ex) When a raging cannibal reduces a creature of the same creature type as herself to 0 or fewer hit points with her bite attack while raging, she can consume a chunk of its body to gain a portion of its power. When this occurs, the raging cannibal gains 4

additional rounds of rage, provided the creature's Hit Dice equal or exceed her barbarian level.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Fast Movement (Ex) Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.

Feast of Blood (Su) While raging, the barbarian may feast on the organs of her foes and absorb their power. After successfully ripping out a creature's vital organ, the barbarian may eat the organ within 1 minute of extracting it as a full-round action that provokes attacks of opportunity. Once the organ is consumed, the barbarian recovers a number of hit points equal to the Hit Dice of the organ's owner. In addition, the barbarian gains any energy immunities or resistances the victim had, though the effectiveness of these resistances is halved (for instance, a barbarian who eats the heart of a creature with resist cold 10 would gain resist cold 5; energy immunities are reduced to resist energy 20). This energy resistance lasts for a number of rounds equal to half the Hit Dice of the creature whose organ was consumed. A barbarian must have the bloody fist rage power to select this rage power. A barbarian must be at least 14th

level to select this rage power.

Feed from Fury (Ex) When a raging cannibal confirms a critical hit against a creature of the same creature type as herself with her bite attack while raging, she gains 14 temporary hit points. These temporary hit points stack with other temporary hit points gained from this ability, but not with those from other sources. These temporary hit points fade after 140 minutes.

Indomitable Will (Ex) While in rage, you gain a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you also receive during your rage.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Intimidating Glare (Ex) You can make an Intimidate check against one adjacent foe as a move action. If you successfully demoralize your opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which your check exceeds the DC.

Intimidating Gouge (Ex) When a raging cannibal confirms a critical hit against a creature of the same creature type as herself with her bite attack while raging, she gains a +7 bonus on Intimidate checks for the duration of the rage.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) 1/day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Penetrating Bite (Ex) When using the animal fury rage power while raging, the barbarian's bite is able to overcoming damage reduction. At 4th level, her bite is treated as a magic weapon. At 7th level, it is treated as cold iron and silver, and at 10th level, as a chaotic weapon. At 16th level, her bite is treated as an adamantine weapon for the purpose of overcoming damage reduction and bypassing hardness.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 46 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +6 morale bonus to your Strength and a +6 morale bonus to Constitution, as well as a +3 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 42 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Rage Powers The following rage powers complement the raging cannibal archetype: animal fury, internal fortitude, intimidating glare, primal scent, scent, and terrifying howl.

Razor-Toothed Fury (Ex) When using her bite attack, the raging cannibal can take a -3 penalty on her attack roll to add 6 points of bleed damage to the damage dealt.

Terrifying Howl (Ex) You unleash a terrifying howl as a standard action. All shaken enemies within 30 feet must make a Will save (DC 23) or be panicked for 1d4+1 rounds. Once an enemy has made a save versus Terrifying Howl (successful or not), it is immune to this power for 24 hours.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

⚡ Feats

Bloody Assault Sacrificing accuracy, you can inflict bloody wounds that are slow to heal. You can choose to take a -5 penalty on all

melee attack rolls and combat maneuver checks to inflict 1d4 points of bleed damage with your weapon melee attacks, in addition to the normal damage dealt by the weapon. A creature continues to take bleed damage every round at the start of its turn. Bleed damage can be stopped by a DC 15 Heal check or through any magical healing. Bleed damage from this feat does not stack with itself. You must choose to use this feat before making the attack roll, and its effects last until your next turn (although the bleeding lasts until healed, as normal).

Boar Style Your sharp teeth and nails rip your foes open. You can deal bludgeoning damage or slashing damage with your unarmed strikes-changing damage type is a free action. While using this style, once per round when you hit a single foe with two or more unarmed strikes, you can tear flesh. When you do, you deal 2d6 extra points of damage with the attack.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Devastating Assault You can hammer at a foe to smash through its defenses. As a full-round action, you can bat aside all of your foe's defenses to ensure you make a single, especially effective melee attack. You make a single melee attack using an appropriate weapon against a single target, but make as many attack rolls as you could in a full-attack action using that weapon. You make the attack rolls in order from highest bonus to lowest, as if you were making a full attack. If any of the attack rolls hit the target, your single attack is considered to have hit and you roll damage normally. If one or more rolls are critical threats, you confirm the critical hit only once using your highest base attack bonus. If you hit with two or more attacks, the target must succeed at a Fortitude save (DC = 10 + 1/2 your base attack bonus + your Strength modifier) or suffer a condition for 1d4 rounds. If at least two attacks hit, you can choose from deafened, entangled, or shaken. If at least three attacks hit, you can also choose from blinded or staggered. If at least four attacks hit, you can also choose the dazed condition. Once you have forced a foe to attempt a saving throw to avoid suffering a condition via this feat, you cannot attempt to inflict that condition on it again with Devastating Assault for 24 hours.

Improved Natural Attack (Unarmed Strike) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Improved Unarmed Strike You are skilled while fighting unarmed. You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Savage Barbarian (Barbarian)

	Low	Moderate	Advanced	Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Half-Orc; Medium humanoid (orc, human)			
Class	Barbarian (Savage Barbarian) 1	Barbarian (Savage Barbarian) 6	Barbarian (Savage Barbarian) 10	Barbarian (Savage Barbarian) 14
Initiative	+7	+7	+7	+7
Senses	Darkvision 60 ft.; Perception -1	Darkvision 60 ft.; Perception -1	Darkvision 60 ft.; Perception -1	Darkvision 60 ft.; Perception -1
Defense				
Armor Class	AC 17, touch 13, ff 14 (+3 Dex; +4 hide armor)	AC 17, touch 13, ff 14 (+3 Dex; +4 hide armor)	AC 17, touch 13, ff 14 (+3 Dex; +4 hide armor)	AC 17, touch 13, ff 14 (+3 Dex; +4 hide armor)
hp / HD	15 (1d12)+3	56 (6d12)+18	114 (10d12)+30	172 (14d12)+56
Saves	Fort +5, Ref +3, Will -1	Fort +8, Ref +5, Will +1 +1 morale bonus vs. fear when wearing no armor	Fort +10, Ref +6, Will +2 +2 morale bonus vs. fear when wearing no armor	Fort +12, Ref +7, Will +3 +3 morale bonus vs. fear when wearing no armor +4 Will vs. enchantment (when raging)
Special Defenses	-	Improved Uncanny Dodge, Uncanny Dodge		
Offense				
Movement	30 ft.; Fast Movement			
Attacks	Melee greatclub +5 (2H: 1d10+6) or Melee unarmed strike +5 (1d3+4) or Melee wooden stake +5 (1d4+4) or Ranged wooden stake (thrown) +4 (1d4+4)	Melee greatclub +11/+6 (2H: 1d10+7) or Melee unarmed strike +11/+6 (1d6+5) or Melee wooden stake +11/+6 (1d4+5) or Ranged wooden stake (thrown) +9/+4 (1d4+5)	Melee greatclub +16/+11 (2H: 1d10+9) or Melee unarmed strike +16/+11 (1d6+6) or Melee wooden stake +16/+11 (1d4+6) or Ranged wooden stake (thrown) +13/+8 (1d4+6)	Melee greatclub +22/+17/+12 (2H: 1d10+12) or Melee unarmed strike +22/+17/+12 (1d6+8) or Melee wooden stake +22/+17/+12 (1d4+8) or Ranged wooden stake (thrown) +17/+12/+7 (1d4+8)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	-	Animal Fury, Animal Fury, Greater, Brawler	Animal Fury, Animal Fury, Greater, Brawler, Flesh Wound	Animal Fury, Animal Fury, Greater, Brawler, Flesh Wound, Intimidating Glare, Terrifying Howl
Statistics				
Ability Scores	Str 18, Dex 16, Con 16, Int 5, Wis 9, Cha 10	Str 20, Dex 16, Con 16, Int 5, Wis 9, Cha 10	Str 22, Dex 16, Con 16, Int 5, Wis 9, Cha 10	Str 26, Dex 16, Con 16, Int 5, Wis 9, Cha 10
Core Attack	Base Atk +1; CMB +5; CMD 18	Base Atk +6; CMB +11; CMD 24	Base Atk +10; CMB +16; CMD 29	Base Atk +14; CMB +22 (+24 grapple); CMD 35 (37 vs. grapple)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Feats	Improved Initiative	Improved Initiative, Improved Natural Attack (Unarmed Strike), Improved Unarmed Strike	Critical Focus, Improved Initiative, Improved Natural Attack (Unarmed Strike), Improved Unarmed Strike, Intimidating Prowess	Critical Focus, Improved Grapple, Improved Initiative, Improved Natural Attack (Unarmed Strike), Improved Unarmed Strike, Intimidating Prowess, Toughness
Skills	Appraise -3, Artistry -3, Climb +1, Craft (Untrained) -3, Heal -1, Intimidate +6, Perception -1, Sense Motive -1, Survival -1, Swim +1	Appraise -3, Artistry -3, Climb +2, Craft (Untrained) -3, Heal -1, Intimidate +11, Perception -1, Sense Motive -1, Survival -1, Swim +2	Appraise -3, Artistry -3, Climb +3, Craft (Untrained) -3, Heal -1, Intimidate +21, Perception -1, Sense Motive -1, Survival -1, Swim +3	Appraise -3, Artistry -3, Climb +5, Craft (Untrained) -3, Heal -1, Intimidate +27, Perception -1, Sense Motive -1, Survival -1, Swim +5
Languages	Common, Orc			
Special Qualities	Bonus Rage Round, Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Rage, Weapon Familiarity	Bonus Rage Round (6x), Darkvision, Fast Movement, Intimidating, Naked Courage, Orc Blood, Orc Ferocity, Rage, Weapon Familiarity	Bonus Rage Round (10x), Darkvision, Fast Movement, Guarded Stance, Intimidating, Naked Courage, Natural Toughness, Orc Blood, Orc Ferocity, Rage, Weapon Familiarity	Bonus Rage Round (14x), Darkvision, Fast Movement, Guarded Stance, Indomitable Will, Intimidating, Naked Courage, Natural Toughness, Orc Blood, Orc Ferocity, Rage, Weapon Familiarity
Treasure	Greatclub; hide armor; peasant's outfit; wooden stake (2x)	Greatclub; hide armor; peasant's outfit; wooden stake (2x)	Greatclub; hide armor; peasant's outfit; wooden stake (2x)	Greatclub; hide armor; peasant's outfit; wooden stake (2x)

Special Abilities

Animal Fury (Ex) While raging, you gain a bite attack. If used as a part of a full-attack action, the bite is made at your full base attack bonus-5. If the bite hits, it deals 1d4+4 points of damage. You can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks you make against the target this round are at a +2 bonus.

Animal Fury, Greater (Ex) This power works as animal fury, but the barbarian's bite attack deals damage as if she were one size larger.

Bonus Rage Round (14x) Add 1 to the barbarian's total number of rage rounds per day.

Brawler While raging, the barbarian is treated as if she has Improved Unarmed Strike. If she already has the feat, her unarmed strikes deal 1d6 points of damage (1d4 if she is Small).

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Fast Movement (Ex) Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.

Flesh Wound (Ex) Once per rage, the barbarian can try to avoid serious harm from an attack. The barbarian must make a Fortitude save with a DC equal to the damage that would be dealt by the attack. The barbarian's armor check penalty applies on this saving throw. If the save succeeds, the barbarian takes half damage from

the attack and the damage is nonlethal. The barbarian must elect to use this ability after the attack roll is made, but before the damage is rolled.

Guarded Stance (Ex) You gain a +3 dodge bonus to your Armor Class against melee attacks for 3 rounds. Activating this ability is a move action that does not provoke attacks of opportunity.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 4.

Indomitable Will (Ex) While in rage, you gain a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you also receive during your rage.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Intimidating Glare (Ex) You can make an Intimidate check against one adjacent foe as a move action. If you successfully demoralize your opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which your check exceeds the DC.

Naked Courage (Ex) At 3rd level, the savage barbarian gains a +2 dodge bonus to AC and a +2 morale bonus on saving throws against fear when wearing no armor (shields are allowed). This bonus increases by +1 for every six levels after 3rd. This ability replaces trap sense.

Natural Toughness (Ex) At 7th level, the savage barbarian gains a +3 natural armor bonus to AC when wearing no armor (shields are allowed). This bonus increases by +1 for every three levels beyond 7th. This ability replaces damage reduction.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) 1/day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit

points, he immediately falls unconscious and begins dying.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 47 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +6 morale bonus to your Strength and a +6 morale bonus to Constitution, as well as a +3 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 42 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Terrifying Howl (Ex) You unleash a terrifying howl as a standard action. All shaken enemies within 30 feet must make a Will save (DC 25) or be panicked for 1d4+1 rounds. Once an enemy has made a save versus Terrifying Howl (successful or not), it is immune to this power for 24 hours.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word “orc” in its name as a martial weapon. .

⚡ Feats

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Improved Grapple You are skilled at grappling opponents. You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to grapple you.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Unarmed Strike) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature’s natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature’s size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Improved Unarmed Strike You are skilled while fighting unarmed. You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Intimidating Prowess Your physical might is intimidating to others. Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Toughness You have enhanced physical stamina. You gain +14 hit points.

Scarred Rager (Barbarian)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Dwarf; Medium humanoid (dwarf)			
Class	Barbarian (Scarred Rager) 1	Barbarian (Scarred Rager) 6	Barbarian (Scarred Rager) 10	Barbarian (Scarred Rager) 14
Initiative	+2	+2	+2	+2
Senses	Darkvision 60 ft.; Perception +0	Darkvision 60 ft.; Perception +0	Darkvision 60 ft.; Perception +0	Darkvision 60 ft.; Perception +0
Defense				
Armor Class	AC 19, touch 12, ff 17 (+2 Dex; +5 scale mail; +2 heavy shield)	AC 20, touch 12, ff 20 (+2 Dex; +6 chainmail; +2 heavy shield)	AC 21, touch 12, ff 21 (+2 Dex; +7 chainmail +1; +2 heavy shield)	AC 25, touch 12, ff 25 (+2 Dex; +8 agile breastplate +2; +5 heavy shield)
hp / HD	13 (1d12)+1	51 (6d12)+12	96 (10d12)+20	132 (14d12)+28
Saves	Fort +3, Ref +2, Will +0 +2 vs. poison, spells, and spell-like abilities	Fort +6, Ref +4, Will +2 +2 vs. poison, spells, and spell-like abilities	Fort +8, Ref +5, Will +3 +2 vs. poison, spells, and spell-like abilities	Fort +10, Ref +6, Will +4 +2 vs. poison, spells, and spell-like abilities +4 Will vs. enchantment (when raging)
Special Defenses	-	Uncanny Dodge	Uncanny Dodge; DR 2/-	Uncanny Dodge; DR 3/-
Offense				
Movement	20 ft.			
Attacks	Melee dwarven waraxe +4 (1d10+3/x3) or Melee shield, heavy steel +4 (1d4+1) or Melee light hammer +4 (1d4+3) or Ranged light hammer (thrown) +3 (1d4+3)	Melee shield, heavy steel +9 (1d4+1) or Melee +1 dwarven waraxe +10/+5 (1d10+4/x3) or Melee light hammer +9/+4 (1d4+3) or Ranged light hammer (thrown) +8/+3 (1d4+3)	Melee shield, heavy steel +14 (1d4+2) or Melee +2 dwarven waraxe +17/+12 (1d10+6/x3) or Melee light hammer +14/+9 (1d4+4) or Ranged light hammer (thrown) +12/+7 (1d4+4)	Melee +3 dwarven waraxe +22/+17/+12 (1d10+7/x3) or Melee +2 heavy steel shield +18 (1d4+2) or Melee light hammer +18/+13/+8 (1d4+4) or Ranged light hammer (thrown) +16/+11/+6 (1d4+4)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	-	Intimidating Glare, Renewed Vitality	Intimidating Glare, Regenerative Vigor, Renewed Life, Renewed Vitality	Auspicious Mark, Intimidating Glare, Regenerative Vigor, Renewed Life, Renewed Vitality, Terrifying Howl
Statistics				
Ability Scores	Str 16, Dex 15, Con 13, Int 6, Wis 11, Cha 12	Str 17, Dex 15, Con 13, Int 6, Wis 11, Cha 12	Str 18, Dex 15, Con 13, Int 6, Wis 11, Cha 12	Str 19, Dex 15, Con 13, Int 6, Wis 11, Cha 12
Core Attack	Base Atk +1; CMB +4; CMD 16 (20 vs. bullrush or trip)	Base Atk +6; CMB +9; CMD 21 (25 vs. bullrush or trip)	Base Atk +10; CMB +14; CMD 26 (30 vs. bullrush or trip)	Base Atk +14; CMB +18; CMD 30 (34 vs. bullrush or trip)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Feats	Intimidating Prowess	Intimidating Prowess, Persuasive, Toughness	Critical Focus, Intimidating Prowess, Persuasive, Toughness, Weapon Focus (Waraxe (Dwarven))	Antagonize, Critical Focus, Intimidating Prowess, Persuasive, Shield Focus, Toughness, Weapon Focus (Waraxe (Dwarven))
Skills	Acrobatics -4, Appraise -2, Artistry -2, Bluff +1, Climb -3, Craft (Untrained) -2, Diplomacy +2, Disguise +1, Escape Artist -4, Fly -4, Intimidate +8, Perform (Untrained) +1, Ride -4, Stealth -4, Swim -3	Acrobatics -5, Appraise -2, Artistry -2, Bluff +1, Climb -4, Craft (Untrained) -2, Diplomacy +9, Disguise +1, Escape Artist -5, Fly -5, Intimidate +15, Perform (Untrained) +1, Ride -5, Stealth -5, Swim -4	Acrobatics -4, Appraise -2, Artistry -2, Bluff +1, Climb -2, Craft (Untrained) -2, Diplomacy +15, Disguise +1, Escape Artist -4, Fly -4, Intimidate +22, Perform (Untrained) +1, Ride -4, Stealth -4, Swim -2	Acrobatics -2, Appraise -2, Artistry -2, Bluff +1, Climb +3, Craft (Untrained) -2, Diplomacy +19, Disguise +1, Escape Artist -2, Fly -2, Intimidate +26, Perform (Untrained) +1, Ride -2, Stealth -2
Languages	Common, Dwarven			
Special Qualities	Bonus Rage Round, Darkvision, Greed, Hardy, Hatred, Rage, Rage Powers, Stability, Steady, Stonecunning, Terrifying Visage, Weapon Familiarity	Bonus Rage Round (6x), Darkvision, Greed, Hardy, Hatred, Improved Tolerance, Rage, Rage Powers, Renewed Vigor, Scarification, Stability, Steady, Stonecunning, Terrifying Visage, Tolerance, Weapon Familiarity	Bonus Rage Round (10x), Damage Reduction, Darkvision, Greed, Hardy, Hatred, Improved Tolerance, Rage, Rage Powers, Renewed Vigor, Scarification, Stability, Steady, Stonecunning, Terrifying Visage, Tolerance, Weapon Familiarity	Bonus Rage Round (14x), Damage Reduction, Darkvision, Greed, Hardy, Hatred, Improved Tolerance, Indomitable Will, Rage, Rage Powers, Renewed Vigor, Scarification, Stability, Steady, Stonecunning, Terrifying Visage, Tolerance, Weapon Familiarity
Treasure	Dwarven waraxe; heavy steel shield; scale mail; peasant's outfit; light hammer (4x)	+1 <i>dwarven waraxe</i> ; heavy steel shield; chainmail; peasant's outfit; light hammer (4x)	+2 <i>dwarven waraxe</i> ; heavy steel shield; +1 <i>chainmail</i> ; peasant's outfit; light hammer (4x)	+3 <i>dwarven waraxe</i> ; +2 <i>heavy steel shield</i> ; +2 <i>agile breastplate</i> ; peasant's outfit; light hammer (4x)

Special Abilities

Auspicious Mark (Su) The barbarian has been marked by the spirits, as indicated by an impressive tattoo, scar, or birthmark she possesses. Once per rage, as a swift action that costs 2 rounds of rage, the barbarian can call upon the spirits' favor. Using auspicious mark grants her a +1d6 bonus on one d20 roll she has just made. She can call on the auspicious mark after seeing the result of the d20 roll.

Bonus Rage Round (14x) Add 1 to the barbarian's total number of rage rounds per day.

Damage Reduction (Ex) You gain damage reduction. Subtract 3 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill

checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Improved Tolerance (Ex) At 5th level, a scarred rager's tolerance ability also applies to effects that would cause her to become dazed, frightened, shaken, or stunned. This replaces improved uncanny dodge.

Indomitable Will (Ex) While in rage, you gain a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you also receive during your rage.

Intimidating Glare (Ex) You can make an Intimidate check against one adjacent foe as a move action. If you successfully demoralize your opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which your check exceeds the DC.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 45 rounds per day. You can enter rage as a free action. The total number of

rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +6 morale bonus to your Strength and a +6 morale bonus to Constitution, as well as a +3 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 42 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Rage Powers The following rage powers complement the scarred rager archetype - auspicious mark*, body bludgeon*, come and get me**, increased damage reduction, inspire ferocity**, internal fortitude, intimidating glare, reckless abandon**, regenerative vigor*, renewed life*, renewed vigor, renewed vitality*, roused anger, and terrifying howl.

Regenerative Vigor (Ex) After using her renewed vigor rage power until her current rage ends, the barbarian gains fast healing 1 for every 6 barbarian levels she has (maximum fast healing 3). She regains hit points from fast healing at the start of each of her turns. A barbarian must have the renewed vigor rage power and be at least 6th level before selecting this rage power.

Renewed Life (Ex) While raging, the barbarian ignores the effect of one temporary negative level per four barbarian levels she has (maximum 5). Once per day, when a barbarian with temporary negative levels ends her rage, she can attempt saving throws to remove a number of negative levels equal to the number of levels she could ignore while raging. A barbarian must have the renewed vitality rage power and be at least 6th level before selecting this rage power.

Renewed Vigor (Su) As a standard action, you heal 3d8+1 points of damage. This power is can only be used once per day and only while raging.

Renewed Vitality (Ex) While raging, the barbarian ignores the effect of 1 point of ability penalty or damage per two barbarian levels she has (maximum 10). Once per day, when a barbarian with ability penalties or damage ends her rage, she can reroll a saving throw, if any, against an effect that imposed an ability penalty or dealt her ability damage. If successful, she removes an amount of ability penalty or damage equal to the amount she can ignore while raging. A barbarian must have the renewed vigor rage power and be at least 4th level before selecting this rage power.

Scarification (Ex) At 3rd level, a scarred rager can ignore 1 point of bleed damage per round (currently 4 points). This amount increases by 1 every three levels beyond 3rd. At 15th level, a scarred rager can ignore 1 bleed effect each round. This ability replaces trap sense.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Terrifying Howl (Ex) You unleash a terrifying howl as a standard action. All shaken enemies within 30 feet must make a Will save (DC 21) or be panicked for 1d4+1 rounds. Once an enemy has made a save versus Terrifying Howl (successful or not), it is immune to this power for 24 hours.

Terrifying Visage (Ex) A scarred rager adds 1/2 her barbarian level on Intimidate checks against humanoids who are not members of barbarian tribes (bonus currently +7). When dealing with barbarians, the scarred rager may choose to add this bonus on Diplomacy checks instead. The DC of any fear effect created by

the scarred rager also increases by 1. This ability replaces fast movement.

Tolerance (Ex) At 2nd level, a scarred rager who fails a save against an effect that causes her to become nauseated, sickened, fatigued, or exhausted can make a second save to negate the effect on the start of her next turn. Only one additional save is allowed. If the effect does not allow a saving throw, its duration is halved instead (minimum of 1 round). This ability replaces uncanny dodge.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon. .

⚡ Feats

Antagonize Whether with biting remarks or hurtful words, you are adept at making creatures angry with you. You can make Diplomacy and Intimidate checks to make creatures respond to you with hostility. No matter which skill you use, antagonizing a creature takes a standard action that does not provoke attacks of opportunity, and has a DC equal to 10 + the target's Hit Dice + the target's Wisdom modifier. The benefits you gain for this check depend on the skill you use. This is a mind-affecting effect.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Intimidating Prowess Your physical might is intimidating to others. Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Toughness You have enhanced physical stamina. You gain +14 hit points.

Weapon Focus (Waraxe (Dwarven)) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon. .

Sea Reaper (Barbarian)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Elf; Medium humanoid (elf)			
Class	Barbarian (Sea Reaper) 1	Barbarian (Sea Reaper) 6	Barbarian (Sea Reaper) 10	Barbarian (Sea Reaper) 14
Initiative	+3	+4	+8	+8
Senses	Low-Light Vision; Perception +7	Low-Light Vision; Perception +12	Low-Light Vision; Perception +16	Low-Light Vision; Perception +20
Defense				
Armor Class	AC 17, touch 13, ff 14 (+3 Dex; +3 studded leather armor; +1 light shield)	AC 21, touch 15, ff 16 (+4 Dex; +1 dodge; +4 <i>studded leather armor</i> +1; +2 light shield)	AC 22, touch 15, ff 17 (+4 Dex; +1 dodge; +5 <i>studded leather armor</i> +2; +2 light shield)	AC 26, touch 15, ff 21 (+4 Dex; +1 dodge; +6 <i>studded leather armor</i> +3; +5 heavy shield)
hp / HD	10 (1d12)-2	34 (6d12)-12	62 (10d12)-20	81 (14d12)-28
Saves	Fort +0, Ref +3, Will +1 +2 vs. enchantment spells and effects	Fort +3, Ref +6, Will +3 +2 vs. enchantment spells and effects	Fort +5, Ref +7, Will +4 +2 vs. enchantment spells and effects	Fort +7, Ref +8, Will +5 +2 vs. enchantment spells and effects +4 Will vs. enchantment (when raging)
Special Defenses	-	-	DR 2/-	DR 3/-
Offense				
Movement	30 ft.	40 ft.	45 ft.	45 ft.
Attacks	Melee trident +3 (1d8+2) or Ranged trident (thrown) +4 (1d8+2) or Melee shield, light wooden +3 (1d3+1) or Ranged underwater crossbow (light) +4 (1d8/19-20) or Melee dagger +3 (1d4+2/19-20) or Ranged dagger (thrown) +4 (1d4+2/19-20) or Melee rapier +3 (1d6+2/18-20)	Melee +1 trident +9/+4 (1d8+3) or Ranged +1 trident (thrown) +11/+6 (1d8+3) or Melee +1 light wooden shield +8 (1d3+1) or Melee dagger +8/+3 (1d4+2/19-20) or Ranged dagger (thrown) +10/+5 (1d4+2/19-20) or Melee rapier +8/+3 (1d6+2/18-20) or Ranged +1 light underwater crossbow +11/+6 (1d8+1/19-20)	Melee +1 light wooden shield +12 (1d3+1) or Melee +2 trident +15/+10 (1d8+4) or Ranged +2 trident (thrown) +17/+12 (1d8+4) or Melee dagger +12/+7 (1d4+2/19-20) or Ranged dagger (thrown) +14/+9 (1d4+2/19-20) or Melee rapier +12/+7 (1d6+2/18-20) or Ranged +2 light underwater crossbow +16/+11 (1d8+2/19- 20)	Melee +3 trident +21/+16/+11 (1d8+6) or Ranged +3 trident (thrown) +22/+17/+12 (1d8+6) or Melee +2 heavy wooden shield +17 (1d4+1) or Melee dagger +17/+12/+7 (1d4+3/19-20) or Ranged dagger (thrown) +18/+13/+8 (1d4+3/19-20) or Melee rapier +17/+12/+7 (1d6+3/18-20) or Ranged +3 light underwater crossbow +21/+16/+11 (1d8+3/19-20)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	-	Bestial Swimmer	Bestial Swimmer, Water Totem	Bestial Swimmer, Come and Get Me, Water Totem
Statistics				

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Ability Scores	Str 14, Dex 17, Con 7, Int 10, Wis 12, Cha 12	Str 14, Dex 18, Con 7, Int 10, Wis 12, Cha 12	Str 15, Dex 18, Con 7, Int 10, Wis 12, Cha 12	Str 16, Dex 18, Con 7, Int 10, Wis 12, Cha 12
Core Attack	Base Atk +1; CMB +5; CMD 18	Base Atk +6; CMB +11; CMD 24	Base Atk +10; CMB +16; CMD 29	Base Atk +14; CMB +22 (+24 grapple); CMD 35 (37 vs. grapple)
Feats	Endurance	Dodge, Endurance, Fleet	Dodge, Endurance, Fleet, Improved Initiative, Weapon Focus (Trident)	Critical Focus, Dodge, Endurance, Fleet, Improved Initiative, Shield Focus, Weapon Focus (Trident)
Skills	Acrobatics +1, Bluff +1, Climb +4, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +1, Heal +1, Intimidate +1, Perception +7, Perform (Untrained) +1, Ride +1, Sense Motive +1, Stealth +1, Survival +5, Swim +4	Acrobatics +4, Bluff +1, Climb +11, Diplomacy +1, Disguise +1, Escape Artist +4, Fly +4, Heal +1, Intimidate +1, Perception +12, Perform (Untrained) +1, Ride +4, Sense Motive +1, Stealth +4, Survival +10, Swim +11	Acrobatics +4, Bluff +1, Climb +15, Diplomacy +1, Disguise +1, Escape Artist +4, Fly +4, Heal +1, Intimidate +1, Perception +16, Perform (Untrained) +1, Ride +4, Sense Motive +1, Stealth +4, Survival +14, Swim +15	Acrobatics +3, Bluff +1, Climb +19, Diplomacy +1, Disguise +1, Escape Artist +3, Fly +3, Heal +1, Intimidate +1, Perception +20, Perform (Untrained) +1, Ride +3, Sense Motive +1, Stealth +3, Survival +18, Swim +19
Languages	Common, Elven			
Special Qualities	Bonus Fast Movement, Elven Immunities, Elven Magic, Keen Senses, Low-Light Vision, Marine Terror, Rage, Rage Powers, Weapon and Armor Proficiency, Weapon Familiarity	Bonus Fast Movement (6x), Elven Immunities, Elven Magic, Eyes of the Storm, Keen Senses, Low-Light Vision, Marine Terror, Rage, Rage Powers, Raging Swimmer, Rolling Dodge, Savage Sailor, Sure-Footed, Weapon and Armor Proficiency, Weapon Familiarity	Bonus Fast Movement (10x), Damage Reduction, Elven Immunities, Elven Magic, Eyes of the Storm, Keen Senses, Low-Light Vision, Marine Terror, Rage, Rage Powers, Raging Swimmer, Rolling Dodge, Savage Sailor, Sure-Footed, Swift Foot, Weapon and Armor Proficiency, Weapon Familiarity	Bonus Fast Movement (14x), Damage Reduction, Elven Immunities, Elven Magic, Eyes of the Storm, Increased Damage Reduction, Indomitable Will, Keen Senses, Low-Light Vision, Marine Terror, Rage, Rage Powers, Raging Swimmer, Rolling Dodge, Savage Sailor, Sure-Footed, Swift Foot, Weapon and Armor Proficiency, Weapon Familiarity
Treasure	Trident; light wooden shield; traveler's outfit; studded leather; crossbow bolts (20x); underwater light crossbow; dagger (2x); rapier	+1 trident; +1 light wooden shield; traveler's outfit; +1 studded leather; crossbow bolts (20x); +1 underwater light crossbow; dagger (2x); rapier	+2 trident; +1 light wooden shield; traveler's outfit; +2 buoyant studded leather; crossbow bolts (20x); +2 underwater light crossbow; dagger (2x); rapier	+3 trident; +2 heavy wooden shield; traveler's outfit; +3 buoyant studded leather; crossbow bolts (20x); +3 underwater light crossbow; dagger (2x); rapier

Special Abilities

Bestial Swimmer (Ex) While raging, the barbarian gains a natural swim speed equal to her normal land speed. A barbarian must have the raging swimmer rage power and be at least 6th level before selecting this rage power.

Bonus Fast Movement (14x) Add 10 to the elf's base speed. In combat this has no effect unless the elf has selected this reward 5 times (or another increment of 5); a speed of 34 feet is effectively the same as a speed of 30 feet, for example. This bonus stacks with a class's fast movement feature and applies only under the same conditions as that ability.

Come and Get Me (Ex) While raging, as a free action the barbarian may leave herself open to attack while preparing devastating counterattacks. Enemies gain a +4 bonus on attack and damage rolls against the barbarian until the beginning of her next turn, but every attack against the barbarian provokes an attack of opportunity from her, which is resolved prior to resolving each enemy attack.

Damage Reduction (Ex) You gain damage reduction. Subtract 3 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to 0 but not below 0.

Elven Immunities (Ex) Elves are immune to magic sleep effects and

get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic (Ex) Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Eyes of the Storm (Ex) At 2nd level, a sea reaver ignores any concealment provided by fog, rain, sleet, mist, wind, or other weather effects that is less than total concealment, and any penalties weather applies on Perception checks are halved. This ability replaces uncanny dodge.

Increased Damage Reduction (Ex) Your damage reduction increases by 1/-. This increase is always active while you are raging.

Indomitable Will (Ex) While in rage, you gain a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you also receive during your rage.

Keen Senses (Ex) Elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Marine Terror (Ex) A sea reaver can hold her breath for a number of rounds equal to four times her Constitution score (currently 28 rounds). In addition, a sea reaver can move normally through squares of standing water or bog that is 1 foot deep. It does not cost her extra movement to traverse these terrains. Lastly, a sea reaver ignores the normal cover bonus to AC when attacking creatures that are partially immersed in water. This ability replaces fast movement.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 28 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +6 morale bonus to your Strength and a +6 morale bonus to Constitution, as well as a +3 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 42 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Raging Swimmer (Ex) While raging you add a +14 enhancement bonus to all Swim skill checks.

Rolling Dodge (Ex) You gain a +3 dodge bonus to your Armor Class against ranged attacks for 1 round against ranged attacks. Activating this ability is a move action that does not provoke attacks of opportunity.

Savage Sailor (Ex) At 3rd level, a sea reaver gains a +1 bonus on Acrobatics, Climb, Profession (sailor), Survival, and Swim checks made in aquatic terrain, including aboard a ship or along shorelines (currently +4). These bonuses improve by +1 every three levels after 3rd. This ability replaces trap sense.

Sure-Footed (Ex) At 5th level, a sea reaver takes no penalties when moving across slick surfaces, whether natural or magical (e.g., grease, ice storm, and sleet storm). She is not at risk of falling, is not denied her Dexterity bonus when moving across such areas, and does not treat them as difficult terrain. This ability replaces improved uncanny dodge.

Swift Foot (Ex) You gain a +5-foot enhancement bonus to your speed. This increase is always active while you are raging.

Water Totem (Ex) While raging, the barbarian can breathe water as well as air.

Weapon and Armor Proficiency A sea reaver is not proficient with medium armor.

Weapon Familiarity (Ex) Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word “elven” in its name as a martial weapon.

⚡ Feats

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Weapon Focus (Trident) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Superstitious (Barbarian)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Human; Medium humanoid (human)			
Class	Barbarian (Superstitious) 1	Barbarian (Superstitious) 6	Barbarian (Superstitious) 10	Barbarian (Superstitious) 14
Initiative	+3	+7	+7	+7
Senses	Perception -1	Perception -1	Darkvision 60 ft.; Low-Light Vision; Perception -1	Darkvision 60 ft.; Low-Light Vision; Perception -1
Defense				
Armor Class	AC 19, touch 14, ff 15 (+3 Dex; +1 dodge; +5 scale mail)	AC 20, touch 14, ff 20 (+3 Dex; +1 dodge; +6 breastplate)	AC 20, touch 14, ff 20 (+3 Dex; +1 dodge; +6 masterwork breastplate)	AC 20, touch 14, ff 20 (+3 Dex; +1 dodge; +6 masterwork breastplate)
hp / HD	13 (1d12)+1	54 (6d12)+6	84 (10d12)+10	111 (14d12)+14
Saves	Fort +3, Ref +3, Will -1	Fort +6, Ref +5, Will +1	Fort +8, Ref +6, Will +2	Fort +10, Ref +7, Will +3 +4 Will vs. enchantment (when raging)
Special Defenses	-	Improved Uncanny Dodge, Uncanny Dodge	Improved Uncanny Dodge, Uncanny Dodge	Improved Uncanny Dodge, Uncanny Dodge
Offense				
Movement	30 ft.; Fast Movement			
Attacks	Melee falchion +5 (2H: 2d4+6/18-20) or Melee dagger +5 (1d4+4/19-20) or Ranged dagger (thrown) +4 (1d4+4/19-20) or Ranged crossbow, heavy +4 (1d10/19-20)	Melee masterwork falchion +12/+7 (2H: 2d4+6/18-20) or Melee dagger +10/+5 (1d4+4/19-20) or Ranged dagger (thrown) +9/+4 (1d4+4/19-20) or Ranged crossbow, heavy +9/+4 (1d10/19-20)	Melee cold iron masterwork falchion +17/+12 (2H: 2d4+7/18-20) or Melee dagger +15/+10 (1d4+5/19-20) or Ranged dagger (thrown) +13/+8 (1d4+5/19-20) or Ranged crossbow, heavy +13/+8 (1d10/19-20)	Melee cold iron masterwork falchion +21/+16/+11 (2H: 2d4+7/18-20) or Melee dagger +19/+14/+9 (1d4+5/19-20) or Ranged dagger (thrown) +17/+12/+7 (1d4+6/19-20), within 30 ft. +18/+13/+8 (1d4+6) or Ranged masterwork heavy crossbow +18/+13/+8 (1d10/19-20), within 30 ft. +19/+14/+9 (1d10+1)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	-	Spell Sunder	Intimidating Glare, Spell Sunder, Witch Hunter	Disruptive, Eater of Magic, Intimidating Glare, Spell Sunder, Witch Hunter
Statistics				
Ability Scores	Str 18, Dex 16, Con 12, Int 7, Wis 8, Cha 13	Str 19, Dex 16, Con 12, Int 7, Wis 8, Cha 13	Str 20, Dex 16, Con 12, Int 7, Wis 8, Cha 13	Str 21, Dex 16, Con 12, Int 7, Wis 8, Cha 13
Core Attack	Base Atk +1; CMB +5; CMD 19	Base Atk +6; CMB +10; CMD 24	Base Atk +10; CMB +15; CMD 29	Base Atk +14; CMB +19; CMD 33

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Feats	Dodge, Power Attack	Dodge, Improved Initiative, Power Attack, Weapon Focus (Falchion)	Cleave, Dodge, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (Falchion)	Cleave, Dodge, Great Cleave, Impact Critical Shot, Improved Initiative, Point-Blank Shot, Power Attack, Weapon Focus (Falchion)
Skills	Acrobatics +3, Appraise -2, Artistry -2, Bluff +1, Climb +4, Craft (Untrained) -2, Diplomacy +1, Disguise +1, Escape Artist -1, Fly -1, Heal -1, Intimidate +5, Perception -1, Perform (Untrained) +1, Ride -1, Sense Motive -1, Stealth -1, Survival -1	Acrobatics +8, Appraise -2, Artistry -2, Bluff +1, Climb +9, Craft (Untrained) -2, Diplomacy +1, Disguise +1, Escape Artist -1, Fly -1, Heal -1, Intimidate +10, Perception -1, Perform (Untrained) +1, Ride -1, Sense Motive -1, Stealth -1, Survival -1	Acrobatics +13, Appraise -2, Artistry -2, Bluff +1, Climb +18, Craft (Untrained) -2, Diplomacy +1, Disguise +1, Heal -1, Intimidate +14, Perception -1, Perform (Untrained) +1, Sense Motive -1, Survival -1, Swim +2	Acrobatics +17, Appraise -2, Artistry -2, Bluff +1, Climb +22, Craft (Untrained) -2, Diplomacy +1, Disguise +1, Heal -1, Intimidate +18, Perception -1, Perform (Untrained) +1, Sense Motive -1, Survival -1, Swim +2
Languages	Common			
Special Qualities	Bonus Feat, Bonus Superstitious Rage, Fast Movement, Rage, Skilled	Bonus Feat, Bonus Superstitious Rage (6x), Fast Movement, Rage, Roused Anger, Sixth Sense, Skilled, Superstition	Bonus Feat, Bonus Superstitious Rage (10x), Darkvision, Fast Movement, Keen Senses, Low-Light Vision, Rage, Roused Anger, Sixth Sense, Skilled, Superstition	Bonus Feat, Bonus Superstitious Rage (14x), Darkvision, Fast Movement, Indomitable Will, Keen Senses, Low-Light Vision, Rage, Roused Anger, Scent, Sixth Sense, Skilled, Superstition
Treasure	Falchion; scale mail; monk's outfit; crossbow bolts (20x); dagger (2x); heavy crossbow	Masterwork falchion; breastplate; monk's outfit; crossbow bolts (20x); dagger (2x); heavy crossbow	Cold iron masterwork falchion; masterwork agile breastplate; monk's outfit; crossbow bolts (20x); dagger (2x); heavy crossbow	Cold iron masterwork falchion; masterwork agile breastplate; monk's outfit; crossbow bolts (20x); dagger (2x); masterwork heavy crossbow

Special Abilities

Bonus Feat Humans select one extra feat at 1st level.

Bonus Superstitious Rage (14x) Add +1/3 to the bonus from the superstitious rage power.

Darkvision She gains darkvision 60 feet (or adds 60 feet to the range of any darkvision already possessed).

Disruptive When raging, the barbarian gains Disruptive as a bonus feat. The barbarian must have the superstition* rage power to select this rage power.

Eater of Magic (Su) Once per rage, when a barbarian fails a saving throw against a spell, supernatural ability, or spelllike ability, she can reroll the saving throw against the effect (this is not an action). If she succeeds at the second saving throw, she is not affected by the spell, supernatural ability, or spell-like ability and gains a number of temporary hit points equal to the effect's caster level (in the case of spell or spelllike abilities) or the CR of the effect's creator (in the case of supernatural abilities). These temporary hit points last until damage is applied to them or 1 minute, whichever occurs first. A barbarian must have the superstition rage power and be at least 10th level before selecting this rage power.

Fast Movement (Ex) Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 4.

Indomitable Will (Ex) While in rage, you gain a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you also receive during your rage.

Intimidating Glare (Ex) You can make an Intimidate check against one adjacent foe as a move action. If you successfully demoralize your opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which your check exceeds the DC.

Keen Senses (Ex) At 7th level, the superstitious barbarian gains low-light vision (triple normal vision range in dim light if she already has low-light vision). At 10th level, she gains darkvision 60 feet (or adds 60 feet to the range of any darkvision already possessed). At 13th level, she gains scent. At 16th level, she gains blindsense 30 feet. At 19th level, she gains blindsight 30 feet. This ability replaces damage reduction.

You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 31 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +6 morale bonus to your Strength and a +6 morale bonus to Constitution, as well as a +3 morale bonus on Will saves. In addition,

you take a -2 penalty to Armor Class. The increase to Constitution grants you 42 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Roused Anger (Ex) You may enter rage even if fatigued. While raging after using this ability, you are immune to the fatigued condition. Once this rage ends, you are exhausted for 10 minutes per round spent raging.

Scent She gains scent.

Sixth Sense (Ex) At 3rd level, the superstitious barbarian gains a +4 bonus on initiative and a +4 insight bonus to AC during surprise rounds. This bonus increases by +1 for every three levels after 3rd. This ability replaces trap sense.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Spell Sunder (Su) Once per rage, the barbarian can attempt to sunder an ongoing spell effect by succeeding at a combat maneuver check. For any effect other than one on a creature, the barbarian must make her combat maneuver check against a CMD of 15 plus the effect's caster level. To sunder an effect on a creature, the barbarian must succeed at a normal sunder combat maneuver against the creature's CMD + 5, ignoring any miss chance caused by a spell or spell-like ability. If successful, the barbarian suppresses the effect for 1 round, or 2 rounds if she exceeded the CMD by 5 to 9. If she exceeds the CMD by 10 or more, the effect is dispelled. A barbarian must have the witch hunter rage power and be at least 6th level before selecting this rage power.

Superstition (Ex) You gain a +5 morale bonus on saving throws made to resist spells, supernatural abilities, and spell-like abilities. While raging, you cannot be a willing target of any spell and must make saving throws to resist all spells, even those cast by allies.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Witch Hunter (Ex) While raging, the barbarian gains a +1 bonus on damage rolls against creatures possessing spells or spell-like abilities. This damage bonus increases by +1 for every four levels the barbarian has obtained.

⚡ Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2

penalty to your Armor Class until your next turn.

Impact Critical Shot With a series of ranged attacks, you bring your foes to their knees or force them to move. Whenever you score a critical hit with a ranged attack, in addition to the normal damage your attack deals, if your confirmation roll exceeds your opponent's CMD, you can push your opponent back as if from the bull rush combat maneuver or knock that target prone as if from a trip combat maneuver. If you choose to bull rush, you cannot move with the target. Your maneuver does not provoke an attack of opportunity. [Normal] You must perform a bull rush combat maneuver to bull rush an opponent, and you must perform a trip combat maneuver to trip an opponent.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Weapon Focus (Falchion) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Bard Archetypes

Table 5: Pregenerated Character Summary: Bard Archetype Classes

Archetype	Page	Class	Race	Sex
Animal Speaker	160	Bard	Gnome (Traveler)	M
Arcane Duelist	165	Bard	Elf	F
Arcane Healer	170	Bard	Half-Elf	F
Archaeologist	175	Bard	Dwarf (Deep Delver)	F
Archivist	179	Bard	Halfling	M
Buccaneer	184	Bard	Half-Orc	F
Celebrity	189	Bard	Half-Elf (Human-Raised)	F
Court Bard	194	Bard	Human (Cosmopolitan)	M
Daredevil	199	Bard	Half-Orc (Arena-Bred)	F
Demagogue	203	Bard	Tiefling	M

Crunch Summary: Bard Archetypes

Skills: *Extreme.* This is your chance to shine! Focus on Knowledge, Perform, Profession, and social challenge skills, yes, but also skills with a combat application.

Spells: *High.* For a class that's a mixture of combat and magic, the Bard's spells are extremely flexible... take advantage of that!

Weapons: *Medium.* Every good Bard should have close-combat and ranged capabilities, but you should choose a role and focus on it primarily. Without heavy armor or a ton of hit points, you won't be able to tank the baddies, but you can still support the tank—while the enemy is focused on the brute with the greatsword, you can deal a good amount of damage.

Armor & Other Equipment: *Medium.* Lots of options, so make the most of it.

Feats: *High.* More than many other classes whose focus is more blatantly combat-oriented, Bards need to combine their focus in Weapons and Spells with Feats and Skills in order to be effective. If you're picking a Rapier or other weapon that has beneficial Critical capabilities, you should automatically pick something like Critical Focus, for example.

Ability Scores: *Low.* Yes, Low. High Charisma, but other than that, you can focus on any other combination of ability scores and make an effective, yet interesting, Bard. So let the dice do the decision-making, and roll up a random Bard!

Resist the Urge To: Have your Bard be yet another foppish ne'er-do-well whose only purpose in life is to grant his allies +2 on something-or-other.

rarely the MVP of an adventuring group because they're so damned flexible. Bard builds often focus on a support role, their songs and spells picked so as to buff allies and hinder enemies.

My recommendation is: don't make your Bard a jack of all trades, though almost by definition, they will have that capability! Make a close-combat, tank-ish Bard, or a sniper that's more Ranger-like. Dare to have a Bard with middling Charisma, whose focus is on the arcane—a Bard whose lifelong dream was always to be a Wizard, but for whatever combination of reasons, she was denied that opportunity, so had to "settle" for being what she is.

Designer's Soapbox: Bards

✂ Poor Bards. Often the butt of the gaming group's joke, they tend not to be taken seriously.

Partly this likely stems from the stereotype of the foppish, hippy-like singer, whose artistic talents have taken his mindset far beyond the mundane "how do we get around this dragon" aspects of adventuring.

But from an optimistic perspective, however, Bards are

Animal Speaker (Bard)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Gnome; Small humanoid (gnome)			
Class	Bard (Animal Speaker) 1	Bard (Animal Speaker) 6	Bard (Animal Speaker) 10	Bard (Animal Speaker) 14
Initiative	+2	+2	+2	+2
Senses	Perception +3; Low-Light Vision	Perception +3; Low-Light Vision	Perception +3; Low-Light Vision	Perception +3; Low-Light Vision
Defense				
Armor Class	AC 15, touch 13, ff 13 (+1 size; +2 Dex; +2 leather armor)	AC 17, touch 14, ff 14 (+1 size; +2 Dex; +1 dodge; +3 masterwork studded leather)	AC 18, touch 14, ff 15 (+1 size; +2 Dex; +1 dodge; +4 studded leather +1)	AC 19, touch 14, ff 16 (+1 size; +2 Dex; +1 dodge; +5 studded leather +2)
hp / HD	8 (1d8)	27 (6d8)	48 (10d8)	70 (14d8)
Saves	Fort +0, Ref +4, Will +3; +2 racial bonus vs. spells with the language-dependent descriptor or those that create glyphs, symbols, or other magical writings	Fort +2, Ref +7, Will +6; +2 racial bonus vs. spells with the language-dependent descriptor or those that create glyphs, symbols, or other magical writings	Fort +3, Ref +9, Will +8; +2 racial bonus vs. spells with the language-dependent descriptor or those that create glyphs, symbols, or other magical writings	Fort +4, Ref +11, Will +10; +2 racial bonus vs. spells with the language-dependent descriptor or those that create glyphs, symbols, or other magical writings
Offense				
Movement	15 ft.			
Attacks	Ranged crossbow, light (small) +3 (1d6/19-20) or Melee shield, light wooden (small) -5 (1d2-2) or Melee sword, short (small) -1 (1d4-2/19-20) or Melee dagger (small) -1 (1d3-2/19-20) or Ranged dagger (small/thrown) +3 (1d3-2/19-20)	Ranged masterwork light crossbow (small) +8 (1d6/19-20) or Melee shield, light wooden (small) -1 (1d2-2) or Melee sword, short (small) +3 (1d4-2/19-20) or Melee dagger (small) +3 (1d3-2/19-20) or Ranged dagger (small/thrown) +7 (1d3-2/19-20)	Ranged +1 light crossbow (small) +11/+6 (1d6+1/19-20), within 30 ft. +12/+7 (1d6+2) or Melee shield, light wooden (small) +2/-3 (1d2-2) or Melee sword, short (small) +6/+1 (1d4-2/19-20) or Melee dagger (small) +6/+1 (1d3-2/19-20) or Ranged dagger (small/thrown) +10/+5 (1d3-1/19-20), within 30 ft. +11/+6 (1d3-1)	Ranged +2 light crossbow (small) +15/+10 (1d6+2/19-20), within 30 ft. +16/+11 (1d6+3) or Melee shield, light wooden (small) +5/+0 (1d2-2) or Melee sword, short (small) +9/+4 (1d4-2/19-20) or Melee dagger (small) +9/+4 (1d3-2/19-20) or Ranged dagger (small/thrown) +13/+8 (1d3-1/19-20), within 30 ft. +14/+9 (1d3-1)
Space / Reach	5 ft. / 5 ft.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Known Spells	Innate Spell-Like Abilities: 1x/Day- arcane mark, comprehend languages, message, read magic Bard (CL 1st): 1st (2x/day) - abstemiousness, vocal alteration, summon nature's ally i oth (at will) - daze, ghost sound, know direction, lullaby,	Innate Spell-Like Abilities: 1x/Day- arcane mark, comprehend languages, message, read magic Bard (CL 6th): 2nd (4x/day) - acute senses, animal messenger, animal trance, calm emotions, summon nature's ally ii 1st (5x/day) - abstemiousness, alarm, anticipate peril, vocal alteration, summon nature's ally i oth (at will) - daze, ghost sound, know direction, lullaby, mage hand, prestidigitation	Innate Spell-Like Abilities: 1x/Day- arcane mark, comprehend languages, message, read magic Bard (CL 10th): 4th (2x/day) - freedom of movement, locate creature, summon nature's ally iv 3rd (4x/day) - charm monster, feather step (mass), haste, phantom steed, summon nature's ally iii 2nd (5x/day) - acute senses, animal messenger, animal trance, calm emotions, lay of the land, summon nature's ally ii 1st (7x/day) - abstemiousness, alarm, anticipate peril, horn of pursuit, vocal alteration, summon nature's ally i oth (at will) - daze, ghost sound, know direction, lullaby, mage hand, prestidigitation	Innate Spell-Like Abilities: 1x/Day- arcane mark, comprehend languages, message, read magic Bard (CL 14th): 5th (3x/day) - deafening song bolt, foe to friend, mirage arcana, summon nature's ally v 4th (5x/day) - freedom of movement, hallucinatory terrain, invisibility (greater), locate creature, summon nature's ally iv 3rd (5x/day) - charm monster, coordinated effort, feather step (mass), haste, phantom steed, summon nature's ally iii 2nd (6x/day) - acute senses, animal messenger, animal trance, calm emotions, compassionate ally, lay of the land, summon nature's ally ii 1st (7x/day) - abstemiousness, alarm, anticipate peril, darting duplicate, horn of pursuit, vocal alteration, summon nature's ally i oth (at will) - daze, ghost sound, know direction, lullaby, mage hand, prestidigitation

📋 Statistics

Ability Scores	Str 6, Dex 14, Con 11, Int 12, Wis 13, Cha 18	Str 6, Dex 14, Con 11, Int 12, Wis 13, Cha 19	Str 6, Dex 14, Con 11, Int 12, Wis 13, Cha 20	Str 6, Dex 15, Con 11, Int 12, Wis 13, Cha 20
Core Attack	Base Atk +0; CMB -3; CMD 9	Base Atk +4; CMB +1; CMD 14	Base Atk +7; CMB +4; CMD 17	Base Atk +10; CMB +7; CMD 20
Feats	Animal Affinity	Animal Affinity, Dodge, Skill Focus (Handle Animal)	Animal Affinity, Dodge, Point-Blank Shot, Rapid Reload (Crossbow (Light)), Skill Focus (Handle Animal)	Animal Affinity, Dodge, Point-Blank Shot, Precise Shot, Rapid Reload (Crossbow (Light)), Rapid Shot, Skill Focus (Handle Animal)

Languages
Special Qualities

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics -1, Appraise +5, Artistry +1, Bluff +4, Climb -5, Craft (Untrained) +1, Diplomacy +8, Disguise +8, Escape Artist -1, Fly +1, Handle Animal +7, Heal +1, Intimidate +4, Knowledge (Nature) +6, Knowledge (Untrained) +2, Perception +3, Perform (Sing) +8, Perform (Untrained) +4, Ride +2, Sense Motive +1, Stealth +3, Survival +1, Swim -5	Acrobatics -1, Appraise +10, Artistry +1, Bluff +4, Bluff (Perform (Act)) +4, Bluff (Perform (Sing)) +13, Climb -5, Craft (Untrained) +1, Diplomacy +13, Disguise +13, Disguise (Perform (Act)) +4, Escape Artist -1, Fly +1, Handle Animal +15, Heal +1, Intimidate +4, Knowledge (Nature) +13, Knowledge (Untrained) +4, Perception +3, Perform (Sing) +13, Perform (Untrained) +4, Ride +7, Sense Motive +1, Sense Motive (Perform (Sing)) +13, Stealth +3, Survival +1, Swim -5	Acrobatics -1, Acrobatics (Perform (Dance)) +5, Appraise +14, Artistry +1, Bluff +5, Bluff (Perform (Act)) +5, Bluff (Perform (Sing)) +18, Climb -5, Craft (Untrained) +1, Diplomacy +18, Disguise +18, Disguise (Perform (Act)) +5, Escape Artist -1, Fly +1, Fly (Perform (Dance)) +5, Handle Animal +25, Heal +1, Intimidate +5, Knowledge (Nature) +19, Knowledge (Untrained) +6, Perception +3, Perform (Sing) +18, Perform (Untrained) +5, Ride +13, Sense Motive +1, Sense Motive (Perform (Sing)) +18, Stealth +3, Survival +1, Swim -5	Acrobatics -1, Acrobatics (Perform (Dance)) +5, Appraise +18, Artistry +1, Bluff +5, Bluff (Perform (Act)) +5, Bluff (Perform (Comedy)) +5, Bluff (Perform (Sing)) +22, Climb -5, Craft (Untrained) +1, Diplomacy +22, Disguise +22, Disguise (Perform (Act)) +5, Escape Artist -1, Fly +1, Fly (Perform (Dance)) +5, Handle Animal +29, Heal +1, Intimidate +5, Intimidate (Perform (Comedy)) +5, Knowledge (Nature) +25, Knowledge (Untrained) +8, Perception +3, Perform (Sing) +22, Perform (Untrained) +5, Ride +17, Sense Motive +1, Sense Motive (Perform (Sing)) +22, Stealth +3, Survival +1, Swim -5
Languages	Common, Elven, Gnome, Sylvan			
Special Qualities	Animal Friend (Horse), Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Bardic Performance Round, Cantrips, Countersong, Hatred, Inspire Courage, Keen Senses, Low-Light Vision, Obsessive, Traveler Gnome, Weapon Familiarity	Animal Friend (Horse), Armored Casting, Attract Rats, Bardic Knowledge, Bardic Performance, Bonus Bardic Performance Round (6x), Cantrips, Countersong, Hatred, Inspire Courage, Keen Senses, Lore Master, Low-Light Vision, Nature's Speaker, Obsessive, Soothing Performance, Traveler Gnome, Versatile Performance (Act), Versatile Performance (Sing), Weapon Familiarity	Animal Friend (Horse), Armored Casting, Attract Rats, Bardic Knowledge, Bardic Performance, Bonus Bardic Performance Round (10x), Cantrips, Countersong, Hatred, Inspire Courage, Inspire Greatness, Jack of All Trades, Keen Senses, Lore Master, Low-Light Vision, Nature's Speaker, Obsessive, Soothing Performance, Traveler Gnome, Versatile Performance (Act), Versatile Performance (Dance), Versatile Performance (Sing), Weapon Familiarity,	Animal Friend (Horse), Armored Casting, Attract Rats, Bardic Knowledge, Bardic Performance, Bonus Bardic Performance Round (14x), Cantrips, Countersong, Hatred, Inspire Courage, Inspire Greatness, Jack of All Trades, Keen Senses, Lore Master, Low-Light Vision, Nature's Speaker, Obsessive, Soothing Performance, Soothing Performance, Traveler Gnome, Versatile Performance (Act), Versatile Performance (Comedy), Versatile Performance (Dance), Versatile Performance (Sing), Weapon Familiarity

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Treasure	Leather armor (small); traveler's outfit (small); crossbow bolts (20x); light wooden shield (small); short sword (small); dagger (small); light crossbow (small)	Masterwork studded leather armor (small); traveler's outfit (small); crossbow bolts (20x); light wooden shield (small); short sword (small); dagger (small); masterwork light crossbow (small)	+1 studded leather armor (small); traveler's outfit (small); crossbow bolts (20x); light wooden shield (small); short sword (small); dagger (small); +1 light crossbow (small)	+2 studded leather armor (small); traveler's outfit (small); crossbow bolts (20x); light wooden shield (small); short sword (small); dagger (small); +2 light crossbow (small)

☒ Magic

Spells per Day

Bard: 0/2/0/0/0/0/0/0/0 DC: 15+spell level	Bard: 0/5/4/0/0/0/0/0/0 DC: 15+spell level	Bard: 0/7/5/4/2/0/0/0/0 DC: 16+spell level	Bard: 0/7/6/5/5/3/0/0/0 DC: 16+spell level

☒ Special Abilities

Animal Friend (Horse) You select a particular kind of animal, such as apes, badgers, bears, boars, cats, snakes, and so on. You gain a +4 bonus on Handle Animal checks to influence animals of your chosen kind. Animals of this kind have a starting attitude of at least “indifferent” toward you and never attack you unless you attack them first. Animal companions and magically controlled animals of the bard's chosen kind can be directed to attack you if the controlling creature wins an opposed Charisma check against you (this check can be made once per round until it succeeds, after which no further checks are needed). Supernatural versions of animals (such as animals with the fiendish template) can attempt an opposed Charisma check against you with a +4 bonus on its roll to overcome this hesitation. This ability has no effect on creatures other than animals.

Armored Casting (Ex) You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.

Attract Rats You can use bardic performance to summon 2d3 rat swarms; they remain as long as you continue performing. the swarms have the advanced creature simple template.

Bardic Knowledge (Ex) You add +7 to all Knowledge checks and may make all Knowledge skill checks untrained.

Bardic Performance You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 49 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a swift action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a swift action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.

Bonus Bardic Performance Round (14x) Add 1 to the bard's total number of bardic performance rounds per day.

Cantrips You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Countersong (Su) You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-

dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Defensive Training (Ex) Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Dirge of Doom (Su) You can use your performance to foster a sense of growing dread in your enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear your performance. The effect persists for as long as the enemy is within 30 feet and you continue your performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of Doom is a mind-affecting fear effect, and it relies on audible and visual components.

Distraction (Su) You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Frightening Tune (Sp) You can use your performance to cause fear in your enemies. To be affected, an enemy must be able to hear you perform and be within 30 feet. Each enemy within range receives a Will save (DC 22) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear your performance. Frightening Tune relies on audible components.

Hatred (Ex) Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Inspire Courage (Su) You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +3 morale bonus on saving throws against charm and fear effects and a +3 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Greatness (Su) You can use your performance to inspire greatness in yourself or up to 2 willing allies within 30 feet, granting extra fighting capability. To inspire greatness, all of the targets must

be able to see and hear you. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire Greatness is a mind-affecting ability and it relies on audible and visual components.

Jack of All Trades (Ex) You can use any skill, even if the skill normally requires you to be trained.

Keen Senses (Ex) Gnomes receive a +2 bonus on Perception skill checks.

Lore Master (Ex) You have become a master of lore and can take 10 on any Knowledge skill check that you have ranks in. You can choose not to take 10 and can instead roll normally. In addition, 2 times per day, you can take 20 on any Knowledge skill check as a standard action.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Magical Linguist Gnomes study languages in both their mundane and supernatural manifestations. Gnomes with this racial trait add +1 to the DC of spells they cast with the language-dependent descriptor or those that create glyphs, symbols, or other magical writings. They gain a +2 racial bonus on saving throws against such spells. Gnomes with a Charisma of 11 or higher also gain the following spell-like abilities: 1/day - arcane mark, comprehend languages, message, read magic. The caster level for these effects is equal to the gnome's level. This racial trait replaces the gnome magic and illusion resistance racial traits.

Nature's Speaker You can use Speak with Animals at will on 2 selected kinds of animals.

Obsessive (Ex) Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Soothing Performance You can use bardic performance to influence animals. This works like the druid ability wild empathy, except you expend 1 round of bardic performance and make a Perform check. If you already have wild empathy from another class, you add the class levels that provide wild empathy to the result of your Perform check to influence an animal.

Soothing Performance (Su) You can use your performance to create an effect equivalent to a Mass Cure Serious Wounds (caster level 14). In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear you throughout the performance. Soothing performance affects all targets that remain within 30 feet throughout the performance. Soothing performance relies on audible and visual components.

Traveler Gnome These gnomes were born on the move, their families living on a ship or in a caravan wagon. These gnomes have the magical linguist and either the explorer or the gift of tongues alternate racial traits.

Versatile Performance (Act) (Ex) You can use your bonus in the Perform (Act) skill in place of your bonus in the Bluff or Disguise skills. When substituting in this way, you use your total Perform (Act) skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Comedy) (Ex) You can use your bonus in the Perform (Comedy) skill in place of your bonus in the Bluff or Intimidate skills. When substituting in this way, you use your total Perform (Comedy) skill bonus, including class skill bonus, in place of your Bluff or Intimidate skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Dance) (Ex) You can use your bonus in the Perform (Dance) skill in place of your bonus in the Acrobatics or

Fly skills. When substituting in this way, you use your total Perform (Dance) skill bonus, including class skill bonus, in place of your Acrobatics or Fly skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Sing) (Ex) You can use your bonus in the Perform (Sing) skill in place of your bonus in the Bluff or Sense Motive skills. When substituting in this way, you use your total Perform (Sing) skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Weapon Familiarity (Ex) Gnomes treat any weapon with the word "gnome" in its name as a martial weapon. .

⚡ Feats

Animal Affinity You are skilled at working with animals and mounts. You get a +2 bonus on all Handle Animal and Ride skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot You are adept at firing ranged attacks into melee. You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Rapid Reload (Crossbow (Light)) You can reload your chosen type of crossbow quickly. Choose a type of crossbow (hand, light, heavy) or a single type of one-handed or two-handed firearm that you are proficient with. You can reload such a weapon quickly. (revised to include firearms in Ultimate Combat p.115) You can reload your chosen type of weapon quickly. The time required for you to reload your chosen type of crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity. If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow. The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for heavy crossbow or onehanded firearm), or a standard action (two-handed firearm). Reloading a crossbow or firearm still provokes attacks of opportunity. If you have selected this feat for a hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow. [Normal] A character without this feat needs a move action to reload a hand or light crossbow, a standard action to reload a one-handed firearm, or a full-round action to load a heavy crossbow or a two-handed firearm.

Rapid Shot You can make an additional ranged attack. When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Skill Focus (Handle Animal) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Arcane Duelist (Bard)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Elf; Medium humanoid (elf)			
Class	Bard (Arcane Duelist) 1	Bard (Arcane Duelist) 6	Bard (Arcane Duelist) 10	Bard (Arcane Duelist) 14
Initiative	+5	+5	+5	+6
Senses	Perception +5; Low-Light Vision	Perception +10; Low-Light Vision	Perception +14; Low-Light Vision	Perception +22; Low-Light Vision
Defense				
Armor Class	AC 17, touch 14, ff 13 (+3 Dex; +1 dodge; +3 studded leather)	AC 18, touch 14, ff 14 (+3 Dex; +1 dodge; +4 studded leather +1)	AC 20, touch 14, ff 16 (+3 Dex; +1 dodge; +5 studded leather +2; +1 misc); Two-Weapon Defense	AC 21, touch 14, ff 17 (+3 Dex; +1 dodge; +6 studded leather +3; +1 misc); Two-Weapon Defense
hp / HD	7 (1d8)-1	24 (6d8)-6	44 (10d8)-10	67 (14d8)-14
Saves	Fort -2, Ref +7, Will +1; +2 vs. enchantment spells and effects	Fort +0, Ref +10, Will +4; +2 vs. enchantment spells and effects	Fort +1, Ref +12, Will +6; +2 vs. enchantment spells and effects	Fort +2, Ref +15, Will +8; +2 vs. enchantment spells and effects
Offense				
Movement	20 ft.			
Attacks	Melee rapier +0 (1d6/18-20) or Melee shortsword +0 (1d6/19-20) or Melee dagger +0 (1d4/19-20) or Ranged dagger (thrown) +5 (1d4/19- 20) or Ranged shortbow +5 (1d6/x3)	Melee shortsword +4 (1d6/19-20) or Melee +1 rapier +6 (1d6+1/18-20) or Melee dagger +4 (1d4/19-20) or Ranged dagger (thrown) +9 (1d4/19- 20) or Ranged shortbow +9 (1d6/x3)	Melee shortsword +7/+2 (1d6/19-20) or Melee +2 rapier +10/+5 (1d6+2/18-20) or Melee dagger +7/+2 (1d4/19-20) or Ranged dagger (thrown) +12/+7 (1d4/19-20) or Ranged shortbow +12/+7 (1d6/x3)	Melee shortsword +10/+5 (1d6/19-20) or Melee +3 rapier +14/+9 (1d6+3/18-20) or Melee dagger +10/+5 (1d4/19-20) or Ranged dagger (thrown) +16/+11 (1d4/19-20) or Ranged shortbow +16/+11 (1d6/x3)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	-	Distraction	Dirge of Doom, Distraction	Dirge of Doom, Distraction, Frightening Tune

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Known Spells	Bard (CL 1st): 1st (2x/day) - call weapon, darting duplicate oth (at will) - flare, light, mage hand, prestidigitation, spark	Bard (CL 6th): 2nd (4x/day) - bladed dash, blur, daze monster, instant weapon 1st (5x/day) - call weapon, darting duplicate, flare burst, sleep oth (at will) - flare, light, mage hand, prestidigitation, spark, unwitting ally	Bard (CL 10th): 4th (2x/day) - dance of a hundred cuts, discordant blast 3rd (4x/day) - blink, confusion, invigorate (mass), invisibility sphere 2nd (5x/day) - bladed dash, blur, daze monster, instant weapon, pyrotechnics 1st (6x/day) - call weapon, darting duplicate, ear-piercing scream, flare burst, sleep oth (at will) - flare, light, mage hand, prestidigitation, spark, unwitting ally	Bard (CL 14th): 5th (2x/day) - bladed dash (greater), deafening song bolt, mislead 4th (5x/day) - dance of a hundred cuts, discordant blast, hallucinatory terrain, hold monster 3rd (5x/day) - blink, confusion, invigorate (mass), invisibility sphere, rain of fogs 2nd (6x/day) - bladed dash, blur, daze monster, instant weapon, pyrotechnics, returning weapon 1st (6x/day) - call weapon, darting duplicate, ear-piercing scream, flare burst, sleep, touch of gracelessness oth (at will) - flare, light, mage hand, prestidigitation, spark, unwitting ally

Statistics

Ability Scores	Str 10, Dex 20, Con 7, Int 10, Wis 8, Cha 17	Str 10, Dex 20, Con 7, Int 10, Wis 8, Cha 18	Str 10, Dex 21, Con 7, Int 10, Wis 8, Cha 18	Str 10, Dex 22, Con 7, Int 10, Wis 8, Cha 18
Core Attack	Base Atk +0; CMB +0; CMD 16	Base Atk +4; CMB +4; CMD 20	Base Atk +7; CMB +7; CMD 23	Base Atk +10; CMB +10; CMD 27
Feats	Arcane Strike, Dodge	Arcane Strike, Combat Casting, Disruptive, Dodge, Two-Weapon Fighting, Weapon Focus (Rapier)	Arcane Strike, Armor Proficiency, Medium, Combat Casting, Disruptive, Dodge, Improved Two-Weapon Fighting, Spellbreaker, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Rapier)	Alertness, Arcane Strike, Armor Proficiency, Medium, Combat Casting, Disruptive, Dodge, Improved Two-Weapon Fighting, Martial Focus, Penetrating Strike, Spellbreaker, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Rapier)
Skills	Acrobatics +6, Bluff +7, Climb -3, Diplomacy +3, Disguise +3, Escape Artist +2, Fly +2, Heal -1, Intimidate +7, Perception +5, Perform (Untrained) +3, Ride +2, Sense Motive +3, Sleight of Hand +6, Stealth +2, Survival -1, Swim -3	Acrobatics +11, Bluff +13, Climb -3, Diplomacy +4, Disguise +4, Escape Artist +2, Fly +2, Heal -1, Intimidate +13, Perception +10, Perform (Untrained) +4, Ride +2, Sense Motive +8, Sleight of Hand +11, Stealth +2, Survival -1, Swim -3	Acrobatics +15, Bluff +17, Climb -3, Diplomacy +4, Disguise +4, Escape Artist +2, Fly +2, Heal -1, Intimidate +17, Perception +14, Perform (Untrained) +4, Ride +2, Sense Motive +12, Sleight of Hand +15, Stealth +2, Survival -1, Swim -3	Acrobatics +20, Bluff +21, Climb -3, Diplomacy +4, Disguise +4, Escape Artist +3, Fly +3, Heal -1, Intimidate +21, Perception +22, Perform (Untrained) +4, Ride +3, Sense Motive +20, Sleight of Hand +20, Stealth +3, Survival -1, Swim -3
Languages	Common, Elven			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Qualities	Arcane Strike, Armored Casting, Bardic Performance, Bonus Feats, Cantrips, Elven Immunities, Elven Magic, Inspire Courage, Keen Senses, Low-Light Vision, Rallying Cry, Weapon Familiarity	Arcane Bond, Arcane Strike, Armored Casting, Bardic Performance, Bladethirst, Bonded Object, Bonus Feats, Cantrips, Elven Immunities, Elven Magic, Inspire Competence, Inspire Courage, Keen Senses, Low-Light Vision, Rallying Cry, Weapon Familiarity	Arcane Armor, Arcane Bond, Arcane Strike, Armored Casting, Bardic Performance, Bladethirst, Bonded Object, Bonus Feats, Cantrips, Elven Immunities, Elven Magic, Inspire Competence, Inspire Courage, Inspire Greatness, Keen Senses, Low-Light Vision, Rallying Cry, Weapon Familiarity	Arcane Armor, Arcane Bond, Arcane Strike, Armored Casting, Bardic Performance, Bladethirst, Bonded Object, Bonus Feats, Cantrips, Elven Immunities, Elven Magic, Inspire Competence, Inspire Courage, Inspire Greatness, Keen Senses, Low-Light Vision, Rallying Cry, Soothing Performance, Weapon Familiarity
Treasure	Rapier; shortsword; studded leather armor; traveler's outfit; arrows (40x); dagger (4x); shortbow	+1 rapier; shortsword; +1 studded leather armor; traveler's outfit; arrows (40x); dagger (4x); shortbow	+2 rapier; shortsword; +2 studded leather armor; traveler's outfit; arrows (40x); dagger (4x); shortbow	+3 rapier; shortsword; +3 studded leather armor; traveler's outfit; arrows (40x); dagger (4x); shortbow
☒ Magic				
Spells per Day	Bard: 0/2/0/0/0/0/0/0/0 DC: 14+spell level	Bard: 0/5/4/0/0/0/0/0/0 DC: 15+spell level	Bard: 0/6/5/4/2/0/0/0/0 DC: 15+spell level	Bard: 0/6/6/5/5/2/0/0/0 DC: 15+spell level

☒ Special Abilities

Arcane Armor (Ex) At 10th level, an arcane duelist gains Medium Armor Proficiency and can cast bard spells in medium armor with no chance of arcane spell failure. At 16th level, he gains Heavy Armor Proficiency and can cast bard spells in heavy armor with no arcane spell failure. This ability replaces jack of all trades.

Arcane Bond (Ex) At 5th level, an arcane duelist gains the arcane bond ability as a wizard, using a weapon as his bonded item, allowing him to cast any one additional spell that he knows once per day. He may not choose a familiar or other type of bonded item. He may use the hand holding his bonded weapon for somatic components. This ability replaces lore master.

Arcane Strike Arcane duelists gain Arcane Strike as a bonus feat at 1st level. This ability replaces bardic knowledge.

Armored Casting (Ex) You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.

Bardic Performance You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 34 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a swift action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a swift action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.

Bladethirst (Su) An arcane duelist of 6th level or higher may use performance to grant one weapon, one natural weapon, one end of a double weapon, or 50 items of ammunition of the same type within 30 feet a +3 enhancement bonus. This enhancement bonus increases by +1 for every three levels after 6th (maximum +5 at 18th level). These bonuses stack with existing bonuses and may be used to increase the item's enhancement bonus up to +5 or to add any of

the following weapon properties: defending, distance, ghost touch, keen, mighty cleaving, returning, shock, shocking burst, seeking, speed, or wounding (Pathfinder RPG Core Rulebook page 469). If the weapon is not magical, at least a +1 enhancement bonus must be added before adding special abilities. This performance replaces suggestion.

Bonded Object Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. When attempting to cast a spell without your bonded object worn or in hand, you must make a concentration check or lose the spell (DC 20 + the spell's level). A ring or amulet occupies the ring or neck slot accordingly. A bonded object can be used once per day to cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's opposition schools (see arcane school). A wizard can add additional magic abilities to his bonded object as if he has the required item creation feats and if he meets the level prerequisites of the feat. For example, a wizard with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat in Feats). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the wizard who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type. If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wizard level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the

additional enchantments of the previous bonded item. A wizard can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

Bonus Feats An arcane duelist weaves might and magic in his combat style, gaining the following bonus feats at 2nd level and every four levels thereafter: 2nd level-Combat Casting, 6th level-Disruptive, 10th level-Spellbreaker, 14th level-Penetrating Strike, 18th level-Greater Penetrating Strike. This ability replaces versatile performance and well-versed.

Cantrips You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Dirge of Doom (Su) You can use your performance to foster a sense of growing dread in your enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear your performance. The effect persists for as long as the enemy is within 30 feet and you continue your performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of Doom is a mind-affecting fear effect, and it relies on audible and visual components.

Distraction (Su) You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Elven Immunities (Ex) Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic (Ex) Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Fascinate (Su) You can use your performance to cause up to 5 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 21) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Frightening Tune (Sp) You can use your performance to cause fear in your enemies. To be affected, an enemy must be able to hear you perform and be within 30 feet. Each enemy within range receives a Will save (DC 21) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear your performance. Frightening Tune relies on audible components.

Inspire Competence (Su) You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +4 competence bonus on skill

checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Inspire Courage (Su) You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +3 morale bonus on saving throws against charm and fear effects and a +3 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Greatness (Su) You can use your performance to inspire greatness in yourself or up to 2 willing allies within 30 feet, granting extra fighting capability. To inspire greatness, all of the targets must be able to see and hear you. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire Greatness is a mind-affecting ability and it relies on audible and visual components.

Keen Senses (Ex) Elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Rallying Cry (Su) At 1st level, an arcane duelist can use performance to rally dispirited allies. Each round he makes an Intimidate check. Any ally (including the bard) within 30 feet may use this check in place of his own saving throw against fear and despair effects. Those already under a fear or despair effect can attempt a new save each round using the bard's Intimidate check. Rallying cry does not work on effects that don't allow saves. This is a mind-affecting ability that uses audible components. This performance replaces countersong.

Soothing Performance (Su) You can use your performance to create an effect equivalent to a Mass Cure Serious Wounds (caster level 14). In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear you throughout the performance. Soothing performance affects all targets that remain within 30 feet throughout the performance. Soothing performance relies on audible and visual components.

Weapon Familiarity (Ex) Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon. .

⚡ Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Arcane Strike As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, you gain a +3 damage bonus and your weapons are treated as magic for the purpose of overcoming damage reduction. As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.

Armor Proficiency, Medium You are skilled at wearing medium

armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Combat Casting You are adept at spellcasting when threatened or distracted. You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Disruptive Your training makes it difficult for enemy spellcasters to safely cast spells near you. The DC to cast spells defensively increases by +4 for all enemies that are within your threatened area. This increase to casting spells defensively only applies if you are aware of the enemy's location and are capable of taking an attack of opportunity. If you can only take one attack of opportunity per round and have already used that attack, this increase does not apply.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Two-Weapon Fighting You are skilled at fighting with two weapons. In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Martial Focus You have honed your skills with a group of related weapons. Choose one fighter weapon group. While wielding a weapon from this group with which you are proficient, you gain a +1 bonus on damage rolls. Special: The Martial Focus feat counts as the weapon training class feature with the chosen fighter weapon group for the purpose of weapon mastery feat prerequisites and what weapons you can use with weapon mastery feats.

Penetrating Strike Your attacks with your chosen weapon are capable of penetrating the defenses of some creatures. Your attacks made with weapons selected with Weapon Focus ignore up to 5 points of damage reduction. This feat does not apply to damage reduction without a type (such as DR 10/-).

Spellbreaker You can strike at enemy spellcasters who fail to cast defensively when you threaten them. Enemies in your threatened area that fail their checks to cast spells defensively provoke attacks of opportunity from you.

Two-Weapon Defense You are skilled at defending yourself while fighting with two weapons. When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Two-Weapon Fighting You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon. Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Weapon Focus (Rapier) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Arcane Healer (Bard)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Half-Elf; Medium humanoid (elf, human)			
Class	Bard (Arcane Healer) 1	Bard (Arcane Healer) 6	Bard (Arcane Healer) 10	Bard (Arcane Healer) 14
Initiative	+1	+1	+1	+1
Senses	Perception +9; Low-Light Vision	Perception +14; Low-Light Vision	Perception +18; Low-Light Vision	Perception +22; Low-Light Vision
Defense				
Armor Class	AC 16, touch 11, ff 15 (+1 Dex; +3 studded leather armor; +2 heavy shield)	AC 17, touch 11, ff 16 (+1 Dex; +4 chain shirt; +2 heavy shield)	AC 19, touch 11, ff 18 (+1 Dex; +5 chain shirt +1; +3 heavy shield)	AC 20, touch 11, ff 19 (+1 Dex; +6 chain shirt +2; +3 heavy shield)
hp / HD	7 (1d8)-1	33 (6d8)-1	54 (10d8)-5	59 (14d8)-9
Saves	Fort -1, Ref +3, Will +5; +2 vs. enchantment spells and effects	Fort +1, Ref +6, Will +8; +2 vs. enchantment spells and effects; +4 vs. Bardic Performance, sonic, and language-dependent effects	Fort +2, Ref +8, Will +10; +2 vs. enchantment spells and effects; +4 vs. Bardic Performance, sonic, and language-dependent effects	Fort +3, Ref +10, Will +12; +2 vs. enchantment spells and effects; +4 vs. Bardic Performance, sonic, and language-dependent effects
Offense				
Movement	20 ft.			
Attacks	Melee shortspear -1 (1d6-1) or Ranged shortspear (thrown) +1 (1d6-1) or Melee shield, heavy wooden -5 (1d4-1) or Melee dagger -1 (1d4-1/19-20) or Ranged dagger (thrown) +1 (1d4-1/19-20)	Melee shield, heavy wooden -1 (1d4-1) or Melee dagger +3 (1d4-1/19-20) or Ranged dagger (thrown) +5 (1d4-1/19-20) or Melee masterwork shortspear +4 (1d6-1) or Ranged masterwork shortspear (thrown) +6 (1d6-1)	Melee shield, heavy wooden +2 (1d4-1) or Melee +1 shortspear +7/+2 (1d6) or Ranged +1 shortspear (thrown) +9/+4 (1d6) or Melee dagger +6/+1 (1d4-1/19-20) or Ranged dagger (thrown) +8/+3 (1d4-1/19-20) or Melee shortspear +6/+1 (1d6-1) or Ranged shortspear (thrown) +8/+3 (1d6-1)	Melee shield, heavy wooden +5 (1d4-1) or Melee +2 shortspear +11/+6 (1d6+1) or Ranged +2 shortspear (thrown) +13/+8 (1d6+1) or Melee dagger +9/+4 (1d4-1/19-20) or Ranged dagger (thrown) +11/+6 (1d4-1/19-20) or Melee shortspear +9/+4 (1d6-1) or Ranged shortspear (thrown) +11/+6 (1d6-1)
Space / Reach	5 ft. / 5 ft.			
Special Attacks	Distraction, Fascinate	Distraction, Fascinate, Suggestion	Dirge of Doom, Distraction, Fascinate, Suggestion	Dirge of Doom, Distraction, Fascinate, Frightening Tune, Suggestion

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Known Spells	Bard (CL 1st): 1st (2x/day) - charm person, cure light wounds oth (at will) - detect magic, ghost sound, light, mending	Bard (CL 6th): 2nd (4x/day) - cure moderate wounds, daze monster, delay pain, hold person 1st (6x/day) - charm person, cure light wounds, feather fall, remove fear oth (at will) - daze, detect magic, flare, ghost sound, light, mending	Bard (CL 10th): 4th (2x/day) - break enchantment, cure critical wounds 3rd (4x/day) - charm monster, cure serious wounds, delay poison (communal), dispel magic 2nd (5x/day) - cure moderate wounds, daze monster, delay pain, hold person, invisibility 1st (7x/day) - charm person, cure light wounds, feather fall, remove fear, sleep oth (at will) - daze, detect magic, flare, ghost sound, light, mending	Bard (CL 14th): 5th (3x/day) - cure light wounds (mass), dispel magic (greater), foe to friend 4th (5x/day) - break enchantment, cure critical wounds, hold monster, neutralize poison 3rd (5x/day) - charm monster, cure serious wounds, delay poison (communal), dispel magic, haste 2nd (7x/day) - cure moderate wounds, daze monster, delay pain, hold person, invisibility, misdirection 1st (7x/day) - charm person, cure light wounds, expeditious retreat, feather fall, remove fear, sleep oth (at will) - daze, detect magic, flare, ghost sound, light, mending

📖 Statistics

Ability Scores	Str 8, Dex 12, Con 8, Int 12, Wis 17, Cha 19	Str 8, Dex 12, Con 8, Int 12, Wis 17, Cha 20	Str 8, Dex 12, Con 8, Int 12, Wis 17, Cha 21	Str 8, Dex 12, Con 8, Int 12, Wis 17, Cha 22
Core Attack	Base Atk +0; CMB -1; CMD 10	Base Atk +4; CMB +3; CMD 14	Base Atk +7; CMB +6; CMD 17	Base Atk +10; CMB +9; CMD 20
Feats	Battlefield Healer, Skill Focus (Heal)	Battlefield Healer, Critical Cure, Godless Healing, Skill Focus (Heal)	Arcane Shield, Battlefield Healer, Critical Cure, Godless Healing, Shield Focus, Skill Focus (Heal)	Arcane Shield, Battlefield Healer, Critical Cure, Godless Healing, Reactive Arcane Shield, Saving Shield, Shield Focus, Skill Focus (Heal)
Skills	Acrobatics -2, Appraise +5, Artistry +1, Bluff +4, Craft (Untrained) +1, Diplomacy +8, Disguise +4, Escape Artist -2, Fly -2, Heal +7, Intimidate +8, Knowledge (Untrained) +2, Perception +9, Perform (Untrained) +4, Ride -2, Sense Motive +7, Stealth -2, Survival +3, Swim -4	Acrobatics -3, Appraise +10, Artistry +1, Bluff +5, Climb +4, Craft (Untrained) +1, Diplomacy +14, Disguise +5, Escape Artist -3, Fly -3, Heal +12, Intimidate +14, Knowledge (Untrained) +4, Perception +14, Perform (Untrained) +5, Ride -3, Sense Motive +12, Stealth -3, Survival +3, Swim -5	Acrobatics -2, Appraise +14, Artistry +1, Bluff +5, Climb +9, Craft (Untrained) +1, Diplomacy +18, Disguise +5, Escape Artist -2, Fly -2, Heal +19, Intimidate +18, Knowledge (Untrained) +6, Perception +18, Perform (Untrained) +5, Ride -2, Sense Motive +16, Stealth -2, Survival +3, Swim -4	Acrobatics -2, Appraise +18, Artistry +1, Bluff +6, Climb +13, Craft (Untrained) +1, Diplomacy +23, Disguise +6, Escape Artist -2, Fly -2, Heal +23, Intimidate +23, Knowledge (Untrained) +8, Perception +22, Perform (Untrained) +6, Ride -2, Sense Motive +20, Stealth -2, Survival +3, Swim -4
Languages	Common, Druidic, Elven			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Special Qualities	Adaptability, Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Bardic Performance Round, Cantrips, Countersong, Elf Blood, Elven Immunities, Inspire Courage, Keen Senses, Low-Light Vision, Multitalented	Adaptability, Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Bardic Performance Round, Cantrips, Channel Energy, Countersong, Elf Blood, Elven Immunities, Inspire Competence, Inspire Courage, Inspiring Healing, Keen Senses, Low-Light Vision, Multitalented, Well-Versed	Adaptability, Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Bardic Performance Round (5x), Cantrips, Channel Energy, Countersong, Elf Blood, Elven Immunities, Inspire Competence, Inspire Courage, Inspire Greatness, Inspiring Healing, Jack of All Trades, Keen Senses, Low-Light Vision, Multitalented, Well-Versed	Adaptability, Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Bardic Performance Round (9x), Cantrips, Channel Energy, Countersong, Elf Blood, Elven Immunities, Inspire Competence, Inspire Courage, Inspire Greatness, Inspiring Healing, Jack of All Trades, Keen Senses, Low-Light Vision, Multitalented, Soothing Performance, Well-Versed
Treasure	Shortspear (2x); heavy wooden shield; scholar's outfit; studded leather armor; dagger (2x)	Masterwork shortspear; shortspear; heavy wooden shield; scholar's outfit; chain shirt; dagger (2x)	+1 <i>shortspear</i> ; shortspear; heavy wooden shield; scholar's outfit; +1 <i>chain shirt</i> ; dagger (2x)	+2 <i>shortspear</i> ; shortspear; heavy wooden shield; scholar's outfit; +2 <i>chain shirt</i> ; dagger (2x)
 Magic				
Spells per Day	Bard: 0/2/0/0/0/0/0/0/0 DC: 15+spell level	Bard: 0/6/4/0/0/0/0/0/0 DC: 16+spell level	Bard: 0/7/5/4/2/0/0/0/0 DC: 16+spell level	Bard: 0/7/7/5/5/3/0/0/0 DC: 17+spell level

Special Abilities

Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.

Armored Casting (Ex) You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.

Bardic Knowledge (Ex) You add +7 to all Knowledge checks and may make all Knowledge skill checks untrained.

Bardic Performance You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 45 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a swift action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a swift action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.

Bonus Bardic Performance Round (9x) Add 1 to the bard's total number of bardic performance rounds per day.

Cantrips You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Channel Energy (Su) An arcane healer gains the ability to channel positive energy as a cleric of one level lower than his level. If a creature within the channeled energy's area of effect would be allowed a save against its effects, the DC is 23. An arcane healer can use this ability 23 times per day.

Countersong (Su) You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of

the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Dirge of Doom (Su) You can use your performance to foster a sense of growing dread in your enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear your performance. The effect persists for as long as the enemy is within 30 feet and you continue your performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of Doom is a mind-affecting fear effect, and it relies on audible and visual components.

Distraction (Su) You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Fascinate (Su) You can use your performance to cause up to 5 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 23) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Frightening Tune (Sp) You can use your performance to cause fear in your enemies. To be affected, an enemy must be able to hear you perform and be within 30 feet. Each enemy within range receives a Will save (DC 23) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear your performance. Frightening Tune relies on audible components.

Inspire Competence (Su) You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +4 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Inspire Courage (Su) You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +3 morale bonus on saving throws against charm and fear effects and a +3 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Greatness (Su) You can use your performance to inspire greatness in yourself or up to 2 willing allies within 30 feet, granting extra fighting capability. To inspire greatness, all of the targets must be able to see and hear you. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire Greatness is a mind-affecting ability and it relies on audible and visual components.

Inspiring Healing (Sp) An arcane healer gains the ability to expend rounds of his bardic performance to provide extra healing to his allies. By expending 2 rounds of bardic performance, an arcane healer can cast cure moderate wounds as a spell-like ability. No single target may be affected by an arcane healer's inspiring healing ability more than once in a 24-hour period.

Jack of All Trades (Ex) You can use any skill, even if the skill normally requires you to be trained.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is

next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Soothing Performance (Su) You can use your performance to create an effect equivalent to a Mass Cure Serious Wounds (caster level 14). In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear you throughout the performance. Soothing performance affects all targets that remain within 30 feet throughout the performance. Soothing performance relies on audible and visual components.

Suggestion (Sp) You use your performance to make a Suggestion (as per the spell) to a creature you have already fascinated. Using this ability does not disrupt the Fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the Fascinate effect). You can use this ability more than once against an individual creature during an individual performance. Making a Suggestion does not count against your daily use of Bardic Performance. A Will saving throw (DC 23) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

Well-Versed (Ex) You have becomes resistant to the Bardic Performance of others, and to sonic effects in general. You gain a +4 bonus on saving throws made against Bardic Performance, sonic, and language-dependent effects.

⚡ Feats

Arcane Shield You can convert any spell into a defense. As a immediate action, you can sacrifice a prepared spell or unused spell slot of 1st level or higher and gain a deflection bonus to AC equal to the level of the spell or spell slot you sacrificed for 1 round. 0-level spells may not be sacrificed in this manner.

Battlefield Healer In even the fiercest battles, you risk life and limb to save your allies. When attempting a concentration check caused by receiving damage (including ongoing damage), you reduce the damage taken by 50% for the purposes of determining the concentration check DC. Goal: Over time, provoke at least 20 attacks of opportunity for casting conjuration (healing) spells on allies. These spells don't have to succeed to count. Completion Benefit: You automatically succeed at concentration checks for conjuration (healing) spells caused by taking damage.

Critical Cure Your healing is more effective if your patient is badly injured. When you cast a conjuration (healing) spell, it cures 1 additional hit point if the recipient of the healing is grazed, wounded, or critical. The additional healing increases by an additional 1 point at caster level 6th, and every 6 caster levels thereafter.

Godless Healing You have mastered a specialized and complex technique to ignore pain by focusing your belief on the self rather than relying on faith. Heal yourself 1d8+(TL) hp 1/day. You have mastered a specialized and complex technique to ignore pain by focusing your belief on the self rather than relying on faith. 1/day when you have half your total hit points or fewer, you may heal yourself of an amount of damage equal to 1d8 plus your total Hit Dice as a move action. This is a supernatural ability.

Reactive Arcane Shield Your arcane shield responds to threats even if you're caught off guard. If you are aware of an attack against you that has already been declared and you choose to use the Arcane Shield feat, the immediate action to activate the feat occurs before the attack roll against you is resolved. In addition, all adjacent allies also gain the feat's deflection bonus to AC for 1 round.

Saving Shield You deflect attacks that could mean your ally's death. Whenever an adjacent ally is the target of an attack, you can, as an immediate action, grant that adjacent ally a +2 shield bonus to AC. You must be wielding a light shield, heavy shield, or tower shield to use this feat.

Shield Focus You are skilled at deflecting blows with your shield.

Increase the AC bonus granted by any shield you are using by 1.

Skill Focus (Heal) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6. .

Archaeologist (Bard)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Dwarf; Medium humanoid (dwarf)			
Class	Bard (Archaeologist) 1	Bard (Archaeologist) 6	Bard (Archaeologist) 10	Bard (Archaeologist) 14
Initiative	+0	+0	+0	+0
Senses	Perception +7	Perception +15	Perception +23	Perception +29
Defense				
Armor Class	AC 15, touch 10, ff 15 (+3 studded leather armor; +2 heavy shield)	AC 16, touch 10, ff 16 (+4 chain shirt; +2 heavy shield)	AC 18, touch 10, ff 18 (+5 chain shirt +1; +3 heavy shield)	AC 21, touch 10, ff 21 (+8 chainmail +2; +3 heavy shield)
hp / HD	8 (1d8)	21 (6d8)	41 (10d8)	68 (14d8)
Saves	Fort +0, Ref +2, Will +3; +2 vs. poison, spells, and spell-like abilities; -2 vs. effects with the light descriptor	Fort +2, Ref +5, Will +8; +2 vs. poison, spells, and spell-like abilities; -2 vs. effects with the light descriptor; +2 Reflex to avoid traps	Fort +3, Ref +9, Will +10; +2 vs. poison, spells, and spell-like abilities; -2 vs. effects with the light descriptor; +3 Reflex to avoid traps	Fort +4, Ref +11, Will +12; +2 vs. poison, spells, and spell-like abilities; -2 vs. effects with the light descriptor; +4 Reflex to avoid traps
Special Defenses	-	Evasion, Trap Sense +2, Uncanny Dodge	Evasion, Trap Sense +3, Uncanny Dodge	Evasion, Trap Sense +4, Uncanny Dodge
Offense				
Movement	10 ft.	20 ft.	20 ft.	20 ft.
Attacks	Melee heavy pick -2 (1d6-2/x4) or Melee shield, heavy steel -6 (1d4-2) or Ranged sling +0 (1d4-2) or Melee dagger -2 (1d4-2/19-20) or Ranged dagger (thrown) +0 (1d4-2/19-20)	Melee shield, heavy steel -2 (1d4-2) or Melee masterwork cold iron heavy pick +3 (1d6-2/x4) or Ranged sling +4 (1d4-2) or Melee dagger +2 (1d4-2/19-20) or Ranged dagger (thrown) +4 (1d4-2/19-20)	Melee shield, heavy steel +2 (1d4-1) or Melee +1 heavy pick +7/+2 (1d6/x4) or Ranged sling +7/+2 (1d4-1) or Melee dagger +6/+1 (1d4-1/19-20) or Ranged dagger (thrown) +7/+2 (1d4-1/19-20)	Melee shield, heavy steel +5 (1d4-1) or Melee +2 heavy pick +11/+6 (1d6+1/x4) or Ranged sling +10/+5 (1d4-1) or Melee dagger +9/+4 (1d4-1/19-20) or Ranged dagger (thrown) +10/+5 (1d4-1/19-20)
Space / Reach	5 ft. / 5 ft.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Known Spells	Bard (CL 1st): 1st (2x/day) - <i>adjuring step, animate rope</i> oth (at will) - <i>detect magic, know direction, light, open/close</i>	Bard (CL 6th): 2nd (4x/day) - <i>acute senses, create treasure map, determine depth, ghostly disguise</i> 1st (5x/day) - <i>adjuring step, animate rope, dancing lantern, enhance water</i> oth (at will) - <i>detect magic, know direction, light, message, open/close, sift</i>	Bard (CL 10th): 4th (1x/day) - <i>dimension door, freedom of movement</i> 3rd (4x/day) - <i>blink, campfire wall, charm monster, daylight</i> 2nd (5x/day) - <i>acute senses, create treasure map, determine depth, ghostly disguise, invisibility</i> 1st (6x/day) - <i>adjuring step, animate rope, dancing lantern, enhance water, jury-rig</i> oth (at will) - <i>detect magic, know direction, light, message, open/close, sift</i>	Bard (CL 14th): 5th (2x/day) - <i>bard's escape, deafening song bolt, dispel magic (greater)</i> 4th (4x/day) - <i>dimension door, freedom of movement, hallucinatory terrain, hold monster</i> 3rd (5x/day) - <i>blink, campfire wall, charm monster, daylight, displacement</i> 2nd (6x/day) - <i>acute senses, create treasure map, determine depth, ghostly disguise, invisibility, lay of the land</i> 1st (6x/day) - <i>adjuring step, animate rope, dancing lantern, enhance water, jury-rig, starsight</i> oth (at will) - <i>detect magic, know direction, light, message, open/close, sift</i>

📖 Statistics

Ability Scores	Str 6, Dex 10, Con 11, Int 18, Wis 12, Cha 16	Str 7, Dex 10, Con 11, Int 18, Wis 12, Cha 16	Str 8, Dex 10, Con 11, Int 18, Wis 12, Cha 16	Str 8, Dex 10, Con 11, Int 18, Wis 12, Cha 17
Core Attack	Base Atk +0; CMB -2; CMD 8 (12 vs. bullrush or trip)	Base Atk +4; CMB +2; CMD 12 (16 vs. bullrush or trip)	Base Atk +7; CMB +6; CMD 16 (20 vs. bullrush or trip)	Base Atk +10; CMB +9; CMD 19 (23 vs. bullrush or trip)
Feats	Alertness	Alertness, Endurance, Iron Will	Alertness, Armor Proficiency, Medium, Endurance, Iron Will, Lightning Reflexes, Shield Focus	Alertness, Armor Proficiency, Medium, Endurance, Fleet, Iron Will, Lightning Reflexes, Run, Shield Focus
Skills	Acrobatics -2, Appraise +8, Artistry +4, Bluff +7, Climb -4, Craft (Untrained) +4, Diplomacy +7, Disguise +7, Escape Artist -6, Fly -6, Heal +1, Intimidate +3, Knowledge (Untrained) +5, Perception +7, Perform (Untrained) +3, Ride -6, Sense Motive +3, Sleight of Hand -2, Stealth -2, Survival +1, Swim -8, Use Magic Device +7	Acrobatics +3, Appraise +13, Artistry +4, Bluff +12, Climb +1, Craft (Untrained) +4, Diplomacy +12, Disguise +12, Escape Artist -6, Fly -6, Heal +1, Intimidate +3, Knowledge (Untrained) +7, Perception +15, Perform (Untrained) +3, Ride -6, Sense Motive +3, Sleight of Hand +3, Stealth +3, Survival +1, Swim -8, Use Magic Device +12	Acrobatics +7, Appraise +17, Artistry +4, Bluff +16, Climb +6, Craft (Untrained) +4, Diplomacy +16, Disguise +16, Escape Artist -6, Fly -6, Heal +1, Intimidate +3, Knowledge (Untrained) +9, Perception +23, Perform (Untrained) +3, Ride -6, Sense Motive +3, Sleight of Hand +7, Stealth +7, Survival +1, Swim -7, Use Magic Device +16	Acrobatics +11, Appraise +21, Artistry +4, Bluff +20, Climb +10, Craft (Untrained) +4, Diplomacy +20, Disguise +20, Escape Artist -6, Fly -6, Heal +1, Intimidate +3, Knowledge (Untrained) +11, Perception +29, Perform (Untrained) +3, Ride -6, Sense Motive +3, Sleight of Hand +11, Stealth +11, Survival +1, Swim -7, Use Magic Device +20
Languages	Common, Dwarven, Gnome, Goblin, Orc, Undercommon			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Qualities	Archaeologist's Luck, Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Arcane Spell Failure Reduction, Cantrips, Deep Delver, Greed, Hardy, Hatred, Minesight, Stability, Steady, Stonecunning, Weapon Familiarity	Archaeologist's Luck, Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Arcane Spell Failure Reduction (6x), Cantrips, Clever Explorer, Climbing Stunt, Deep Delver, Evasion, Greed, Hardy, Hatred, Lore Master, Minesight, Rogue Talents, Stability, Steady, Stonecunning, Trap Sense, Uncanny Dodge, Weapon Familiarity	Archaeologist's Luck, Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Arcane Spell Failure Reduction (10x), Cantrips, Clever Explorer, Climbing Stunt, Deep Delver, Esoteric Scholar, Evasion, Greed, Hardy, Hatred, Jack of All Trades, Lore Master, Minesight, Rogue Talents, Stability, Steady, Stonecunning, Trap Sense, Uncanny Dodge, Weapon Familiarity	Advanced Talent, Archaeologist's Luck, Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Arcane Spell Failure Reduction (14x), Cantrips, Clever Explorer, Climbing Stunt, Deep Delver, Esoteric Scholar, Evasion, Greed, Hardy, Hatred, Jack of All Trades, Lore Master, Minesight, Rogue Talents, Stability, Steady, Stonecunning, Survivalist, Trap Sense, Uncanny Dodge, Weapon Familiarity
Treasure	Heavy pick; heavy steel shield; explorer's outfit; studded leather; sling; sling bullets (20x); dagger (2x)	Masterwork cold iron heavy pick; heavy steel shield; explorer's outfit; chain shirt; sling; sling bullets (20x); dagger (2x)	+1 <i>heavy pick</i> ; heavy steel shield; explorer's outfit; +1 <i>chain shirt</i> ; sling; sling bullets (20x); dagger (2x)	+2 <i>heavy pick</i> ; heavy steel shield; explorer's outfit; +2 <i>chainmail</i> ; sling; sling bullets (20x); dagger (2x)
☒ Magic				
Spells per Day	Bard: 0/2/0/0/0/0/0/0/0 DC: 14+spell level	Bard: 0/5/4/0/0/0/0/0/0 DC: 14+spell level	Bard: 0/6/5/4/1/0/0/0/0 DC: 14+spell level	Bard: 0/6/6/5/4/2/0/0/0 DC: 14+spell level

☒ Special Abilities

Advanced Talent At 12th level, and every four levels thereafter, an Archaeologist can choose an advanced rogue talent in place of a rogue talent.

Archaeologist's Luck (Ex) Fortune favors the Archaeologist. As a swift action, an Archaeologist can call on fortune's favor, giving him a +1 luck bonus on attack rolls, saving throws, skill checks, and weapon damage rolls. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. Maintaining this bonus is a free action, but it ends immediately if the Archaeologist is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. Archaeologist's luck is treated as bardic performance for the purposes of feats, abilities, effects, and the like that affect bardic performance. Like bardic performance, it cannot be maintained at the same time as other performance abilities. This bonus increases to +2 at 5th level, +3 at 11th level, and +4 at 17th level. (7 uses per day with +3 bonus)

Armored Casting (Ex) You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.

Bardic Knowledge (Ex) You add +7 to all Knowledge checks and may make all Knowledge skill checks untrained.

Bardic Performance Archaeologists do not gain the bardic performance ability or any of its performance types.

Bonus Arcane Spell Failure Reduction (14x) Bard: Reduce arcane spell failure chance for casting bard spells when wearing medium armor by +1%. Once the total reaches 10%, the bard also receives Medium Armor Proficiency, if he does not already possess it.

Cantrips You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Clever Explorer (Ex) At 2nd level, an Archaeologist gains a bonus

equal to half his class level on Disable Device and Perception checks. He can disable intricate and complex devices in half the normal amount of time (minimum 1 round) and open a lock as a standard action. At 6th level, an Archaeologist can take 10 on Disable Device checks, even if distracted or endangered, and can disarm magical traps. This ability replaces the versatile performance ability.

Climbing Stunt (Ex) A rogue with this talent can take a -10 penalty on a Climb check to move at full speed while climbing. A rogue must be trained in Climb to select this talent.

Deep Delver Dwarves living far below the earth have the minesight and deep warrior racial traits. Deep delver spellcasters may exchange stonecunning for the stonemaster trait.

Deep Warrior (Ex) Dwarves with this racial trait grew up facing the abominations that live deep beneath the surface. They receive a +2 dodge bonus to AC against monsters of the aberration type and a +2 racial bonus to their CMB on attempts made to grapple such creatures (or to continue a grapple).

Esoteric Scholar (Ex) Once a day, a rogue with this talent may attempt a Knowledge check, even when she is not trained in that Knowledge skill.

Evasion (Ex) At 6th level, an Archaeologist gains evasion, as the rogue ability of the same name.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Jack of All Trades (Ex) You can use any skill, even if the skill normally requires you to be trained.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Lore Master (Ex) You have become a master of lore and can take 10 on any Knowledge skill check that you have ranks in. You can choose not to take 10 and can instead roll normally. In addition, 2 times per day, you can take 20 on any Knowledge skill check as a standard action.

Minesight (Ex) Dwarves with this racial trait increase the range of their darkvision to 90 feet; however, they are automatically dazzled in bright light and take a -2 penalty on saving throws against effects with the light descriptor.

Rogue Talents At 4th level, an Archaeologist gains a rogue talent. He gains an additional rogue talent for every four levels of Archaeologist gained after 4th level. Otherwise, this works as the rogue's rogue talent ability.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Survivalist A rogue with this talent adds Heal and Survival to her list of class skills.

Trap Sense (Ex) At 3rd level, an Archaeologist gains trap sense +1, as the rogue class feature of the same name. This bonus improves by +1 for every three levels gained after 3rd, to a maximum of +6 at 18th level.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) At 2nd level, an Archaeologist gains uncanny dodge, as the rogue class feature of the same name. This ability replaces well-versed.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

⚡ Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude

saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Archivist (Bard)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Halfling; Small humanoid (halfling)			
Class	Bard (Archivist) 1	Bard (Archivist) 6	Bard (Archivist) 10	Bard (Archivist) 14
Initiative	+0	+0	+0	+0
Senses	Perception +2	Perception +2	Perception +2	Perception +2
Defense				
Armor Class	AC 12, touch 11, ff 12 (+1 size; +1 padded armor)	AC 13, touch 11, ff 13 (+1 size; +2 leather armor)	AC 14, touch 11, ff 14 (+1 size; +3 studded leather)	AC 15, touch 11, ff 15 (+1 size; +4 chain shirt)
hp / HD	6 (1d8)-2	17 (6d8)-12	29 (10d8)-20	48 (14d8)-28
Saves	Fort -1, Ref +3, Will +3; +2 vs. fear	Fort +1, Ref +6, Will +6; +2 vs. fear	Fort +2, Ref +8, Will +8; +2 vs. fear	Fort +3, Ref +10, Will +10; +2 vs. fear
Offense				
Movement	20 ft.	25 ft.	25 ft.	25 ft.
Attacks	Ranged crossbow, light (small) +1 (1d6/19-20) or Melee dagger (small) -1 (1d3-2/19-20) or Ranged dagger (small/thrown) +1 (1d3-2/19-20)	Ranged masterwork light crossbow (small) +6 (1d6/19-20) or Melee dagger (small) +3 (1d3-2/19-20) or Ranged dagger (small/thrown) +5 (1d3-2/19-20)	Ranged +1 <i>light</i> crossbow (small) +9/+4 (1d6+1/19-20) or Melee dagger (small) +6/+1 (1d3-2/19-20) or Ranged dagger (small/thrown) +8/+3 (1d3-2/19-20)	Ranged +2 <i>light</i> crossbow (small) +13/+8 (1d6+2/19-20) or Melee dagger (small) +9/+4 (1d3-2/19-20) or Ranged dagger (small/thrown) +11/+6 (1d3-2/19-20)
Special Attacks	Distraction, Fascinate	Distraction, Fascinate	Dirge of Doom, Distraction, Fascinate	Dirge of Doom, Distraction, Fascinate, Frightening Tune
Space / Reach	5 ft. / 5 ft.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Known Spells	Bard (CL 1st): 1st (3x/day) - anticipate peril, borrow skill oth (at will) - detect magic, light, mage hand, read magic	Bard (CL 6th): 2nd (4x/day) - animal messenger, blood biography, compassionate ally, detect thoughts 1st (6x/day) - anticipate peril, borrow skill, comprehend languages, detect secret doors oth (at will) - detect magic, ghost sound, know direction, light, mage hand, read magic	Bard (CL 10th): 4th (2x/day) - break enchantment, dimension door 3rd (4x/day) - clairaudience/clairvoyance, discern value, exquisite accompaniment, glibness 2nd (5x/day) - animal messenger, blood biography, compassionate ally, detect thoughts, gallant inspiration 1st (7x/day) - anticipate peril, borrow skill, comprehend languages, detect secret doors, identify oth (at will) - detect magic, ghost sound, know direction, light, mage hand, read magic	Bard (CL 14th): 5th (3x/day) - bard's escape, mind fog, persistent image 4th (5x/day) - break enchantment, dimension door, freedom of movement, geas (lesser) 3rd (5x/day) - clairaudience/clairvoyance, discern value, exquisite accompaniment, glibness, illusory script 2nd (6x/day) - animal messenger, blood biography, compassionate ally, detect thoughts, gallant inspiration, lay of the land 1st (7x/day) - anticipate peril, borrow skill, comprehend languages, detect secret doors, identify, lighten object oth (at will) - detect magic, ghost sound, know direction, light, mage hand, read magic
📋 Statistics				
Ability Scores	Str 7, Dex 11, Con 7, Int 20, Wis 11, Cha 20	Str 7, Dex 11, Con 7, Int 21, Wis 11, Cha 20	Str 7, Dex 11, Con 7, Int 22, Wis 11, Cha 20	Str 7, Dex 11, Con 7, Int 23, Wis 11, Cha 20
Core Attack	Base Atk +0; CMB -3; CMD 7	Base Atk +4; CMB +1; CMD 11	Base Atk +7; CMB +4; CMD 14	Base Atk +10; CMB +7; CMD 17
Feats	Scribe Scroll	Fleet, Lucky Halfling, Scribe Scroll	Fleet, Lucky Halfling, Meditation Master, Peacemaker, Scribe Scroll	Fleet, Lucky Halfling, Meditation Master, Peacemaker, Scholar, Scribe Scroll, Spellsong

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics +2, Appraise +5, Artistry +5, Bluff +9, Craft (Untrained) +5, Diplomacy +9, Disguise +5, Fly +2, Intimidate +5, Knowledge (Dungeoneering) +10, Knowledge (Engineering) +10, Knowledge (Geography) +10, Knowledge (History) +10, Knowledge (Local) +10, Knowledge (Nature) +10, Knowledge (Nobility) +10, Knowledge (Religion) +10, Knowledge (Untrained) +6, Perception +2, Perform (Untrained) +5, Profession (Scribe) +4, Stealth +4, Swim -2	Acrobatics +2, Appraise +5, Artistry +5, Bluff +14, Craft (Untrained) +5, Diplomacy +14, Disguise +5, Fly +2, Intimidate +5, Knowledge (Dungeoneering) +17, Knowledge (Engineering) +17, Knowledge (Geography) +17, Knowledge (History) +17, Knowledge (Local) +17, Knowledge (Nature) +17, Knowledge (Nobility) +17, Knowledge (Religion) +17, Knowledge (Untrained) +8, Perception +2, Perform (Untrained) +5, Profession (Scribe) +9, Stealth +4, Swim -2	Acrobatics +1, Appraise +6, Artistry +6, Bluff +18, Climb -1, Craft (Untrained) +6, Diplomacy +18, Disguise +5, Escape Artist -1, Fly +1, Intimidate +5, Knowledge (Arcana) +24, Knowledge (Dungeoneering) +24, Knowledge (Engineering) +24, Knowledge (Geography) +24, Knowledge (History) +24, Knowledge (Local) +24, Knowledge (Nature) +24, Knowledge (Nobility) +24, Knowledge (Religion) +24, Knowledge (Untrained) +11, Perception +2, Perform (Untrained) +5, Profession (Scribe) +13, Ride -1, Stealth +3, Swim -3	Appraise +6, Artistry +6, Bluff +22, Climb -2, Craft (Untrained) +6, Diplomacy +22, Disguise +5, Escape Artist -2, Intimidate +5, Knowledge (Arcana) +30, Knowledge (Dungeoneering) +30, Knowledge (Engineering) +30, Knowledge (Geography) +34, Knowledge (History) +34, Knowledge (Local) +30, Knowledge (Nature) +30, Knowledge (Nobility) +30, Knowledge (Religion) +30, Knowledge (Untrained) +13, Perception +2, Perform (Untrained) +5, Profession (Scribe) +17, Ride -2, Stealth +2, Swim -4
Languages	Common, Dwarven, Elven, Gnome, Goblin, Halfling			
Special Qualities	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Skills (Social) +0 on Disguise checks to appear as an elven, half-elven, or human child., Cantrips, Countersong, Fearless, Halfling Luck, Keen Senses, Naturalist, Sure-Footed, Weapon Familiarity	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Skills (Social) (6x) +3 on Disguise checks to appear as an elven, half-elven, or human child., Cantrips, Countersong, Fearless, Halfling Luck, Inspire Competence, Jack of All Trades, Keen Senses, Lamentable Belaborment, Lore Master, Magic Lore, Naturalist, Sure-Footed, Weapon Familiarity	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Skills (Social) (10x) +5 on Disguise checks to appear as an elven, half-elven, or human child., Cantrips, Countersong, Fearless, Halfling Luck, Inspire Competence, Inspire Greatness, Jack of All Trades, Keen Senses, Lamentable Belaborment, Lore Master, Magic Lore, Naturalist, Probable Path, Sure-Footed, Weapon Familiarity	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Skills (Social) (14x) +7 on Disguise checks to appear as an elven, half-elven, or human child., Cantrips, Countersong, Fearless, Halfling Luck, Inspire Competence, Inspire Greatness, Jack of All Trades, Keen Senses, Lamentable Belaborment, Lore Master, Magic Lore, Naturalist, Probable Path, Scholar ~ Geography, Scholar ~ History, Soothing Performance, Sure-Footed, Weapon Familiarity
Treasure	Scholar's outfit (small); padded armor (small); crossbow bolts (20x); dagger (small); light crossbow (small)	Scholar's outfit (small); leather armor (small); crossbow bolts (20x); dagger (small); masterwork light crossbow (small)	Scholar's outfit (small); studded leather armor (small); crossbow bolts (20x); dagger (small); +1 light crossbow (small)	Scholar's outfit (small); chain shirt (small); crossbow bolts (20x); dagger (small); +2 light crossbow (small)

Spells per Day

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Bard: 0/3/0/0/0/0/0/0/0 DC: 16+spell level	Bard: 0/6/4/0/0/0/0/0/0 DC: 16+spell level	Bard: 0/7/5/4/2/0/0/0/0 DC: 16+spell level	Bard: 0/7/6/5/5/3/0/0/0 DC: 16+spell level

Special Abilities

Armored Casting (Ex) You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.

Bardic Knowledge (Ex) You add +7 to all Knowledge checks and may make all Knowledge skill checks untrained.

Bardic Performance You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 35 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a swift action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a swift action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.

Bonus Skills (Social) (14x) Add +1/2 on Bluff checks to pass secret messages, +1/2 on Diplomacy checks to gather information, and +1/2 on Disguise checks to appear as an elfen, half-elfen, or human child.

Cantrips You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Countersong (Su) You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Dirge of Doom (Su) You can use your performance to foster a sense of growing dread in your enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear your performance. The effect persists for as long as the enemy is within 30 feet and you continue your performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of Doom is a mind-affecting fear effect, and it relies on audible and visual components.

Distraction (Su) You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Fascinate (Su) You can use your performance to cause up to 5

creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 22) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Fearless (Ex) Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.

Frightening Tune (Sp) You can use your performance to cause fear in your enemies. To be affected, an enemy must be able to hear you perform and be within 30 feet. Each enemy within range receives a Will save (DC 22) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear your performance. Frightening Tune relies on audible components.

Halfling Luck (Ex) Halflings receive a +1 racial bonus on all saving throws.

Inspire Competence (Su) You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +4 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Inspire Greatness (Su) You can use your performance to inspire greatness in yourself or up to 2 willing allies within 30 feet, granting extra fighting capability. To inspire greatness, all of the targets must be able to see and hear you. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire Greatness is a mind-affecting ability and it relies on audible and visual components.

Jack of All Trades (Ex) At 5th level, an archivist can use any skill, even if the skill normally requires him to be trained. At 11th level, he considers all skills to be class skills, and at 17th level he can take 10 on any skill check, even if it is not normally allowed. This ability replaces lore master.

Keen Senses (Ex) Halflings receive a +2 bonus on Perception skill checks.

Lamentable Belaborment (Ex) At 6th level, an archivist can bewilder a creature already fascinated by his performance. Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). The target must make a Will save DC 22 (DC 10 + 1/2 the bard's level + the bard's Cha modifier). Success renders the target immune to this power for 24 hours, but failure leaves the target either dazed or confused (archivist's choice) for as long as the performance continues. If the target takes damage, this effect

ends immediately. This mind-affecting ability relies on audible components. This ability replaces suggestion.

Lore Master (Ex) At 2nd level, an archivist may take 20 on Knowledge checks 3/day, plus once per six levels beyond 2nd. This ability replaces versatile performance.

Magic Lore (Ex) At 2nd level, an archivist gains a bonus on Spellcraft checks to identify magic items or decipher scrolls and may take 10 on such checks. An archivist can use Disable Device to disarm magical traps as per a rogue's trapfinding ability and gains a +4 bonus on saves against magical traps, language-dependent effects, and symbols, glyphs, and magical writings of any kind. This ability replaces well-versed.

Naturalist (Ex) An archivist who has identified a creature with a Knowledge check appropriate to its type can use performance to share strategies for defeating it with allies in combat. The archivist and any allies within 30 feet gain a +3 insight bonus to AC and on attack rolls and saving throws against exceptional, supernatural, and spell-like abilities used by creatures of that specific kind of monster (e.g., frost giants, not all giants or all humanoids). This bonus increases by +1 at 5th level and every six levels thereafter. This language-dependent ability requires visual and audible components. This ability replaces inspire courage.

Probable Path (Ex) At 10th level, an archivist can calculate the action likely to bring success with the least risk. 2/day, he can take 10 on any d20 roll. He may use this ability one additional time per day for every three levels after 10th. This ability replaces jack of all trades.

Scholar ~ Geography You gain a +4 bonus on Knowledge (Geography).

Scholar ~ History You gain a +4 bonus on Knowledge (History).

Soothing Performance (Su) You can use your performance to create an effect equivalent to a Mass Cure Serious Wounds (caster level 14). In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear you throughout the performance. Soothing performance affects all targets that remain within 30 feet throughout the performance. Soothing performance relies on audible and visual components.

Sure-Footed (Ex) Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Weapon Familiarity (Ex) Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

⚡ Feats

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Lucky Halfling You bring luck to those with whom you travel. Once per day, when one of your allies within 30 feet makes a saving throw, you may roll the same saving throw as if you were the one subject to the effect requiring it. You may use this ability after your ally has rolled, but before the GM declares if the roll was a success or failure. Your ally may choose to use your saving throw in place of his own.

Meditation Master When fully focused on your inner self, you can enter a deep meditative state that allows you a more perfect control over your mind and body. When you meditate for at least 1 hour after getting at least 8 hours of rest, you gain special insight into your situation that is nearly impartial, granting you the edge in whatever endeavor matters most during the day. After meditating, you gain a +1 insight bonus that you can apply to any d20 roll over the course of the next 24 hours without using an action. The bonus maybe applied after the roll is made, but must be applied before the results of the roll are determined. Once the bonus has been used for the day, you cannot use it again until after you meditate again after another 8 hours of rest. An unused bonus fades after 24 hours.

Peacemaker Your words of peace ring true and are much more difficult for others to resist. The DC to resist spells you cast to

ensure peace or force aggressive creatures to become peaceful increases by +2. This affects spells that dissuade creatures from aggressive actions without exerting long-term or absolute control over them, and without leaving them defenseless. These spells include, but are not limited to, calm animals, calm emotions, command, compassionate ally, enthrall, euphoric tranquility, sanctuary, and serenity.

Scholar You have graduated from one of the many colleges, universities, and specialty schools of higher learning scattered throughout the Inner Sea region. +2 bonus on two Knowledge skills. You have graduated from one of the many colleges, universities, and specialty schools of higher learning scattered throughout the Inner Sea region. You gain a bonus on two selected Knowledge skills.

Scribe Scroll You can create magic scrolls. You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.

Spellsong You can blend the power of your performance and spellcasting. You can combine your bardic performance and your spellcasting in two ways. First, you can conceal the activity of casting a bard spell by masking it in a performance. As a swift action, you may combine your casting time of a spell with a Perform check. Observers must make a Perception or Sense Motive check opposed by your Perform check to realize you are also casting a spell. This uses 1 round of your bardic performance ability, regardless of the spell's casting time. Second, as a move action, you can use 1 round of bardic performance to maintain a bard spell with a duration of concentration. You can cast another spell in the same round you are using bardic magic to maintain concentration; if you do this, your concentration on the maintained spell ends when you end the bardic performance the spell is part of.

Buccaneer (Bard)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Half-Orc; Medium humanoid (orc, human)			
Class	Bard (Buccaneer) 1	Bard (Buccaneer) 6	Bard (Buccaneer) 10	Bard (Buccaneer) 14
Initiative	+3	+3	+4	+4
Senses	Darkvision 60 ft.; Perception -1	Darkvision 60 ft.; Perception -1	Darkvision 60 ft.; Perception -1	Darkvision 60 ft.; Perception -1
Defense				
Armor Class	AC 18, touch 15, ff 15 (+3 Dex; +1 dodge; +3 studded leather armor; +1 light shield)	AC 19, touch 14, ff 15 (+3 Dex; +1 dodge; +4 <i>studded leather armor</i> +1; +1 light shield)	AC 23, touch 15, ff 18 (+4 Dex; +1 dodge; +5 <i>studded leather armor</i> +2; +3 light shield)	AC 25, touch 15, ff 20 (+4 Dex; +1 dodge; +6 <i>studded leather armor</i> +3; +4 light shield)
hp / HD	9 (1d8)+1	38 (6d8)+6	54 (10d8)+10	70 (14d8)+14
Saves	Fort +0, Ref +5, Will +1	Fort +2, Ref +8, Will +4; +4 vs. Bardic Performance, sonic, and language-dependent effects	Fort +3, Ref +11, Will +6; +4 vs. Bardic Performance, sonic, and language-dependent effects	Fort +4, Ref +13, Will +8; +4 vs. Bardic Performance, sonic, and language-dependent effects
Offense				
Movement	30 ft.			
Attacks	Melee rapier +3 (1d6+3/18-20) or Melee shield, light wooden -1 (1d3+1) or Ranged shortbow +3 (1d6/x3) or Melee dagger +3 (1d4+3/19-20) or Ranged dagger (thrown) +3 (1d4+3/19-20)	Melee shield, light wooden +2 (1d3+1) or Melee +1 rapier +8 (1d6+4/18-20) or Ranged shortbow +7 (1d6/x3) or Melee dagger +6 (1d4+3/19-20) or Ranged dagger (thrown) +7 (1d4+3/19-20)	Melee +2 rapier +14/+9 (1d6+5/18-20) or Melee +1 light wooden shield +7 (1d3+1) or Ranged shortbow +11/+6 (1d6/x3) or Melee dagger +11/+6 (1d4+3/19-20) or Ranged dagger (thrown) +11/+6 (1d4+3/19-20)	Melee +3 rapier +18/+13 (1d6+6/18- 20) or Melee +2 light wooden shield +10 (1d3+1) or Ranged shortbow +14/+9 (1d6/x3) or Melee dagger +14/+9 (1d4+3/19-20) or Ranged dagger (thrown) +14/+9 (1d4+3/19-20)
Special Attacks	Distraction, Fascinate, Hilt Bash	Distraction, Fascinate, Hilt Bash, Knock Out, Song of Surrender	Dirge of Doom, Distraction, Fascinate, Hilt Bash, Knock Out, Song of Surrender,	Dirge of Doom, Distraction, Fascinate, Frightening Tune, Hilt Bash, Knock Out, Song of Surrender,
Space / Reach	5 ft. / 5 ft.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Known Spells	Bard (CL 1st): 1st (2x/day) - call weapon, chord of shards oth (at will) - daze, lullaby, prestidigitation, summon instrument	Bard (CL 6th): 2nd (4x/day) - allegro, alter self, bladed dash, blur 1st (5x/day) - call weapon, charm person, chord of shards, darting duplicate oth (at will) - daze, lullaby, open/close, prestidigitation, summon instrument, unwitting ally	Bard (CL 10th): 4th (1x/day) - dance of a hundred cuts, dimension door 3rd (4x/day) - blink, charm monster, displacement, gaseous form 2nd (5x/day) - allegro, alter self, bladed dash, blur, compassionate ally 1st (6x/day) - call weapon, charm person, chord of shards, darting duplicate, detect secret doors oth (at will) - daze, lullaby, open/close, prestidigitation, summon instrument, unwitting ally	Bard (CL 14th): 5th (2x/day) - bard's escape, bladed dash (greater), deafening song bolt 4th (4x/day) - dance of a hundred cuts, dimension door, dominate person, freedom of movement 3rd (5x/day) - blink, charm monster, displacement, gaseous form, haste 2nd (6x/day) - allegro, alter self, bladed dash, blur, compassionate ally, daze monster 1st (6x/day) - call weapon, charm person, chord of shards, darting duplicate, detect secret doors, feather fall oth (at will) - daze, lullaby, open/close, prestidigitation, summon instrument, unwitting ally

📋 Statistics

Ability Scores	Str 16, Dex 16, Con 10, Int 6, Wis 8, Cha 16	Str 16, Dex 17, Con 10, Int 6, Wis 8, Cha 16	Str 16, Dex 18, Con 10, Int 6, Wis 8, Cha 16	Str 16, Dex 18, Con 10, Int 6, Wis 8, Cha 17
Core Attack	Base Atk +0; CMB +3; CMD 17	Base Atk +4; CMB +7; CMD 21	Base Atk +7; CMB +10; CMD 25	Base Atk +10; CMB +14; CMD 28
Feats	Dodge	Dodge, Weapon Finesse, Weapon Focus (Rapier)	Dodge, Missile Shield, Shield Focus, Weapon Finesse, Weapon Focus (Rapier)	Agile Maneuvers, Critical Focus, Dodge, Missile Shield, Shield Focus, Weapon Finesse, Weapon Focus (Rapier)
Skills	Acrobatics +5, Appraise -2, Artistry -2, Bluff +7, Climb +5, Craft (Untrained) -2, Diplomacy +3, Disguise +3, Escape Artist +1, Fly +1, Heal -1, Intimidate +9, Perception -1, Perform (Untrained) +3, Ride +1, Sense Motive -1, Stealth +1, Survival -1, Swim +1	Acrobatics +11, Acrobatics (Perform (Dance)) +3, Appraise -2, Artistry -2, Bluff +12, Bluff (Perform (Act)) +3, Climb +11, Craft (Untrained) -2, Diplomacy +3, Disguise +3, Disguise (Perform (Act)) +3, Escape Artist +2, Fly +2, Fly (Perform (Dance)) +3, Heal -1, Intimidate +14, Perception -1, Perform (Untrained) +3, Ride +2, Sense Motive -1, Stealth +2, Survival -1, Swim +2	Acrobatics +17, Acrobatics (Perform (Dance)) +3, Appraise -2, Artistry -2, Bluff +16, Bluff (Perform (Act)) +3, Climb +16, Craft (Untrained) -2, Diplomacy +3, Diplomacy (Perform (Oratory)) +3, Disguise +3, Disguise (Perform (Act)) +3, Escape Artist +4, Fly +4, Fly (Perform (Dance)) +3, Heal -1, Intimidate +18, Perception -1, Perform (Untrained) +3, Ride +4, Sense Motive -1, Sense Motive (Perform (Oratory)) +3, Stealth +4, Survival -1, Swim +3	Acrobatics +21, Acrobatics (Perform (Dance)) +3, Appraise -2, Artistry -2, Bluff +20, Bluff (Perform (Act)) +3, Bluff (Perform (Sing)) +3, Climb +20, Craft (Untrained) -2, Diplomacy +3, Diplomacy (Perform (Oratory)) +3, Disguise +3, Disguise (Perform (Act)) +3, Escape Artist +4, Fly +4, Fly (Perform (Dance)) +3, Heal -1, Intimidate +22, Perception -1, Perform (Untrained) +3, Ride +4, Sense Motive -1, Sense Motive (Perform (Oratory)) +3, Sense Motive (Perform (Sing)) +3, Stealth +4, Survival -1, Swim +3
Languages	Common, Orc			

Special Qualities

⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Armored Casting, Bardic Performance, Cantrips, Countersong, Darkvision, Inspire Courage, Intimidating, Orc Blood, Orc Ferocity, Weapon Familiarity	Armored Casting, Bardic Performance, Cantrips, Countersong, Darkvision, Inspire Competence, Inspire Courage, Intimidating, Orc Blood, Orc Ferocity, Versatile Performance (Act), Versatile Performance (Dance), Weapon Familiarity, Well-Versed	Armored Casting, Bardic Performance, Cantrips, Countersong, Darkvision, Inspire Competence, Inspire Courage, Inspire Greatness, Intimidating, Jack of All Trades, Orc Blood, Orc Ferocity, Versatile Performance (Act), Versatile Performance (Dance), Versatile Performance (Oratory), Weapon Familiarity, Well-Versed	Armored Casting, Bardic Performance, Cantrips, Countersong, Darkvision, Inspire Competence, Inspire Courage, Inspire Greatness, Intimidating, Jack of All Trades, Orc Blood, Orc Ferocity, Soothing Performance, Versatile Performance (Act), Versatile Performance (Dance), Versatile Performance (Oratory), Versatile Performance (Sing), Weapon Familiarity, Well-Versed
Treasure Rapier; light wooden shield; studded leather armor; soldier's uniform; arrows (40x); dagger (5x); shortbow	+1 rapier; light wooden shield; +1 studded leather armor; soldier's uniform; arrows (40x); dagger (5x); shortbow	+2 rapier; +1 light wooden shield; +2 studded leather armor; soldier's uniform; arrows (40x); dagger (5x); shortbow	+3 rapier; +2 light wooden shield; +3 studded leather armor; soldier's uniform; arrows (40x); dagger (5x); shortbow



Magic

Spells per Day

Bard:	Bard:	Bard:	Bard:
0/2/0/0/0/0/0/0/0	0/5/4/0/0/0/0/0/0	0/6/5/4/1/0/0/0/0	0/6/6/5/4/2/0/0/0
DC: 14+spell level	DC: 14+spell level	DC: 14+spell level	DC: 14+spell level

Special Abilities

Armored Casting (Ex) You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.

Bardic Performance You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 33 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a swift action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a swift action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.

Cantrips You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Countersong (Su) You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Dirge of Doom (Su) You can use your performance to foster a sense of growing dread in your enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear your performance. The effect persists for as long as the enemy is within 30 feet and you continue your performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of Doom is a mind-affecting fear effect, and it relies on audible and visual components.

Distraction (Su) You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Fascinate (Su) You can use your performance to cause up to 5 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within

range receives a Will save (DC 20) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Frightening Tune (Sp) You can use your performance to cause fear in your enemies. To be affected, an enemy must be able to hear you perform and be within 30 feet. Each enemy within range receives a Will save (DC 20) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear your performance. Frightening Tune relies on audible components.

Hilt Bash (Ex) You can fight with the hilts and flats of your weapons, aiming to leave your victims alive. You can use a weapon that normally deals lethal damage to deal nonlethal damage with no penalty on your attack roll. This ability replaces bardic knowledge.

Inspire Competence (Su) You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +4 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Inspire Courage (Su) You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +3 morale bonus on saving throws against charm and fear effects and a +3 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Greatness (Su) You can use your performance to inspire greatness in yourself or up to 2 willing allies within 30 feet, granting extra fighting capability. To inspire greatness, all of the targets must be able to see and hear you. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire Greatness is a mind-affecting ability and it relies on audible and visual components.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Jack of All Trades (Ex) You can use any skill, even if the skill normally requires you to be trained.

Knock Out (Ex) You may focus your blows in an attempt to knock out an opponent. 2 times per day as a swift action, you can choose one target to attempt to knock out. You add +3 on your attack roll and +14 on any nonlethal damage rolls made against the target. The bonus lasts until you deal nonlethal damage to your target or until you choose a new target to attempt to knock out.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) 1/day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Song of Surrender (Su) You can use your performance to encourage an enemy to surrender. To be affected, an enemy must be within 30 feet and be able to see and hear your performance. An affected

enemy feels the irresistible urge to drop any held weapons and fall prone. This effect lasts for 1 round-essentially, the affected enemy takes no actions on its next turn other than to lie prone, although it is not considered flat-footed or helpless. A Will saving throw (DC) negates the effect. This ability affects only a single creature. Song of Surrender is an Enchantment (Compulsion), Mind-Affecting, Language-Dependent ability and relies on audible components.

Soothing Performance (Su) You can use your performance to create an effect equivalent to a Mass Cure Serious Wounds (caster level 14). In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear you throughout the performance. Soothing performance affects all targets that remain within 30 feet throughout the performance. Soothing performance relies on audible and visual components.

Versatile Performance (Act) (Ex) You can use your bonus in the Perform (Act) skill in place of your bonus in the Bluff or Disguise skills. When substituting in this way, you use your total Perform (Act) skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Dance) (Ex) You can use your bonus in the Perform (Dance) skill in place of your bonus in the Acrobatics or Fly skills. When substituting in this way, you use your total Perform (Dance) skill bonus, including class skill bonus, in place of your Acrobatics or Fly skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Oratory) (Ex) You can use your bonus in the Perform (Oratory) skill in place of your bonus in the Diplomacy or Sense Motive skills. When substituting in this way, you use your total Perform (Oratory) skill bonus, including class skill bonus, in place of your Diplomacy or Sense Motive skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Sing) (Ex) You can use your bonus in the Perform (Sing) skill in place of your bonus in the Bluff or Sense Motive skills. When substituting in this way, you use your total Perform (Sing) skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Well-Versed (Ex) You have become resistant to the Bardic Performance of others, and to sonic effects in general. You gain a +4 bonus on saving throws made against Bardic Performance, sonic, and language-dependent effects.

⚡ Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Missile Shield You are skilled at deflecting ranged attacks with your shield. You must be using a light, heavy, or tower shield to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon (not including spell effects, natural attacks, or massive ranged weapons), you may deflect it so that you take no damage, as if you had the Deflect Arrows feat. You must be aware of the attack and not flat-footed.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Rapier) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Celebrity (Bard)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Half-Elf; Medium humanoid (elf, human)			
Class	Bard (Celebrity) 1	Bard (Celebrity) 6	Bard (Celebrity) 10	Bard (Celebrity) 14
Initiative	+3	+3	+7	+7
Senses	Low-Light Vision; Perception +1	Low-Light Vision; Perception +1	Low-Light Vision; Perception +1	Low-Light Vision; Perception +1
Defense				
Armor Class	AC 14, touch 13, ff 11 (+3 Dex; +1 padded armor)	AC 15, touch 13, ff 12 (+3 Dex; +1 leather armor)	AC 16, touch 13, ff 13 (+3 Dex; +3 studded leather armor)	AC 17, touch 13, ff 14 (+3 Dex; +4 studded leather armor +1)
hp / HD	8 (1d8)	32 (6d8)	54 (10d8)	67 (14d8)
Saves	Fort +0, Ref +5, Will +3; +2 vs. enchantment spells and effects	Fort +2, Ref +8, Will +6; +2 vs. enchantment spells and effects +4 vs. Bardic Performance, sonic, and language-dependent effects	Fort +3, Ref +10, Will +8; +2 vs. enchantment spells and effects +4 vs. Bardic Performance, sonic, and language-dependent effects	Fort +4, Ref +12, Will +10; +2 vs. enchantment spells and effects +4 vs. Bardic Performance, sonic, and language-dependent effects
Offense				
Movement	20 ft.			
Attacks	Ranged light crossbow +3 (1d8/19-20) or Melee dagger -2 (1d4-2/19-20) or Ranged dagger (thrown) +3 (1d4-2/19-20) or Melee shortsword -2 (1d6-2/19-20)	Ranged masterwork light crossbow +8 (1d8/19-20) or Melee dagger +2 (1d4-2/19-20) or Ranged dagger (thrown) +7 (1d4-2/19-20) or Melee sword, short +2 (1d6-2/19-20)	Ranged +1 light crossbow +11/+6 (1d8+1/19-20) or Melee dagger +5/+0 (1d4-2/19-20) or Ranged dagger (thrown) +10/+5 (1d4-2/19-20) or Melee sword, short +5/+0 (1d6-2/19-20)	Ranged +2 light crossbow +15/+10 (1d8+2/19-20) or Melee dagger +8/+3 (1d4-2/19-20) or Ranged dagger (thrown) +13/+8 (1d4-2/19-20) or Melee sword, short +8/+3 (1d6-2/19-20)
Special Attacks	Distraction, Fascinate	Distraction, Fascinate, Suggestion	Distraction, Fascinate, Suggestion	Distraction, Fascinate, Frightening Tune, Suggestion
Space / Reach	5 ft. / 5 ft.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Known Spells	Bard (CL 1st): 1st (3x/day) - adoration, charm person oth (at will) - dancing lights, daze, lullaby, unwitting ally	Bard (CL 6th): 2nd (4x/day) - allegro, alter self, calm emotions, compassionate ally 1st (6x/day) - adoration, charm person, clarion call, disguise self oth (at will) - dancing lights, daze, flare, haunted fey aspect, lullaby, unwitting ally	Bard (CL 10th): 4th (2x/day) - daze (mass), dominate person 3rd (4x/day) - charm monster, crushing despair, domination link, exquisite accompaniment 2nd (6x/day) - allegro, alter self, calm emotions, compassionate ally, daze monster 1st (7x/day) - adoration, charm person, clarion call, disguise self, hypnotism oth (at will) - dancing lights, daze, flare, haunted fey aspect, lullaby, unwitting ally	Bard (CL 14th): 5th (3x/day) - covetous aura, false vision, foe to friend 4th (5x/day) - antithetical constraint, daze (mass), dominate person, envious urge 3rd (5x/day) - charm monster, crushing despair, domination link, exquisite accompaniment, glibness 2nd (7x/day) - allegro, alter self, calm emotions, compassionate ally, daze monster, detect thoughts 1st (7x/day) - adoration, charm person, clarion call, disguise self, hypnotism, innocence oth (at will) - dancing lights, daze, flare, haunted fey aspect, lullaby, unwitting ally

Statistics

Ability Scores	Str 7, Dex 16, Con 10, Int 8, Wis 13, Cha 20	Str 7, Dex 16, Con 10, Int 8, Wis 13, Cha 21	Str 7, Dex 16, Con 10, Int 8, Wis 13, Cha 22	Str 7, Dex 16, Con 10, Int 8, Wis 13, Cha 23
Core Attack	Base Atk +0; CMB -2; CMD 11	Base Atk +4; CMB +2; CMD 15	Base Atk +7; CMB +5; CMD 18	Base Atk +10; CMB +8; CMD 21
Feats	Persuasive	Performance Weapon Mastery, Persuasive, Spellsong	Improved Initiative, Lingering Performance, Performance Weapon Mastery, Persuasive, Spellsong	Fleet, Improved Initiative, Lingering Performance, Performance Weapon Mastery, Persuasive, Run, Spellsong
Skills	Appraise -1, Artistry -1, Bluff +11, Climb -5, Craft (Untrained) -1, Diplomacy +11, Disguise +10, Heal +1, Intimidate +11, Perception +1, Perform (Untrained) +5, Sense Motive +6, Survival +1, Swim -5	Acrobatics (Perform (Dance)) +5, Appraise -1, Artistry -1, Bluff +16, Bluff (Perform (Act)) +5, Climb -5, Craft (Untrained) -1, Diplomacy +16, Disguise +15, Disguise (Perform (Act)) +5, Fly (Perform (Dance)) +5, Heal +1, Intimidate +16, Knowledge (Untrained) +2, Perception +1, Perform (Untrained) +5, Sense Motive +11, Survival +1, Swim -5	Acrobatics (Perform (Dance)) +6, Appraise -1, Artistry -1, Bluff +21, Bluff (Perform (Act)) +6, Bluff (Perform (Sing)) +6, Climb -5, Craft (Untrained) -1, Diplomacy +23, Disguise +20, Disguise (Perform (Act)) +6, Fly (Perform (Dance)) +6, Heal +1, Intimidate +23, Knowledge (Untrained) +4, Perception +1, Perform (Untrained) +6, Sense Motive +15, Sense Motive (Perform (Sing)) +6, Survival +1, Swim -5	Acrobatics (Perform (Dance)) +6, Appraise -1, Artistry -1, Bluff +25, Bluff (Perform (Act)) +6, Bluff (Perform (Sing)) +6, Climb -5, Craft (Untrained) -1, Diplomacy +27, Diplomacy (Perform (Oratory)) +6, Disguise +24, Disguise (Perform (Act)) +6, Fly (Perform (Dance)) +6, Heal +1, Intimidate +27, Knowledge (Untrained) +6, Perception +1, Perform (Untrained) +6, Sense Motive +19, Sense Motive (Perform (Oratory)) +6, Sense Motive (Perform (Sing)) +6, Survival +1, Swim -5
Languages	Common, Elven			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Qualities	Appraise -1, Artistry -1, Bluff +11, Climb -5, Craft (Untrained) -1, Diplomacy +11, Disguise +10, Heal +1, Intimidate +11, Perception +1, Perform (Untrained) +5, Sense Motive +6, Survival +1, Swim -5	Acrobatics (Perform (Dance)) +5, Appraise -1, Artistry -1, Bluff +16, Bluff (Perform (Act)) +5, Climb -5, Craft (Untrained) -1, Diplomacy +16, Disguise +15, Disguise (Perform (Act)) +5, Fly (Perform (Dance)) +5, Heal +1, Intimidate +16, Knowledge (Untrained) +2, Perception +1, Perform (Untrained) +5, Sense Motive +11, Survival +1, Swim -5	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Bardic Performance Round (10x), Cantrips, Countersong, Elf Blood, Elven Immunities, Famous, Gather Crowd, Human-Raised, Inspire Competence, Inspire Greatness, Integrated, Jack of All Trades, Low-Light Vision, Multitalented, Shining Star, Versatile Performance (Act), Versatile Performance (Dance), Versatile Performance (Sing), Wary, Well-Versed	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Bardic Performance Round (14x), Cantrips, Countersong, Elf Blood, Elven Immunities, Famous, Gather Crowd, Human-Raised, Inspire Competence, Inspire Greatness, Integrated, Jack of All Trades, Low-Light Vision, Multitalented, Shining Star, Soothing Performance, Versatile Performance (Act), Versatile Performance (Dance), Versatile Performance (Oratory), Versatile Performance (Sing), Wary, Well-Versed
Treasure	Entertainer's outfit; padded armor; crossbow bolts (20x); dagger (2x); shortsword; light crossbow	Entertainer's outfit; leather armor; crossbow bolts (20x); dagger (2x); shortsword; masterwork light crossbow	Entertainer's outfit; studded leather armor; crossbow bolts (20x); dagger (2x); shortsword; +1 light crossbow	Entertainer's outfit; +1 studded leather armor; crossbow bolts (20x); dagger (2x); shortsword; +2 light crossbow
☞ Magic				
Spells per Day	Bard: 0/3/0/0/0/0/0/0/0 DC: 16+spell level	Bard: 0/6/4/0/0/0/0/0/0 DC: 16+spell level	Bard: 0/7/6/4/2/0/0/0/0 DC: 17+spell level	Bard: 0/7/7/5/5/3/0/0/0 DC: 17+spell level

☞ Special Abilities

Armored Casting (Ex) You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.

Bardic Knowledge (Ex) You add +7 to all Knowledge checks and may make all Knowledge skill checks untrained.

Bardic Performance You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 50 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a swift action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a swift action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.

Bonus Bardic Performance Round (14x) Add 1 to the bard's total number of bardic performance rounds per day.

Cantrips You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Countersong (Su) You can counter magic effects that depend on

sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Distraction (Su) You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Famous You may choose a region where you are famous, and within that region, the locals are more likely to react favorably toward you. You gain a +4 bonus on Diplomacy and Intimidate checks in that area and to influence people from that area and the region can contain up to 100,000 people.

Fascinate (Su) You can use your performance to cause up to 5 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 23) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Frightening Tune (Sp) You can use your performance to cause fear in your enemies. To be affected, an enemy must be able to hear you perform and be within 30 feet. Each enemy within range receives a Will save (DC 23) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear your performance. Frightening Tune relies on audible components.

Gather Crowd (Ex) You are skilled at drawing an audience to your performances. If you are in a settlement or populated area, you can shout, sing, or otherwise make yourself noticed in order to attract an audience to your impromptu stage. The size of the crowd depends on the local population, but typically is a number of people equal to 7 times the result of your Perform check. The crowd gathers over the next 1d10 rounds. If you fail to engage the crowd (such as by performing, kissing babies, trying to use fascinate, and so on), it disperses over the next 1d10 rounds.

Human-Raised These half-elves were born and raised into accepting human communities, often raised by generations of a single family, or through the charity of churches and temples. These half-elves have the integrated and wary racial traits.

Inspire Competence (Su) You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +4 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Inspire Greatness (Su) You can use your performance to inspire greatness in yourself or up to 2 willing allies within 30 feet, granting extra fighting capability. To inspire greatness, all of the targets must be able to see and hear you. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire Greatness is a mind-affecting ability and it relies on audible and visual components.

Integrated Many half-elves are skilled in the art of ingratiating themselves into a community as if they were natives. Half-elves with this racial trait gain a +1 bonus on Bluff, Disguise, and Knowledge (local) checks. This racial trait replaces the adaptability racial trait.

Jack of All Trades (Ex) You can use any skill, even if the skill normally requires you to be trained.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Shining Star (Su) You have learned how to focus attention on yourself so thoroughly that even the presence of danger does not distract your adoring crowd. When using fascinate, a target making a save to break the effect because of a potential threat takes a -4 penalty on that save, and even obvious threats require a save rather than automatically breaking the effect. Creatures affected by the bard's fascinate ability ignore the shaken condition.

Soothing Performance (Su) You can use your performance to create an effect equivalent to a Mass Cure Serious Wounds (caster level 14). In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear you throughout the performance. Soothing performance affects all targets that remain within 30 feet throughout the performance. Soothing performance relies on audible and visual components.

Suggestion (Sp) You use your performance to make a Suggestion (as per the spell) to a creature you have already fascinated. Using this ability does not disrupt the Fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the Fascinate effect). You can use this ability more than once against an individual creature during an individual performance. Making a Suggestion does not count against your daily use of Bardic Performance. A Will saving throw (DC 23) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

Versatile Performance (Act) (Ex) You can use your bonus in the Perform (Act) skill in place of your bonus in the Bluff or Disguise skills. When substituting in this way, you use your total Perform (Act) skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Dance) (Ex) You can use your bonus in the Perform (Dance) skill in place of your bonus in the Acrobatics or Fly skills. When substituting in this way, you use your total Perform (Dance) skill bonus, including class skill bonus, in place of your Acrobatics or Fly skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Oratory) (Ex) You can use your bonus in the Perform (Oratory) skill in place of your bonus in the Diplomacy or Sense Motive skills. When substituting in this way, you use your total Perform (Oratory) skill bonus, including class skill bonus, in place of your Diplomacy or Sense Motive skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Sing) (Ex) You can use your bonus in the Perform (Sing) skill in place of your bonus in the Bluff or Sense Motive skills. When substituting in this way, you use your total Perform (Sing) skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Wary Many half-elves have spent their long lives moving from place to place, often driven out by the hostility of others. Such experiences have made them wary of others' motivations. Half-elves with this trait gain a +1 racial bonus on Sense Motive and Bluff checks.

Well-Versed (Ex) You have become resistant to the Bardic Performance of others, and to sonic effects in general. You gain a +4 bonus on saving throws made against Bardic Performance, sonic, and language-dependent effects.

Feats

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Lingering Performance The effects of your bardic performance carry on, even after you have stopped performing. The bonuses and penalties from your bardic performance continue for 2 rounds after you cease performing. Any other requirement, such as range or specific conditions, must still be met for the effect to continue. If you begin a new bardic performance during this time, the effects of the previous performance immediately cease.

Performance Weapon Mastery You wield all your weapons with the flair of a performer. You treat all weapons you are proficient in as if they had the performance weapon quality (page 144).

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Spellsong You can blend the power of your performance and spellcasting. You can combine your bardic performance and your spellcasting in two ways. First, you can conceal the activity of casting a bard spell by masking it in a performance. As a swift action, you may combine your casting time of a spell with a Perform check. Observers must make a Perception or Sense Motive check opposed by your Perform check to realize you are also casting a spell. This uses 1 round of your bardic performance ability, regardless of the spell's casting time. Second, as a move action, you can use 1 round of bardic performance to maintain a bard spell with a duration of concentration. You can cast another spell in the same round you are using bardic magic to maintain concentration; if you do this, your concentration on the maintained spell ends when you end the bardic performance the spell is part of.

Court Bard (Bard)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Human; Medium humanoid (human)			
Class	Bard (Court Bard) 1	Bard (Court Bard) 6	Bard (Court Bard) 10	Bard (Court Bard) 14
Initiative	+2	+2	+2	+7
Senses	Perception +1	Perception +1	Perception +1	Perception +1
Defense				
Armor Class	AC 13, touch 12, ff 11 (+2 Dex; +1 padded armor)	AC 13, touch 12, ff 11 (+2 Dex; +1 masterwork padded armor)	AC 13, touch 12, ff 11 (+2 Dex; +1 masterwork padded armor)	AC 14, touch 13, ff 11 (+3 Dex; +1 masterwork padded armor)
hp / HD	7 (1d8)-1	25 (6d8)-6	34 (10d8)-10	50 (14d8)-14
Saves	Fort -1, Ref +4, Will +3	Fort +1, Ref +7, Will +6; +4 vs. Bardic Performance, sonic, and language-dependent effects	Fort +2, Ref +9, Will +8; +4 vs. Bardic Performance, sonic, and language-dependent effects	Fort +3, Ref +12, Will +10; +4 vs. Bardic Performance, sonic, and language-dependent effects
Offense				
Movement	20 ft.			
Attacks	Melee quarterstaff -2 (1d6-2/-2) or Ranged sling +2 (1d4-2) or Melee dagger -2 (1d4-2/19-20) or Ranged dagger (thrown) +2 (1d4-2/19-20)	Melee quarterstaff +2 (1d6-2/-2) or Ranged sling +6 (1d4-2) or Melee dagger +2 (1d4-2/19-20) or Ranged dagger (thrown) +6 (1d4-2/19-20) or Melee silver dagger, masterwork +3 (1d4-3/19-20) or Ranged silver dagger, masterwork (thrown) +7 (1d4-3/19-20)	Melee quarterstaff +5/+0 (1d6-2/-2) or Ranged sling +9/+4 (1d4-2) or Melee dagger +5/+0 (1d4-2/19-20) or Ranged dagger (thrown) +9/+4 (1d4-2/19-20) or Melee +1 silver dagger +6/+1 (1d4-2/19-20) or Ranged +1 silver dagger (thrown) +10/+5 (1d4-2/19-20)	Melee quarterstaff +8/+3 (1d6-2/-2) or Ranged sling +13/+8 (1d4-2) or Melee dagger +8/+3 (1d4-2/19-20) or Ranged dagger (thrown) +13/+8 (1d4-2/19-20) or Melee +2 silver dagger +10/+5 (1d4-1/19-20) or Ranged +2 silver dagger (thrown) +15/+10 (1d4-1/19-20)
Special Attacks	Distraction, Fascinate	Distraction, Fascinate, Suggestion	Distraction, Fascinate, Suggestion	Distraction, Fascinate, Suggestion
Space / Reach	5 ft. / 5 ft.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Known Spells	Bard (CL 1st): 1st (2x/day) - adoration, aspect of the nightingale oth (at will) - flare, ghost sound, haunted fey aspect, lullaby	Bard (CL 6th): 2nd (4x/day) - <i>allegro</i> , alter self, bestow insight, compassionate ally 1st (5x/day) - adoration, aspect of the nightingale, borrow skill, charm person oth (at will) - flare, ghost sound, haunted fey aspect, light lullaby, prestidigitation	Bard (CL 10th): 4th (2x/day) - dominate person, envious urge 3rd (4x/day) - beacon of luck, charm monster, clairaudience/clairvoyance, exquisite accompaniment 2nd (5x/day) - <i>allegro</i> , alter self, bestow insight, compassionate ally, detect thoughts 1st (6x/day) - adoration, aspect of the nightingale, borrow skill, charm person, comprehend languages oth (at will) - flare, ghost sound, haunted fey aspect, light lullaby, prestidigitation	Bard (CL 14th): 5th (2x/day) - bard's escape, covetous aura, foe to friend 4th (5x/day) - dominate person, envious urge, hallucinatory terrain, legend lore 3rd (5x/day) - beacon of luck, charm monster, clairaudience/clairvoyance, exquisite accompaniment, glibness 2nd (6x/day) - <i>allegro</i> , alter self, bestow insight, compassionate ally, detect thoughts, distracting cacaphony 1st (6x/day) - adoration, aspect of the nightingale, borrow skill, charm person, comprehend languages, disguise self oth (at will) - flare, ghost sound, haunted fey aspect, light lullaby, prestidigitation

📋 Statistics

Ability Scores	Str 6, Dex 15, Con 9, Int 17, Wis 13, Cha 17	Str 6, Dex 15, Con 9, Int 17, Wis 13, Cha 18	Str 6, Dex 15, Con 9, Int 18, Wis 13, Cha 18	Str 6, Dex 16, Con 9, Int 18, Wis 13, Cha 18
Core Attack	Base Atk +0; CMB -2; CMD 10	Base Atk +4; CMB +2; CMD 14	Base Atk +7; CMB +5; CMD 17	Base Atk +10; CMB +8; CMD 21
Feats	Persuasive, Skill Focus (Perform (Oratory))	Lingering Performance, Performance Weapon Mastery, Persuasive, Skill Focus (Perform (Oratory))	Extra Performance, Lingering Performance, Performance Weapon Mastery, Persuasive, Scholar, Skill Focus (Knowledge (Untrained), Perform (Oratory))	Cosmopolitan (Perception, Survival), Extra Performance, Improved Initiative, Lingering Performance, Performance Weapon Mastery, Persuasive, Scholar, Skill Focus (Knowledge (Untrained), Perform (Oratory))

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics -1, Appraise +3, Artistry +3, Bluff +3, Climb -5, Craft (Untrained) +3, Diplomacy +9, Disguise +3, Escape Artist -1, Fly -1, Heal +1, Intimidate +5, Knowledge (Geography) +7, Knowledge (History) +7, Knowledge (Local) +7, Knowledge (Nature) +7, Knowledge (Nobility) +7, Perception +1, Perform (Oratory) +10, Perform (Sing) +7, Perform (String Instruments) +7, Perform (Untrained) +4, Ride -1, Sense Motive +5, Stealth -1, Survival +1, Swim -5	Acrobatics -1, Appraise +3, Artistry +3, Bluff +4, Bluff (Perform (String Instruments)) +13, Climb -5, Craft (Untrained) +3, Diplomacy +15, Diplomacy (Perform (String Instruments)) +13, Diplomacy (Perform (Wind Instruments)) +4, Disguise +4, Escape Artist -1, Fly -1, Handle Animal (Perform (Wind Instruments)) +4, Heal +1, Intimidate +6, Knowledge (Geography) +12, Knowledge (History) +12, Knowledge (Local) +12, Knowledge (Nature) +12, Knowledge (Nobility) +12, Perception +1, Perform (Oratory) +16, Perform (Sing) +13, Perform (String Instruments) +13, Perform (Untrained) +5, Ride -1, Sense Motive +9, Stealth -1, Survival +1, Swim -5	Acrobatics -1, Appraise +4, Artistry +4, Bluff +4, Bluff (Perform (Sing)) +17, Bluff (Perform (String Instruments)) +17, Climb -5, Craft (Untrained) +4, Diplomacy +21, Diplomacy (Perform (String Instruments)) +17, Diplomacy (Perform (Wind Instruments)) +4, Disguise +4, Escape Artist -1, Fly -1, Handle Animal (Perform (Wind Instruments)) +4, Heal +1, Intimidate +6, Knowledge (Geography) +17, Knowledge (History) +21, Knowledge (Local) +17, Knowledge (Nature) +17, Knowledge (Nobility) +21, Perception +1, Perform (Act) +16, Perform (Oratory) +23, Perform (Sing) +17, Perform (String Instruments) +17, Perform (Untrained) +5, Ride -1, Sense Motive +14, Sense Motive (Perform (Sing)) +17, Stealth -1, Survival +1, Swim -5	Appraise +4, Artistry +4, Bluff +4, Bluff (Perform (Sing)) +21, Bluff (Perform (String Instruments)) +21, Climb -5, Craft (Untrained) +4, Diplomacy +25, Diplomacy (Perform (Oratory)) +27, Diplomacy (Perform (String Instruments)) +21, Diplomacy (Perform (Wind Instruments)) +4, Disguise +4, Handle Animal (Perform (Wind Instruments)) +4, Heal +1, Intimidate +6, Knowledge (Geography) +21, Knowledge (History) +25, Knowledge (Local) +21, Knowledge (Nature) +21, Knowledge (Nobility) +25, Perception +1, Perform (Act) +16, Perform (Oratory) +27, Perform (Sing) +21, Perform (String Instruments) +21, Perform (Untrained) +9, Sense Motive +18, Sense Motive (Perform (Oratory)) +27, Sense Motive (Perform (Sing)) +21, Survival +1, Swim -5
Languages	Common, Dwarven, Elven, Giant, Goblin, Halfling, Read Lips			
Special Qualities	Armored Casting, Bardic Performance, Cantrips, Cosmopolitan, Countersong, Focused Study, Heart of the Streets, Heraldic Expertise, Satire	Armored Casting, Bardic Performance, Cantrips, Cosmopolitan, Countersong, Focused Study, Heart of the Streets, Heraldic Expertise, Mockery, Satire, Versatile Performance (String Instruments), Versatile Performance (Wind Instruments), Well-Versed, Wide Audience	Armored Casting, Bardic Performance, Cantrips, Cosmopolitan, Countersong, Focused Study, Glorious Epic, Heart of the Streets, Heraldic Expertise, Inspire Greatness, Mockery, Satire, Scholar ~ History, Scholar ~ Nobility, Versatile Performance (Sing), Versatile Performance (String Instruments), Versatile Performance (Wind Instruments), Well-Versed, Wide Audience	Armored Casting, Bardic Performance, Cantrips, Cosmopolitan, Countersong, Focused Study, Glorious Epic, Heart of the Streets, Heraldic Expertise, Inspire Greatness, Mockery, Satire, Scandal, Scholar ~ History, Scholar ~ Nobility, Soothing Performance, Versatile Performance (Oratory), Versatile Performance (Sing), Versatile Performance (String Instruments), Versatile Performance (Wind Instruments), Well-Versed, Wide Audience
Treasure	Quarterstaff; padded armor; entertainer's outfit; sling; sling bullets (10x); dagger (2x)	Quarterstaff; masterwork padded armor; entertainer's outfit; sling; sling bullets (10x); dagger; masterwork silver dagger	Quarterstaff; +1 <i>padded armor</i> ; entertainer's outfit; sling; sling bullets (10x); +1 <i>silver dagger</i> ; dagger	Quarterstaff; +2 <i>padded armor</i> ; entertainer's outfit; sling; sling bullets (10x); +2 <i>silver dagger</i> ; dagger
☒ Magic				
Spells per Day	Bard: 0/2/0/0/0/0/0/0/0 DC: 14+spell level	Bard: 0/5/4/0/0/0/0/0/0 DC: 15+spell level	Bard: 0/6/5/4/2/0/0/0/0 DC: 15+spell level	Bard: 0/6/6/5/5/2/0/0/0 DC: 15+spell level

Special Abilities

Armored Casting (Ex) You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.

Bardic Performance You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 40 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a swift action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a swift action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.

Cantrips You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Cosmopolitan Adept as city living, these humans can navigate crowds and fulfill the need for skilled labor in such settlements. Replace the skilled racial trait with heart of the streets and the bonus feat racial trait with focused study.

Countersong (Su) You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Distraction (Su) You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Fascinate (Su) You can use your performance to cause up to 5 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 21) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Focused Study (Ex) At 1st, 8th, and 16th level, gain skill focus in a skill of your choice.

Glorious Epic (Su) A court bard of 8th level or higher can weave captivating tales that engross those who hear them. Enemies within 30 feet become flat-footed unless they succeed at a Will save DC 21 (DC 10 + 1/2 the bard's level + the bard's Cha modifier). A save renders them immune to this ability for 24 hours. Glorious epic is a language-dependent, mind-affecting ability that uses audible components. This performance replaces dirge of doom.

Heart of the Streets Humans from bustling cities are skilled with crowds. They gain a +1 bonus on Reflex saves and a +1 dodge bonus to Armor Class when adjacent to at least two other allies. Crowds do not count as difficult terrain for them. This racial trait replaces the skilled racial trait.

Heraldic Expertise (Ex) A court bard gains a bonus equal to half his bard level on Diplomacy, Knowledge (history), Knowledge (local), and Knowledge (nobility) checks [Bonus is 7] (minimum +1).3/day, the court bard can also reroll a check against one of these skills, though he must take the result of the second roll even if it is worse. He can reroll one additional time per day at 5th level and every five levels thereafter. This ability replaces bardic knowledge.

Inspire Greatness (Su) You can use your performance to inspire greatness in yourself or up to 2 willing allies within 30 feet, granting extra fighting capability. To inspire greatness, all of the targets must be able to see and hear you. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire Greatness is a mind-affecting ability and it relies on audible and visual components.

Mockery (Su) A court bard of 3rd level or higher can subtly ridicule and defame a specific individual. The bard selects one target who can hear his performance. That individual takes a -2 penalty on Charisma checks and Charisma-related skill checks as long as the bard continues performing. This penalty increases by -1 every four levels after 3rd. Mockery is a language-dependent, mind-affecting ability that relies on audible components. This performance replaces inspire competence.

Satire (Su) A court bard can use performance to undermine the confidence of enemies who hear it, causing them to take a -2 penalty on attack and damage rolls (minimum 1) and a -2 penalty on saves against fear and charm effects as long as the bard continues performing. This penalty increases by -1 at 5th level and every six levels thereafter. Satire is a language-dependent, mind-affecting ability that uses audible components. This performance replaces inspire courage.

Scandal (Su) A court bard of 14th level or higher can combine salacious gossip and biting calumny to incite a riot. Each enemy within 30 feet is affected as if by a song of discord for as long as it can hear the performance. A successful Will save DC 21 (DC 10 + 1/2 the bard's level + the bard's Cha modifier) negates the effect, and that creature is immune to this ability for 24 hours. Scandal is a language-dependent, mind-affecting ability that uses audible components. This performance replaces frightening tune.

Scholar ~ History You gain a +4 bonus on Knowledge (History).

Scholar ~ Nobility You gain a +4 bonus on Knowledge (Nobility).

Soothing Performance (Su) You can use your performance to create an effect equivalent to a Mass Cure Serious Wounds (caster level 14). In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear you throughout the performance. Soothing performance affects all targets that remain within 30 feet throughout the performance. Soothing performance relies on audible and visual components.

Suggestion (Sp) You use your performance to make a Suggestion (as per the spell) to a creature you have already fascinated. Using this ability does not disrupt the Fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the Fascinate effect). You can use this ability more than once against an individual creature during an individual performance. Making a Suggestion does not count against your daily use of Bardic

Performance. A Will saving throw (DC 21) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

Versatile Performance (Oratory) (Ex) You can use your bonus in the Perform (Oratory) skill in place of your bonus in the Diplomacy or Sense Motive skills. When substituting in this way, you use your total Perform (Oratory) skill bonus, including class skill bonus, in place of your Diplomacy or Sense Motive skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Sing) (Ex) You can use your bonus in the Perform (Sing) skill in place of your bonus in the Bluff or Sense Motive skills. When substituting in this way, you use your total Perform (Sing) skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (String Instruments) (Ex) You can use your bonus in the Perform (String Instruments) skill in place of your bonus in the Bluff or Diplomacy skills. When substituting in this way, you use your total Perform (String Instruments) skill bonus, including class skill bonus, in place of your Bluff or Diplomacy skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Wind Instruments) (Ex) You can use your bonus in the Perform (Wind Instruments) skill in place of your bonus in the Diplomacy or Handle Animal skills. When substituting in this way, you use your total Perform (Wind Instruments) skill bonus, including class skill bonus, in place of your Diplomacy or Handle Animal skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Well-Versed (Ex) You have become resistant to the Bardic Performance of others, and to sonic effects in general. You gain a +4 bonus on saving throws made against Bardic Performance, sonic, and language-dependent effects.

Wide Audience (Su) At 5th level, a court bard can choose to affect a 78-foot [60-foot] cone instead of a 66 [30-foot] radius with bardic performances that affect an area. In addition, for every five levels beyond 5th, the area of such powers is increased by 10 feet (radius) or 20 feet (cone). If the power instead affects multiple creatures, it affects one additional creature than normal for every five levels beyond 5th. This does not affect powers that affect only a single creature. This ability replaces lore master and jack of all trades. .

⚡ Feats

Cosmopolitan (Perception, Survival) Living in large exotic cities has put you in touch with many diverse civilizations, cultures, and races. You gain two languages of your choice. In addition, choose two Intelligence, Wisdom, or Charisma based skills. Those skills always count as class skills for you.

Extra Performance You can use your bardic performance ability more often than normal. You can use bardic performance for 6 additional rounds per day.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Lingering Performance The effects of your bardic performance carry on, even after you have stopped performing. The bonuses and penalties from your bardic performance continue for 2 rounds after you cease performing. Any other requirement, such as range or specific conditions, must still be met for the effect to continue. If you begin a new bardic performance during this time, the effects of the previous performance immediately cease.

Performance Weapon Mastery You wield all your weapons with the flair of a performer. You treat all weapons you are proficient in as if they had the performance weapon quality (page 144).

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Scholar You have graduated from one of the many colleges, universities, and specialty schools of higher learning scattered

throughout the Inner Sea region. +2 bonus on two Knowledge skills. You have graduated from one of the many colleges, universities, and specialty schools of higher learning scattered throughout the Inner Sea region. You gain a bonus on two selected Knowledge skills.

Skill Focus (Knowledge (Untrained), Perform (Oratory)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Daredevil (Bard)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Half-Orc (Arena-Bred); Medium humanoid (orc, human)			
Class	Bard (Daredevil) 1	Bard (Daredevil) 6	Bard (Daredevil) 10	Bard (Daredevil) 14
Initiative	+7	+7	+7	+7
Senses	Perception -1	Perception -1	Perception -1	Perception -1
Defense				
Armor Class	AC 17, touch 13, ff 14 (+3 Dex; +3 studded leather armor; +1 buckler)	AC 17, touch 14, ff 13 (+3 Dex; +1 dodge; +3 masterwork studded leather armor)	AC 18, touch 14, ff 14 (+3 Dex; +1 dodge; +4 studded leather armor +1)	AC 19, touch 14, ff 15 (+3 Dex; +1 dodge; +5 studded leather armor +2)
hp / HD	8 (1d8)	37 (6d8)	49 (10d8)	66 (14d8)
Saves	Fort -1, Ref +5, Will +1	Fort +1, Ref +8, Will +4	Fort +2, Ref +10, Will +6	Fort +3, Ref +12, Will +8
Offense				
Movement	30 ft.			
Attacks	Melee morningstar +3 (1d8+3) or Melee buckler -1 (1d3+3) or Melee dagger +3 (1d4+1/19-20) or Ranged dagger (thrown) +3 (1d4+3/19-20) or Melee spiked gauntlet +3 (1d4+3) or Melee unarmed strike +3 (1d3+3)	Melee dagger +8 (1d4+2/19-20) or Ranged dagger (thrown) +7 (1d4+4/19-20) or Melee spiked gauntlet +8 (1d4+4) or Melee masterwork morningstar +9 (1d8+4) or Melee unarmed strike +8 (1d3+4) or Melee masterwork buckler +4 (1d3+4)	Melee dagger +11 (1d4+2/19-20) or Ranged dagger (thrown) +10/+5 (1d4+4/19-20) or Melee spiked gauntlet +11/+6 (1d4+4) or Melee +1 morningstar +12/+7 (1d8+5) or Melee unarmed strike +11/+6 (1d3+4) or Melee buckler +1 +7/+2 (1d3+4)	Melee dagger +14 (1d4+2/19-20) or Ranged dagger (thrown) +13/+8 (1d4+4/19-20) or Melee gauntlet, spiked +14/+9 (1d4+4) or Melee +2 morningstar +17/+12 (1d8+6) or Melee unarmed strike +14/+9 (1d3+4) or Melee buckler +2 +10/+5 (1d3+4)
Special Attacks	Distraction, Fascinate	Distraction, Fascinate, Suggestion	Dirge of Doom, Distraction, Fascinate, Suggestion	Dirge of Doom, Distraction, Fascinate, Frightening Tune, Suggestion
Space / Reach	5 ft. / 5 ft.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Known Spells	Bard (CL 1st): 1st (2x/day) - grease, unprepared combatant oth (at will) - daze, ghost sound, hanuted fey aspect, prestidigitation	Bard (CL 6th): 2nd (4x/day) - pilfering hand, pyrotechnics, summon swarm, umbral weapon 1st (5x/day) - cause fear, charm person, grease, unprepared combatant oth (at will) - daze, ghost sound, hanuted fey aspect, prestidigitation, sift, spark	Bard (CL 10th): 4th (1x/day) - dance of a hundred cuts, discordant blast 3rd (3x/day) - rain of frogs, reviving finale, see invisibility, thundering drums 2nd (5x/day) - pilfering hand, pyrotechnics, returning weapon, summon swarm, umbral weapon 1st (6x/day) - cause fear, charm person, disguise self, grease, unprepared combatant oth (at will) - daze, ghost sound, hanuted fey aspect, prestidigitation, sift, spark	Bard (CL 14th): 5th (2x/day) - bladed dash (greater), cacophonous call (mass), deafening song bolt 4th (4x/day) - dance of a hundred cuts, discordant blast, freedom of movement, hallucinatory terrain 3rd (5x/day) - gaseous form, rain of frogs, reviving finale, see invisibility, thundering drums 2nd (6x/day) - blur, pilfering hand, pyrotechnics, returning weapon, summon swarm, umbral weapon 1st (6x/day) - cause fear, charm person, disguise self, expeditious retreat, grease, unprepared combatant oth (at will) - daze, ghost sound, hanuted fey aspect, prestidigitation, sift, spark

📋 Statistics

Ability Scores	Str 17, Dex 16, Con 8, Int 10, Wis 8, Cha 14	Str 18, Dex 16, Con 8, Int 10, Wis 8, Cha 14	Str 18, Dex 16, Con 8, Int 10, Wis 8, Cha 15	Str 18, Dex 16, Con 8, Int 10, Wis 8, Cha 16
Core Attack	Base Atk +0; CMB +3; CMD 16	Base Atk +4; CMB +8; CMD 22	Base Atk +7; CMB +11; CMD 25	Base Atk +10; CMB +14; CMD 28
Feats	Improved Initiative	Dodge, Improved Initiative, Intimidating Prowess	Antagonize, Dodge, Improved Initiative, Intimidating Prowess, Persuasive	Antagonize, Critical Focus, Dodge, Improved Initiative, Intimidating Prowess, Persuasive, Weapon Focus (Morningstar)
Skills	Acrobatics +6, Bluff +7, Climb +6, Diplomacy +2, Disguise +2, Escape Artist +6, Fly +1, Heal -1, Intimidate +8, Perception -1, Perform (Untrained) +2, Ride +1, Sense Motive -1, Stealth +5, Survival -1, Swim +1	Acrobatics +15, Bluff +14, Climb +16, Diplomacy +2, Disguise +2, Escape Artist +15, Fly +3, Heal -1, Intimidate +17, Perception -1, Perform (Untrained) +2, Profession (Soldier) +8, Ride +3, Sense Motive -1, Stealth +12, Survival -1, Swim +4	Acrobatics +21, Bluff +20, Climb +22, Diplomacy +4, Disguise +2, Escape Artist +21, Fly +3, Heal -1, Intimidate +25, Perception -1, Perform (Untrained) +2, Profession (Soldier) +12, Ride +3, Sense Motive -1, Stealth +16, Survival -1, Swim +4	Acrobatics +27, Bluff +27, Climb +28, Diplomacy +5, Disguise +3, Escape Artist +27, Fly +3, Heal -1, Intimidate +30, Perception -1, Perform (Untrained) +3, Profession (Soldier) +16, Ride +3, Sense Motive -1, Stealth +20, Survival -1, Swim +4
Languages	Common, Orc			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Qualities	Agile, Arena-Bred, Armored Casting, Bardic Performance, Bardic Performance, Cantrips, City-Raised, Countersong, Derring-do, Intimidating, Orc Blood, Orc Ferocity, Skilled	Agile, Arena-Bred, Armored Casting, Bardic Performance, Bardic Performance, Canny, Canny, Cantrips, City-Raised, Countersong, Dauntless, Derring-do, Inspire Competence, Intimidating, Orc Blood, Orc Ferocity, Scoundrel's Fortune, Skilled	Agile, Arena-Bred, Armored Casting, Bardic Performance, Bardic Performance, Canny, Canny, Cantrips, City-Raised, Countersong, Dauntless, Derring-do, Inspire Competence, Inspire Greatness, Intimidating, Jack of All Trades, Orc Blood, Orc Ferocity, Scoundrel's Fortune, Skilled	Agile, Arena-Bred, Armored Casting, Bardic Performance, Bardic Performance, Canny, Canny, Cantrips, City-Raised, Countersong, Dauntless, Derring-do, Inspire Competence, Inspire Greatness, Intimidating, Jack of All Trades, Orc Blood, Orc Ferocity, Scoundrel's Fortune, Skilled, Soothing Performance
Treasure	Morningstar; buckler; dagger (6x); spiked gauntlet; explorer's outfit; studded leather armor	Masterwork morningstar; masterwork buckler; dagger (6x); spiked gauntlet; explorer's outfit; masterwork studded leather armor	+1 morningstar; +1 buckler; dagger (6x); spiked gauntlet; explorer's outfit; +1 studded leather armor	+2 morningstar; +2 buckler; dagger (6x); spiked gauntlet; explorer's outfit; +2 studded leather armor
☒ Magic				
Spells per Day	Bard: 0/2/0/0/0/0/0/0/0 DC: 13+spell level	Bard: 0/5/4/0/0/0/0/0/0 DC: 13+spell level	Bard: 0/6/5/3/1/0/0/0/0 DC: 13+spell level	Bard: 0/6/6/5/4/2/0/0/0 DC: 14+spell level

☒ Special Abilities

Agile (Ex) A daredevil adds half her class level (minimum 1) on Acrobatics, Bluff, Climb, and Escape Artist checks. This ability replaces bardic knowledge.

Arena-Bred Many half-orcs are born and raised to fight in the arena, and in many cases have two half-orc parents or even a half-orc and a human parent. These arena-bred half-orcs lose the brutal physical appearance of their orc ancestors and look more human. They have the city-raised and skilled alternate racial traits.

Armored Casting (Ex) You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.

Bardic Performance You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 33 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a swift action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a swift action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.

Canny Foe (Ex) At 2nd level, a daredevil can choose one type of combat maneuver. She gains a +2 bonus on her combat maneuver checks to attempt the chosen maneuver and to her CMD to resist that maneuver. At 6th level, and every four levels thereafter, the daredevil gains a +2 bonus for an additional type of combat maneuver. She may not choose the same maneuver twice. This ability replaces versatile performance.

Cantrips You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

City-Raised Half-orcs with this trait know little of their orc ancestry and were raised among humans and other half-orcs in a large city. City-raised half-orcs are proficient with whips and longswords, and receive a +2 racial bonus on Knowledge (local) checks.

Countersong (Su) You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Dauntless (Ex) At 2nd level, a daredevil gains a +1 morale bonus on saving throws against mind-affecting effects, including all fear effects. This bonus increases by +1 for every four levels gained after 2nd level, to a maximum of +5 at 18th level. This ability replaces well-versed.

Derring-do (Su) A daredevil can use her performance to bring out grace in the clumsiest allies. The daredevil and any allies who see her receive a +1 morale bonus on Reflex saving throws and a +2 competence bonus on Dexterity-based skill checks. Allies who move at least 10 feet during their turn gain a +1 dodge bonus to their Armor Class until the start of their next turn. At 5th level, and every six bard levels thereafter, the saving throw and Armor Class bonuses increase by +1, to a maximum of +4 at 17th level, and the skill check bonuses increase by +2, to a maximum of +8 at 17th level. This is a mind-affecting ability that uses visual components. This ability replaces inspire courage.

Dirge of Doom (Su) You can use your performance to foster a sense of growing dread in your enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear your performance. The effect persists for as long as the enemy is within 30 feet and you continue your performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of Doom is a mind-affecting fear effect, and it relies on audible and visual components.

Distraction (Su) You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a

Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Fascinate (Su) You can use your performance to cause up to 5 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 20) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Frightening Tune (Sp) You can use your performance to cause fear in your enemies. To be affected, an enemy must be able to hear you perform and be within 30 feet. Each enemy within range receives a Will save (DC 20) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear your performance. Frightening Tune relies on audible components.

Inspire Competence (Su) You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +4 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Inspire Greatness (Su) You can use your performance to inspire greatness in yourself or up to 2 willing allies within 30 feet, granting extra fighting capability. To inspire greatness, all of the targets must be able to see and hear you. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire Greatness is a mind-affecting ability and it relies on audible and visual components.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Jack of All Trades (Ex) You can use any skill, even if the skill normally requires you to be trained.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) 1/day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Scoundrel's Fortune (Ex) At 5th level, once per day a daredevil can choose to roll two dice instead of one for any skill check, keeping the best result. She can use this ability one additional time per day for every three levels she possesses beyond 5th, to a maximum of eight times per day at 20th level. This ability replaces lore master.

Skilled Second- and third-generation half-orcs often favor their

human heritage more than their orc heritage. Half-orcs with this trait gain 1 additional skill rank per level.

Soothing Performance (Su) You can use your performance to create an effect equivalent to a Mass Cure Serious Wounds (caster level 14). In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear you throughout the performance. Soothing performance affects all targets that remain within 30 feet throughout the performance. Soothing performance relies on audible and visual components.

Suggestion (Sp) You use your performance to make a Suggestion (as per the spell) to a creature you have already fascinated. Using this ability does not disrupt the Fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the Fascinate effect). You can use this ability more than once against an individual creature during an individual performance. Making a Suggestion does not count against your daily use of Bardic Performance. A Will saving throw (DC 20) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

⚡ Feats

Antagonize Whether with biting remarks or hurtful words, you are adept at making creatures angry with you. You can make Diplomacy and Intimidate checks to make creatures respond to you with hostility. No matter which skill you use, antagonizing a creature takes a standard action that does not provoke attacks of opportunity, and has a DC equal to 10 + the target's Hit Dice + the target's Wisdom modifier. The benefits you gain for this check depend on the skill you use. This is a mind-affecting effect.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Intimidating Prowess Your physical might is intimidating to others. Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Weapon Focus (Morningstar) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Demagogue (Bard)

	 Low	 Moderate	 Advanced	 Elite
 General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Tiefling; Medium outsider (native)			
Class	Bard (Demagogue) 1	Bard (Daredevil) 6	Bard (Daredevil) 10	Bard (Daredevil) 14
Initiative	+0	+0	+0	+0
Senses	Darkvision 60 ft.; Perception +7	Darkvision 60 ft.; Perception +12	Darkvision 60 ft.; Perception +21	Darkvision 60 ft.; Perception +26
 Defense				
Armor Class	AC 12, touch 10, ff 12 (+1 light shield)	AC 13, touch 10, ff 13 (+1 light shield)	AC 15, touch 10, ff 15 (+1 light shield)	AC 16, touch 10, ff 16 (+1 light shield)
hp / HD	7 (1d8)-1	31 (6d8)-6	44 (10d8)-10	52 (14d8)-14
Saves	Fort -2, Ref +2, Will +5	Fort +0, Ref +5, Will +8; +4 vs. Bardic Performance, sonic, and language-dependent effects	Fort +1, Ref +7, Will +10; +4 vs. Bardic Performance, sonic, and language-dependent effects	Fort +2, Ref +9, Will +13; +4 vs. Bardic Performance, sonic, and language-dependent effects
Special Defenses	Resistances Cold 5, Electricity 5, Fire 5			
 Offense				
Movement	20 ft.			
Attacks	Melee battle aspergillum -2 (1d6-2) or Melee shield, light steel -6 (1d3-2) or Ranged sling +0 (1d4-2)	Melee shield, light steel -2 (1d3-2) or Ranged sling +4 (1d4-2) or Melee masterwork battle aspergillum (cold iron) +3 (1d6-2)	Melee shield, light steel +1 (1d3-2) or Melee +1 battle aspergillum +6/+1 (1d6-1) or Ranged sling +7/+2 (1d4-2)	Melee shield, light steel +4 (1d3-2) or Melee +2 battle aspergillum +10/+5 (1d6) or Ranged sling +10/+5 (1d4-2)
Special Attacks	Distraction, Fascinate	Distraction, Fascinate	Dirge of Doom, Distraction, Fascinate	Dirge of Doom, Distraction, Fascinate, Frightening Tune
Space / Reach	5 ft. / 5 ft.			

Known Spells

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Innate Spell-Like Abilities: 1x/Day - darkness Bard (CL 1st): 1st (2x/day) - adoration, charm person oth (at will) - dancing lights, daze, ghost sound, haunted fey aspect	Innate Spell-Like Abilities: 1x/Day - darkness Bard (CL 6th): 2nd (4x/day) - alter self, blistering invective, calm emotions, compassionate ally 1st (5x/day) - adoration, charm person, clarion call, compel hostility oth (at will) - dancing lights, daze, ghost sound, haunted fey aspect, lullaby, message	Innate Spell-Like Abilities: 1x/Day - darkness Bard (CL 10th): 4th (2x/day) - daze (mass), denounce 3rd (4x/day) - charm monster, clairaudience/clairvoyance, confusion, crushing despair 2nd (5x/day) - alter self, blistering invective, calm emotions, compassionate ally, daze monster 1st (7x/day) - adoration, charm person, clarion call, compel hostility, forced quiet oth (at will) - dancing lights, daze, ghost sound, haunted fey aspect, lullaby, message	Innate Spell-Like Abilities: 1x/Day - darkness Bard (CL 14th): 5th (3x/day) - cacophonous call (mass), false vision, mind fog 4th (5x/day) - daze (mass), denounce, dominate person, geas (lesser) 3rd (5x/day) - charm monster, clairaudience/clairvoyance, confusion, crushing despair, domination link 2nd (6x/day) - alter self, blistering invective, calm emotions, compassionate ally, daze monster, detect thoughts 1st (7x/day) - adoration, charm person, clarion call, compel hostility, forced quiet, hypnotism oth (at will) - dancing lights, daze, ghost sound, haunted fey aspect, lullaby, message

Statistics

Ability Scores

Core Attack

Feats

Skills

Str 6, Dex 10, Con 7, Int 12, Wis 17, Cha 18	Str 6, Dex 10, Con 7, Int 12, Wis 17, Cha 19	Str 6, Dex 10, Con 7, Int 12, Wis 17, Cha 20	Str 6, Dex 10, Con 7, Int 12, Wis 18, Cha 20
Base Atk +0; CMB -2; CMD 8	Base Atk +4; CMB +2; CMD 12	Base Atk +7; CMB +5; CMD 15	Base Atk +10; CMB +8; CMD 18
Persuasive	Persuasive, Skill Focus (Diplomacy, Intimidate)	Alertness, Persuasive, Skill Focus (Diplomacy, Intimidate), Uncanny Alertness	Ability Focus (Incite Violence), Alertness, Focused Spell, Persuasive, Skill Focus (Diplomacy, Intimidate), Uncanny Alertness
Acrobatics -3, Appraise +1, Artistry +1, Bluff +10, Climb -5, Craft (Untrained) +1, Diplomacy +10, Disguise +4, Escape Artist -3, Fly -3, Heal +3, Intimidate +10, Knowledge (Untrained) +2, Perception +7, Perform (Untrained) +4, Ride -3, Sense Motive +7, Sleight of Hand +1, Stealth +3, Survival +3, Swim -5	Acrobatics -3, Appraise +1, Artistry +1, Bluff +15, Bluff (Perform (Act)) +4, Bluff (Perform (Comedy)) +4, Climb -5, Craft (Untrained) +1, Diplomacy +18, Disguise +4, Disguise (Perform (Act)) +4, Escape Artist -3, Fly -3, Heal +3, Intimidate +18, Intimidate (Perform (Comedy)) +4, Knowledge (Untrained) +4, Perception +12, Perform (Untrained) +4, Ride -3, Sense Motive +12, Sleight of Hand +6, Stealth +8, Survival +3, Swim -5	Acrobatics -6, Appraise +1, Artistry +1, Bluff +20, Bluff (Perform (Act)) +5, Bluff (Perform (Comedy)) +5, Climb -8, Craft (Untrained) +1, Diplomacy +28, Diplomacy (Perform (Oratory)) +5, Disguise +5, Disguise (Perform (Act)) +5, Escape Artist -6, Fly -6, Heal +3, Intimidate +28, Intimidate (Perform (Comedy)) +5, Knowledge (Untrained) +6, Perception +21, Perform (Untrained) +5, Ride -6, Sense Motive +21, Sense Motive (Perform (Oratory)) +5, Sleight of Hand +7, Stealth +9, Survival +3, Swim -8	Acrobatics -6, Appraise +1, Artistry +1, Bluff +24, Bluff (Perform (Act)) +5, Bluff (Perform (Comedy)) +5, Bluff (Perform (Sing)) +5, Climb -8, Craft (Untrained) +1, Diplomacy +32, Diplomacy (Perform (Oratory)) +5, Disguise +5, Disguise (Perform (Act)) +5, Escape Artist -6, Fly -6, Heal +4, Intimidate +32, Intimidate (Perform (Comedy)) +5, Knowledge (Untrained) +8, Perception +26, Perform (Untrained) +5, Ride -6, Sense Motive +26, Sense Motive (Perform (Oratory)) +5, Sense Motive (Perform (Sing)) +5, Sleight of Hand +11, Stealth +13, Survival +4, Swim -8

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Languages	Abyssal, Common, Infernal			
Special Qualities	Armored Casting, Bardic Knowledge, Bardic Performance, Cantrips, Countersong, Darkvision, Famous, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Inspire Courage, Skilled, Spell-Like Ability	Armored Casting, Bardic Knowledge, Bardic Performance, Cantrips, Countersong, Darkvision, Famous, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Gather Crowd, Incite Violence, Inspire Competence, Inspire Courage, Skilled, Spell-Like Ability, Versatile Performance (Act), Versatile Performance (Comedy), Well-Versed	Armored Casting, Bardic Knowledge, Bardic Performance, Cantrips, Countersong, Darkvision, Famous, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Gather Crowd, Incite Violence, Inspire Competence, Inspire Courage, Inspire Greatness, Jack of All Trades, Skilled, Spell-Like Ability, Versatile Performance (Act), Versatile Performance (Comedy), Versatile Performance (Oratory), Well-Versed	Armored Casting, Bardic Knowledge, Bardic Performance, Cantrips, Countersong, Darkvision, Famous, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Gather Crowd, Incite Violence, Inspire Competence, Inspire Courage, Inspire Greatness, Jack of All Trades, Skilled, Soothing Performance, Spell-Like Ability, Versatile Performance (Act), Versatile Performance (Comedy), Versatile Performance (Oratory), Versatile Performance (Sing), Well-Versed
Treasure	Battle aspergillum; light steel shield; padded armor; cleric's vestments; sling; sling bullets (10x)	Masterwork battle aspergillum; light steel shield; leather armor; cleric's vestments; sling; sling bullets (10x)	+1 battle aspergillum; light steel shield; +1 studded leather armor; cleric's vestments; sling; sling bullets (10x)	+21 battle aspergillum; light steel shield; +2 studded leather armor; cleric's vestments; sling; sling bullets (10x)
Magic				
Spells per Day	Bard: 0/2/0/0/0/0/0/0/0 DC: 15+spell level	Bard: 0/5/4/0/0/0/0/0/0 DC: 15+spell level	Bard: 0/7/5/4/2/0/0/0/0 DC: 16+spell level	Bard: 0/7/6/5/5/3/0/0/0 DC: 16+spell level

Special Abilities

Armored Casting (Ex) You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.

Bardic Knowledge (Ex) You add +7 to all Knowledge checks and may make all Knowledge skill checks untrained.

Bardic Performance You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 35 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a swift action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a swift action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.

Cantrips You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Countersong (Su) You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against

the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Dirge of Doom (Su) You can use your performance to foster a sense of growing dread in your enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear your performance. The effect persists for as long as the enemy is within 30 feet and you continue your performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of Doom is a mind-affecting fear effect, and it relies on audible and visual components.

Distraction (Su) You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Famous You may choose a region where you are famous, and within that region, the locals are more likely to react favorably toward you. You gain a +4 bonus on Bluff and Intimidate checks in that area and to influence people from that area and the region can contain up to 105000 people.

Fascinate (Su) You can use your performance to cause up to 5 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 22) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Fiendish Language (Ex) Tieflings speak either Abyssal or Infernal.

Fiendish Resistance (Ex) Tieflings have cold resistance 5, electricity resistance 5, and fire resistance 5.

Fiendish Sorcery (Ex) Tiefling sorcerers with the Abyssal or Infernal bloodlines treat their Charisma score as 2 points higher for all sorcerer class abilities.

Frightening Tune (Sp) You can use your performance to cause fear in your enemies. To be affected, an enemy must be able to hear you perform and be within 30 feet. Each enemy within range receives a Will save (DC 22) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear your performance. Frightening Tune relies on audible components.

Gather Crowd (Ex) You are skilled at drawing an audience to your performances. If you are in a settlement or populated area, you can shout, sing, or otherwise make yourself noticed in order to attract an audience to your impromptu stage. The size of the crowd depends on the local population, but typically is a number of people equal to 7 times the result of your Perform check. The crowd gathers over the next 1d10 rounds. If you fail to engage the crowd (such as by performing, kissing babies, trying to use fascinate, and so on), it disperses over the next 1d10 rounds.

Incite Violence (Ex) You can use your performance to fan the fury of a crowd of people you have fascinated. Using this ability does not disrupt the fascinate effect, but does require a standard action to activate (in addition to the free action to continue the fascinate effect). You select 14 targets equal to your level, who must make Will saves (DC 24) or be affected by rage for 14 rounds. You indicate who is the intended target of violence (either after using this ability or as part of the performance leading to it) and the enraged members of the crowd immediately attack the target if possible. The target does not need to be present ("kill the king" is a suitable choice) and can be an object instead of a person ("destroy the prison!" is likewise appropriate). Other members of the crowd may follow suit, though they do not gain the benefits of rage. This is a sound-based effect and is affected by countersong. If two or more bards are attempting to direct the crowd against different targets, they must make opposed Charisma checks, with the crowd following the directions of the winner.

Inspire Competence (Su) You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +4 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Inspire Courage (Su) You can use your performance to inspire

courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +2 morale bonus on saving throws against charm and fear effects and a +2 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Greatness (Su) You can use your performance to inspire greatness in yourself or up to 2 willing allies within 30 feet, granting extra fighting capability. To inspire greatness, all of the targets must be able to see and hear you. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire Greatness is a mind-affecting ability and it relies on audible and visual components.

Jack of All Trades (Ex) You can use any skill, even if the skill normally requires you to be trained.

Resistance to Cold (Ex) You may ignore 5 points of Cold damage each time you take cold damage.

Resistance to Electricity (Ex) You may ignore 5 points of Electricity damage each time you take electricity damage.

Resistance to Fire (Ex) You may ignore 5 points of Fire damage each time you take fire damage.

Skilled (Ex) Tieflings have a +2 racial bonus on Bluff and Stealth checks.

Soothing Performance (Su) You can use your performance to create an effect equivalent to a Mass Cure Serious Wounds (caster level 14). In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear you throughout the performance. Soothing performance affects all targets that remain within 30 feet throughout the performance. Soothing performance relies on audible and visual components.

Spell-Like Ability (Sp) Tieflings can use darkness 1/day as a spell-like ability.

Versatile Performance (Act) (Ex) You can use your bonus in the Perform (Act) skill in place of your bonus in the Bluff or Disguise skills. When substituting in this way, you use your total Perform (Act) skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Comedy) (Ex) You can use your bonus in the Perform (Comedy) skill in place of your bonus in the Bluff or Intimidate skills. When substituting in this way, you use your total Perform (Comedy) skill bonus, including class skill bonus, in place of your Bluff or Intimidate skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Oratory) (Ex) You can use your bonus in the Perform (Oratory) skill in place of your bonus in the Diplomacy or Sense Motive skills. When substituting in this way, you use your total Perform (Oratory) skill bonus, including class skill bonus, in place of your Diplomacy or Sense Motive skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Sing) (Ex) You can use your bonus in the Perform (Sing) skill in place of your bonus in the Bluff or Sense Motive skills. When substituting in this way, you use your total Perform (Sing) skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Well-Versed (Ex) You have become resistant to the Bardic Performance of others, and to sonic effects in general. You gain a +4 bonus on saving throws made against Bardic Performance, sonic, and language-dependent effects.

Feats

Ability Focus (Incite Violence) One of this creature's special attacks is particularly difficult to resist. Choose one of the creature's special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses. **Special:** A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Focused Spell When you cast a spell that affects more than one creature, one opponent finds it more difficult to resist. When casting a spell that affects or targets more than one creature, you can choose one target or creature within the spell effect. That creature's saving throw DC to resist the spell is increased by +2. You must choose which target to focus the spell on before casting the spell. A focused spell uses up a spell slot one level higher than the spell's actual level. Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Skill Focus (Diplomacy, Intimidate) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Uncanny Alertness Your research into arcana and the nature of reality has given you heightened senses. This feat gives you an additional +1 bonus on Perception and Sense Motive checks, and you gain a +2 bonus on saving throws against sleep and charm effects.

Cleric Archetypes

Table 6: Pregenerated Character Summary: Cleric Archetype Classes

Archetype	Page	Class	Race	Sex
Cloistered Cleric	210	Cleric	Human	M
Crusader	213	Cleric	Human (Imperious)	M
Divine Strategist	216	Cleric	Elf (Tower)	F
Evangelist	220	Cleric	Dwarf (Exiled)	M

Crunch Summary: Cleric Archetypes

 **Skills:** *Low.* A smattering of Knowledge skills is probably reasonable, but just because you're religious doesn't mean that you *have* to pick Knowledge (Religion)! Give each selection here a *reason*, that's character-driven. Maybe you were forced to study religion as a student, but the brutal teaching approach ironically revealed your true atheist nature—a dark secret you hide from others of your sect, and indeed from the God who powers your abilities, lest you lose divine favor!

 **Spells:** *Medium.* Yes, just Medium. Most Clerics pick a role of “healer” or “support”, but there's tons of solid combat variety, particularly at the higher levels. A Cleric trying to be a combat-heavy Wizard is an interesting, fun thing to play!

 **Weapons:** *High.* Clerics may not be the most battle-heavy of the classes, but they have tons of versatility. My personal favorite is the battle aspergillum, because the thought of a device that embodies the very essence of faith and destruction is just a nifty concept that seems to match most approaches to an adventuring Cleric.

 **Armor & Other Equipment:** *Low.* A fair amount of options, but remember, you can burn a Feat here and there to unlock capabilities here. You can have a Heavy Armor-wearing, self-healing tank of a cleric that's a melee brute; it's quite fun, particularly if you select a deity whose mentality matches that approach to things.

 **Feats:** *Low.* With Wisdom a key stat, you'll have difficulty powering Intelligence-based Feats, particularly if you want to remain effective in combat.

 **Ability Scores:** *High.* Okay, sure; make Wisdom high. But it need not be your key stat—try a Strength-heavy fighter Cleric, or a Constitution-focused Cleric made to soak up damage while she scurries about the battlefield mending wounds.

 **Resist the Urge To:** Make yet another healer-from-afar.

Designer's Soapbox: Clerics

 I've got a soft spot in my heart for clerics, because a Cleric was the first character I ever played.

The old-school “red box” version of the world's most popular roleplaying game introduced players to the concept of pen-and-paper RPGs with a solo adventure. In retrospect, it was probably twenty pages that amounted to little more than a choose-your-own-adventure style of reading through text, and occasionally rolling dice... but it seemed like magic to me.

I still recall that there was a room in that adventure that, when you entered it, would double your wealth. If you had twenty electrum pieces, you'd leave that room with forty, and

so on.

Not to wax poetic, but hey, this is the designer's soapbox, so I'll say it: it was my love of RPGs that doubled, walking out of that room that day.

Right, okay, to business: Clerics. They're my favorite class, not because they're so versatile—even though they are. They're my favorite because it's not just *possible* to make a Cleric be nearly anything you want her to be—it's *easy* to have fun doing it, too.

Clerics are limited in spells, weapon choice, and armor... yet none of these limitations is particularly severe. You can't swing a greatsword, okay... but you can pick a deity whose favored weapon is interesting, or just burn a Feat to gain proficiency with something more exotic.

Light and heavy crossbows, and morningstars, are all Simple weapons, which means you can easily get great “bang for the buck” weapon-wise if you're looking for a combat-intensive min/max approach to things.

Bottom line: Pick a capability, or a role stereotypically reserved for some other class. Design a Cleric to fit that role, and have fun with it.

Cloistered Cleric (Cleric)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Human; Medium humanoid (human)			
Class	Cleric (Cloistered Cleric) 1	Cleric (Cloistered Cleric) 6	Cleric (Cloistered Cleric) 10	Cleric (Cloistered Cleric) 14
Initiative	+0	+0	+0	+0
Senses	Perception +4	Perception +5	Perception +5	Perception +6
Defense				
Armor Class	AC 11, touch 10, ff 11 (+1 padded armor)	AC 12, touch 10, ff 12 (+2 leather armor)	AC 13, touch 10, ff 13 (+3 studded leather armor)	AC 15, touch 10, ff 15 (+5 chain shirt +1)
hp / HD	7 (1d8)-1	22 (6d8)-6	41 (10d8)-10	62 (14d8)-14
Saves	Fort +1, Ref +0, Will +6	Fort +4, Ref +2, Will +10	Fort +6, Ref +3, Will +12	Fort +8, Ref +4, Will +17
Offense				
Movement	30 ft.			
Attacks	Melee battle aspergillum +1 (1d6+1) or Melee club +1 (1d6) or Ranged club (thrown) +0 (1d6+1)	Melee club +5 (1d6) or Ranged club (thrown) +4 (1d6+1) or Melee masterwork battle aspergillum +6 (1d6+1)	Melee club +8 (1d6) or Ranged club (thrown) +7/+2 (1d6+1) or Melee +1 battle aspergillum +9/+4 (1d6+2)	Melee club +11 (1d6) or Ranged club (thrown) +10/+5 (1d6+1) or Melee +2 battle aspergillum +13/+8 (1d6+3)
Space / Reach	5 ft. / 5 ft.			
Prepared Spells	Cleric (CL 1st): 1st - comprehend languages oth - detect magic, read magic	Cleric (CL 6th): 3rd - beacon of luck, guiding star 2nd - augury, detect relations, find traps 1st - comprehend languages, detect chaos, detect evil, detect undead oth - detect magic, guidance, read magic	Cleric (CL 10th): 5th - ancestral memory, commune 4th - discern lies, divination, symbol of revelation 3rd - beacon of luck, guiding star, locate object 2nd - augury, detect relations, find traps, lay of the land 1st - comprehend languages, detect chaos, detect evil, detect undead, know the enemy oth - detect magic, guidance, read magic	Cleric (CL 14th): 7th - scrying (greater) 6th - dispel magic (greater), find the path, planar ally 5th - ancestral memory, commune, dispel chaos 4th - discern lies, divination, order's wrath, symbol of revelation 3rd - beacon of luck, continual flame, guiding star, locate object 2nd - augury, detect relations, find traps, grace, lay of the land 1st - comprehend languages, detect chaos, detect evil, detect undead, know the enemy oth - detect magic, guidance, read magic
Statistics				
Ability Scores	Str 13, Dex 11, Con 8, Int 16, Wis 19, Cha 9	Str 13, Dex 11, Con 8, Int 16, Wis 20, Cha 9	Str 13, Dex 11, Con 8, Int 16, Wis 21, Cha 9	Str 13, Dex 11, Con 8, Int 16, Wis 22, Cha 9
Core Attack	Base Atk +0; CMB +1; CMD 11	Base Atk +4; CMB +5; CMD 15	Base Atk +7; CMB +8; CMD 18	Base Atk +10; CMB +11; CMD 21

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Feats	Armor Proficiency, Light, Greater Spell Focus (Divination), Spell Focus (Divination)	Armor Proficiency, Light, Greater Spell Focus (Divination), Greater Spell Penetration, Scribe Scroll, Spell Focus (Divination), Spell Penetration	Armor Proficiency, Light, Divine Interference, Diviner's Delving, Greater Spell Focus (Divination), Greater Spell Penetration, Scribe Scroll, Spell Focus (Divination), Spell Penetration	Armor Proficiency, Light, Artful Dodge, Divine Interference, Diviner's Delving, Greater Spell Focus (Divination), Greater Spell Penetration, Iron Will, Scribe Scroll, Spell Focus (Divination), Spell Penetration
Skills	Appraise +3, Artistry +3, Bluff -1, Climb +1, Craft (Untrained) +3, Diplomacy -1, Disguise -1, Heal +4, Intimidate -1, Knowledge (Arcana) +8, Knowledge (Geography) +8, Knowledge (History) +8, Knowledge (Planes) +8, Knowledge (Religion) +8, Perception +4, Perform (Untrained) -1, Sense Motive +4, Spellcraft +7, Survival +4, Swim +1	Appraise +3, Artistry +3, Bluff -1, Climb +1, Craft (Untrained) +3, Diplomacy -1, Disguise -1, Heal +5, Intimidate -1, Knowledge (Arcana) +15, Knowledge (Dungeoneering) +10, Knowledge (Engineering) +10, Knowledge (Geography) +15, Knowledge (History) +15, Knowledge (Local) +14, Knowledge (Nature) +11, Knowledge (Nobility) +10, Knowledge (Planes) +15, Knowledge (Religion) +15, Perception +5, Perform (Untrained) -1, Sense Motive +5, Spellcraft +12, Survival +5, Swim +1	Acrobatics -1, Appraise +3, Artistry +3, Bluff -1, Craft (Untrained) +3, Diplomacy -1, Disguise -1, Escape Artist -1, Fly -1, Heal +5, Intimidate -1, Knowledge (Arcana) +21, Knowledge (Dungeoneering) +13, Knowledge (Engineering) +13, Knowledge (Geography) +21, Knowledge (History) +21, Knowledge (Local) +20, Knowledge (Nature) +14, Knowledge (Nobility) +13, Knowledge (Planes) +21, Knowledge (Religion) +21, Perception +5, Perform (Untrained) -1, Ride -1, Sense Motive +5, Spellcraft +16, Stealth -1, Survival +5	Acrobatics -1, Appraise +3, Artistry +3, Bluff -1, Craft (Untrained) +3, Diplomacy -1, Disguise -1, Escape Artist -1, Fly -1, Heal +6, Intimidate -1, Knowledge (Arcana) +27, Knowledge (Dungeoneering) +16, Knowledge (Engineering) +16, Knowledge (Geography) +27, Knowledge (History) +27, Knowledge (Local) +27, Knowledge (Nature) +17, Knowledge (Nobility) +16, Knowledge (Planes) +27, Knowledge (Religion) +27, Perception +6, Perform (Untrained) -1, Ride -1, Sense Motive +6, Spellcraft +19, Stealth -1, Survival +6
Languages	Abyssal, Common, Gnome, Halfling			
Special Qualities	Aura, Bonus Feat, Bonus Spell Penetration (Outsiders), Breadth of Knowledge, Diminished Spellcasting, Illuminating Touch, Orisons, Skilled, Spontaneous Casting	Aura, Bonus Feat, Bonus Spell Penetration (Outsiders) (6x), Breadth of Knowledge, Diminished Spellcasting, Illuminating Touch, Orisons, Skilled, Spontaneous Casting, Verbal Instruction, Well-Read	Aura, Bonus Feat, Bonus Spell Penetration (Outsiders) (10x), Breadth of Knowledge, Diminished Spellcasting, Illuminating Touch, Orisons, Skilled, Spontaneous Casting, Verbal Instruction, Well-Read	Aura, Bonus Feat, Bonus Spell Penetration (Outsiders) (14x), Breadth of Knowledge, Diminished Spellcasting, Illuminating Touch, Orisons, Skilled, Spontaneous Casting, Verbal Instruction, Well-Read
Treasure	Battle aspergillum; club; padded armor; cleric's vestments	Masterwork battle aspergillum; club; leather armor; cleric's vestments	+1 battle aspergillum; club; studded leather armor; cleric's vestments	+2 battle aspergillum; club; +1 chain shirt; cleric's vestments
☛ Magic				
Spells per Day	Cleric: 2/1/0/0/0/0/0/0/0 DC: 15+spell level	Cleric: 3/4/3/2/0/0/0/0/0 DC: 16+spell level	Cleric: 3/5/4/3/3/2/0/0/0 DC: 16+spell level	Cleric: 3/5/5/4/4/3/3/1/0 DC: 17+spell level

☛ Special Abilities

Aura (Ex) A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).

Bonus Feat Humans select one extra feat at 1st level.

Bonus Spell Penetration (Outsiders) (14x) Add +1 on caster level checks made to overcome the spell resistance of outsiders.

Breadth of Knowledge You gain a +7 bonus on Knowledge skill checks and can make Knowledge checks untrained.

Diminished Spellcasting You choose only one domain from your deity's list of domains, and your number of non-domain spells per day for each spell level is one less than normal (for example, a 4th-level cloistered cleric has three cantrips, two 1st-level spells, one 1st-level domain spell, one 2nd-level spell, and one 2nd-level domain spell). If this reduces the number of spells per day for that level to

o, you gain only the bonus spells you would be entitled to based on your Wisdom score for that level, plus your domain spell for that level.

Illuminating Touch (Sp) You cause your hand to shimmer with divine radiance, allowing you to touch a creature as a standard action and give it a +0 bonus on a single Will saving throw, Knowledge check, Perception check, or Sense Motive check. This ability lasts for 1 hour or until the creature chooses to apply the bonus to a roll. You can use this ability to grant the bonus 9 times per day.

Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Verbal Instruction (Ex) You can use the aid another action to assist 4 allies within 30 feet on a skill or ability check. The ally must be able to hear and understand your instructions. If all allies are not engaged in the same task, using this ability is a full-round action rather than a standard action.

Well-Read (Ex) You gain a +2 bonus on skill checks, caster level checks, and saving throws if such rolls pertain to mundane or magical glyphs, runes, scrolls, symbols, and other writings.

⚡ Feats

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Artful Dodge You are practiced at avoiding attacks when outnumbered. If you are the only character threatening an opponent, you gain a +1 dodge bonus to AC against that opponent. Special: The Artful Dodge feat acts as the Dodge feat for the purpose of satisfying prerequisites that require Dodge. You can use Intelligence, rather than Dexterity, for feats with a minimum Dexterity prerequisite.

Divine Interference You can convert a spell to interfere with an enemy's attack. As an immediate action, when an enemy within 30 feet hits an ally with an attack, you can sacrifice a prepared divine spell or (if you are a spontaneous caster) an unused spell slot and make the enemy reroll the attack roll. The second attack roll takes a penalty equal to the level of the spell you sacrifice. You must sacrifice a spell of 1st-level or higher to use this ability. Whether or not the second attack is successful, you cannot use this effect on the same creature again for 1 day.

Diviner's Delving Your keen magical intuition makes reading signs, portents, and mystical clues quick and easy. You gain a +2 bonus on caster level checks with divinations to overcome spell resistance or effects that impede divination (for example, nondetection). When using a divination spell that requires concentration, you gain information from the spell 1 round sooner than normal (so you gain information from the first 2 rounds with 1 round of concentration, and information from the third round in the second round of concentration).

Greater Spell Focus (Divination) Any spells you cast from your chosen school of magic are very hard to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Greater Spell Penetration Your spells break through spell resistance much more easily than most. You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Scribe Scroll You can create magic scrolls. You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.

Spell Focus (Divination) Any spells you cast of your chosen school of magic are more difficult to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Spell Penetration Your spells break through spell resistance more easily than most. You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

Crusader (Cleric)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Human (Imperious); Medium humanoid (human)			
Class	Cleric (Crusader) 1	Cleric (Crusader) 6	Cleric (Crusader) 10	Cleric (Crusader) 14
Initiative	+2	+3	+3	+3
Senses	Perception +2	Perception +2	Perception +3	Perception +3
Defense				
Armor Class	AC 19, touch 13, ff 16 (+2 Dex; +1 dodge; +4 chain shirt; +2 heavy shield)	AC 23, touch 13, ff 20 (+2 Dex; +1 dodge; +6 chainmail; +4 tower shield)	AC 26, touch 11, ff 25 (+1 dodge; +8 agile half-plate; +7 tower shield)	AC 29, touch 12, ff 27 (+1 Dex; +1 dodge; +9 full plate; +8 tower shield)
hp / HD	8 (1d8)	26 (6d8)	42 (10d8)	70 (14d8)+14
Saves	Fort +2, Ref +2, Will +4	Fort +5, Ref +5, Will +7	Fort +7, Ref +6, Will +10	Fort +10, Ref +7, Will +12
Offense				
Movement	30 ft.	20 ft.		
Attacks	Melee mace, heavy +4 (1d8+4) or Melee shield, heavy steel +0 (1d4+2) or Ranged crossbow, heavy +2 (1d10/19-20) or Melee dagger +4 (1d4+4/19-20) or Ranged dagger (thrown) +2 (1d4+4/19-20)	Melee +1 heavy mace +8 (1d8+5) or Ranged heavy crossbow +5 (1d10/19-20) or Melee dagger +6 (1d4+4/19-20) or Ranged dagger (thrown) +5 (1d4+4/19-20)	Melee +2 heavy mace +12/+7 (1d8+6) or Ranged heavy crossbow +8/+3 (1d10/19-20) or Melee dagger +9/+4 (1d4+4/19-20) or Ranged dagger (thrown) +8/+3 (1d4+4/19-20) or Melee gauntlet +9/+4 (1d3+4)	Melee +3 heavy mace +16/+11 (1d8+7) or Ranged heavy crossbow +11/+6 (1d10/19-20) or Melee dagger +12/+7 (1d4+4/19-20) or Ranged dagger (thrown) +11/+6 (1d4+4/19-20) or Melee gauntlet +12/+7 (1d3+4)
Special Attacks	-	-	Swaying Word	Swaying Word
Space / Reach	5 ft. / 5 ft.			
Prepared Spells	Cleric (CL 1st): 1st - bane, command oth - detect magic, detect poison, light	Cleric (CL 6th): 3rd - beacon of luck, bestow curse 2nd - aid, inflict moderate wounds, light prison, protection from chaos (communal) 1st - bane, command, ice armor, obscuring mist oth - detect magic, detect poison, light, vigor	Cleric (CL 10th): 5th - burst of glory 4th - ardor's onslaught, aura of doom 3rd - beacon of luck, bestow curse 2nd - aid, inflict moderate wounds, light prison, protection from chaos (communal) 1st - bane, command, ice armor, obscuring mist oth - detect magic, detect poison, light, vigor	Cleric (CL 14th): 6th - banishment, cold ice strike 5th - burst of glory, command (greater) 4th - ardor's onslaught, aura of doom, dismissal 3rd - beacon of luck, bestow curse, daybreak arrow 2nd - aid, inflict moderate wounds, light prison, protection from chaos (communal) 1st - bane, command, ice armor, obscuring mist oth - detect magic, detect poison, light, vigor
Statistics				
Ability Scores	Str 18, Dex 15, Con 11, Int 6, Wis 15, Cha 8	Str 18, Dex 16, Con 11, Int 6, Wis 15, Cha 8	Str 18, Dex 16, Con 11, Int 6, Wis 16, Cha 8	Str 18, Dex 16, Con 12, Int 6, Wis 16, Cha 8
Core Attack	Base Atk +0; CMB +4; CMD 17	Base Atk +4; CMB +8; CMD 22	Base Atk +7; CMB +11; CMD 25	Base Atk +10; CMB +14; CMD 28

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Feats	Armor Proficiency, Heavy, Dodge	Armor Proficiency, Heavy, Dodge, Fearless Zeal, Tower Shield Proficiency, Weapon Focus (Mace (Heavy))	Ability Focus (Swaying Word), Armor Proficiency, Heavy, Dodge, Fearless Zeal, Greater Shield Focus, Shield Focus, Tower Shield Proficiency, Weapon Focus (Mace (Heavy))	Ability Focus (Swaying Word), Armor Proficiency, Heavy, Critical Focus, Dodge, Fearless Zeal, Greater Shield Focus, Missile Shield, Shield Focus, Tower Shield Proficiency, Weapon Focus (Mace (Heavy))
Skills	Acrobatics -2, Appraise -2, Artistry -2, Bluff +4, Craft (Untrained) -2, Diplomacy +8, Disguise -1, Escape Artist -2, Fly -2, Heal +2, Intimidate +2, Knowledge (Religion) +2, Perception +2, Perform (Untrained) -1, Ride -2, Sense Motive +4, Stealth -2, Survival +2	Acrobatics -12, Appraise -2, Artistry -2, Bluff +4, Climb -11, Craft (Untrained) -2, Diplomacy +13, Disguise -1, Escape Artist -12, Fly -12, Heal +2, Intimidate +2, Knowledge (Religion) +7, Perception +2, Perform (Untrained) -1, Ride -12, Sense Motive +4, Stealth -12, Survival +2, Swim -11	Acrobatics -13, Appraise -2, Artistry -2, Bluff +5, Climb -9, Craft (Untrained) -2, Diplomacy +18, Disguise -1, Escape Artist -13, Fly -13, Heal +3, Intimidate +3, Knowledge (Religion) +11, Perception +3, Perform (Untrained) -1, Ride -13, Sense Motive +5, Stealth -13, Survival +3, Swim -12	Acrobatics -12, Appraise -2, Artistry -2, Bluff +5, Climb -11, Craft (Untrained) -2, Diplomacy +22, Disguise -1, Escape Artist -12, Fly -12, Heal +3, Intimidate +3, Knowledge (Religion) +15, Perception +3, Perform (Untrained) -1, Ride -12, Sense Motive +5, Stealth -12, Survival +3, Swim -11
Languages	Common			
Special Qualities	Aura, Bonus Feat, Charm of Wisdom, Diminished Spellcasting, Eye for Talent, Imperious Human, Orisons, Silver Tongued, Spontaneous Casting	Aura, Bonus Feat, Charm of Wisdom, Diminished Spellcasting, Eye for Talent, Imperious Human, Orisons, Silver Tongued, Spontaneous Casting	Aura, Bonus Feat, Charm of Wisdom, Diminished Spellcasting, Eye for Talent, Imperious Human, Legion's Blessing, Orisons, Silver Tongued, Spontaneous Casting	Aura, Bonus Feat, Charm of Wisdom, Diminished Spellcasting, Eye for Talent, Imperious Human, Legion's Blessing, Orisons, Silver Tongued, Spontaneous Casting
Treasure	Heavy mace; heavy steel shield; chain shirt; cleric's vestments; heavy crossbow; crossbow bolts (20x)	+1 heavy mace; tower shield; chainmail; cleric's vestments; heavy crossbow; crossbow bolts (20x)	+2 heavy mace; +1 tower shield; agile half-plate; cleric's vestments; heavy crossbow; crossbow bolts (20x)	+3 heavy mace; +2 tower shield; full plate; cleric's vestments; heavy crossbow; crossbow bolts (20x)
☞ Magic				
Spells per Day	Cleric: 2/1/0/0/0/0/0/0/0 DC: 13+spell level	Cleric: 3/3/3/1/0/0/0/0/0 DC: 13+spell level	Cleric: 3/4/4/3/2/1/0/0/0 DC: 14+spell level	Cleric: 3/4/4/4/4/2/2/1/0 DC: 14+spell level

☞ Special Abilities

Aura (Ex) A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).

Bonus Feat A crusader gains a bonus feat at 1st level, then again at 5th level and every five levels thereafter (to a maximum of six at 20th level). These bonus feats must be chosen from the following list - Heavy Armor Proficiency, Improved Shield Bash, Martial Weapon Proficiency, Saving Shield, Shield Focus, Tower Shield Proficiency, and Weapon Focus*. At 10th level, a crusader may also choose from the following feats - Exotic Weapon Proficiency, Greater Shield Focus, Greater Weapon Focus*, Improved Critical*, Shield Slam, Shield Specialization, and Weapon Specialization*. At 20th level, a crusader may also choose from the following feats - Greater Shield Specialization and Greater Weapon Specialization*. Bonus feats marked with an asterisk (*) must be applied to the favored weapon of the crusader's deity. A crusader need not meet the normal class- or level-based prerequisites for these bonus feats.

Charm of Wisdom (Ex) You use your Wisdom modifier instead

of your Charisma modifier when making Bluff, Diplomacy, and Intimidate checks.

Diminished Spellcasting A crusader chooses only one domain and gains one fewer spell of each level than normal. If this reduces the number to 0, she may cast spells of that level only if they are domain spells or if her Wisdom allows bonus spells of that level.

Eye for Talent Humans have great intuition for hidden potential. They gain a +2 bonus on Sense Motive checks. In addition, when they acquire an animal companion, bonded mount, cohort, or familiar, that creature gains a +2 bonus to one ability score of the character's choice. This racial trait replaces the bonus feat racial trait.

Imperious Human Hailing from either an empire, an emerging nation, or a controlling city-state, these humans are arrogant expansionists, absorbing others to their causes and culture. Replace the skilled racial trait with silver tongued and the bonus feat racial trait with eye for talent.

Legion's Blessing (Su) At 8th level, a crusader gains the ability to confer beneficial spells quickly to a large group of allies. As a full-round action, the crusader may confer the effects of a single

harmless spell with a range of touch to a number of creatures equal to half her cleric level. The spell's range remains touch, so all intended recipients must be within the crusader's reach when the spell is cast. Using the legion's blessing expends the prepared spell, but it also requires the crusader to sacrifice another prepared spell three levels higher, as when spontaneously using a cure or inflict spell. The higher-level spell is not cast but is simply lost, its magical energy used to power the legion's blessing.

Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Silver Tongued Humans are often adept at subtle manipulation and putting even sworn foes at ease. Humans with this trait gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can shift up to three steps up rather than just two.

Swaying Word (Ex) Once per day you may speak a word of divinely inspired wisdom that causes a single creature to switch its alliance to you. The target must be within line of sight and able to hear you. If he fails his Will save (DC 22), he is affected by dominate person, except the duration is only 1 minute.

⚡ Feats

Ability Focus (Swaying Word) One of this creature's special attacks is particularly difficult to resist. Choose one of the creature's special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses. Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fearless Zeal You're willing to lay down your life for your faith. Once per day, you can add a +2 bonus on any single attack roll, caster level check, saving throw, or skill check. You must choose to add this bonus after the die has been rolled and success or failure determined, but before the DC of spells and spell-like abilities you use against such creatures. You take a -2 penalty on Charisma-based checks involving good-aligned outsiders. Goal: Successfully trade your soul to an evil outsider. Completion Benefit: You gain a +2 enhancement bonus to an ability score of your choice. This enhancement bonus can't be dispelled or removed save by the direct intervention of a deity, and counts as a supernatural ability. In addition, you gain a +2 bonus on caster level checks (including dispel checks and checks to bypass spell resistance) against good-aligned outsiders. If you die while under the effects of this agreement, you can't be brought back from the dead unless the evil outsider permits it. You lose your completion benefits immediately and permanently if you renege on the arrangement by which you traded your soul, though you keep the feat's basic benefits.

Greater Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1. This bonus stacks with the bonus granted by Shield Focus.

Missile Shield You are skilled at deflecting ranged attacks with your shield. You must be using a light, heavy, or tower shield to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon (not including spell effects, natural attacks, or massive ranged weapons), you may deflect it so that you take no damage, as if you had the Deflect Arrows feat. You must be aware of the attack and not flat-footed.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Tower Shield Proficiency You are trained in how to properly use a

tower shield. When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

Weapon Focus (Mace (Heavy)) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Divine Strategist (Cleric)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Elf (Tower Elf); Medium humanoid (elf)			
Class	Cleric (Divine Strategist) 1	Cleric (Divine Strategist) 6	Cleric (Divine Strategist) 10	Cleric (Divine Strategist) 14
Initiative	+1	+5	+7	+13
Senses	Low-Light Vision; Perception +4	Low-Light Vision; Perception +4	Low-Light Vision; Perception +4 Aura Grant the Initiative	Low-Light Vision; Perception +5 Aura Grant the Initiative
Defense				
Armor Class	AC 14, touch 11, ff 13 (+1 Dex; +2 leather armor; +1 light shield); Combat Expertise	AC 17, touch 13, ff 14 (+2 Dex; +1 dodge; +3 studded leather armor; +1 light shield); Combat Expertise	AC 19, touch 12, ff 17 (+1 Dex; +1 dodge; +6 chainmail; +1 light shield); Combat Expertise	AC 20, touch 12, ff 18 (+1 Dex; +1 dodge; +7 chainmail +1; +1 light shield); Combat Expertise
hp / HD	6 (1d8)-2	23 (6d8)-12	37 (10d8)-20	44 (14d8)-28
Saves	Fort +0, Ref +1, Will +6; +2 vs. enchantment spells and effects	Fort +3, Ref +4, Will +9; +2 vs. enchantment spells and effects	Fort +5, Ref +5, Will +11; +2 vs. enchantment spells and effects	Fort +7, Ref +6, Will +14; +2 vs. enchantment spells and effects
Offense				
Movement	20 ft.			
Attacks	Melee light mace -2 (1d6-2) or Melee shield, light wooden -6 (1d3-2) or Ranged light crossbow +1 (1d8/19-20) or Melee dagger -2 (1d4-2/19-20) or Ranged dagger (thrown) +1 (1d4-2/19-20)	Melee shield, light wooden -2 (1d3-2) or Melee masterwork light mace +3 (1d6-2) or Ranged crossbow, light +6 (1d8/19-20) or Melee dagger +2 (1d4-2/19-20) or Ranged dagger (thrown) +6 (1d4-2/19-20)	Melee shield, light wooden +1 (1d3-2) or Melee +2 light mace +7/+2 (1d6) or Ranged crossbow, light +9/+4 (1d8/19-20) or Melee dagger +5/+0 (1d4-2/19-20) or Ranged dagger (thrown) +9/+4 (1d4-2/19-20)	Melee shield, light wooden +4 (1d3-2) or Melee +3 light mace +11/+6 (1d6+1) or Ranged crossbow, light +12/+7 (1d8/19-20) or Melee dagger +8/+3 (1d4-2/19-20) or Ranged dagger (thrown) +12/+7 (1d4-2/19-20)
Space / Reach	5 ft. / 5 ft.			

Prepared Spells

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Cleric (CL 1st): 1st - abadar's <i>truthtelling, command</i> oth - detect magic, detect <i>poison, guidance</i>	Cleric (CL 6th): 3rd - chain of perdition, <i>daybreak arrow, discovery</i> <i>torch</i> 2nd - aid, augury, find <i>traps</i> 1st - abadar's <i>truthtelling, command</i> oth - detect magic, detect <i>poison, guidance</i>	Cleric (CL 10th): 5th - commune, fickle <i>winds</i> 4th - blessing of fervor, <i>debilitating portent,</i> <i>divination, hallucinogenic</i> <i>smoke</i> 3rd - chain of perdition, <i>daybreak arrow, discovery</i> <i>torch, guiding star</i> 2nd - aid, augury, find <i>traps, lay of the land,</i> <i>plantarium</i> 1st - abadar's <i>truthtelling, command,</i> <i>comprehend languages,</i> <i>fallback strategy, forbid</i> <i>action</i> oth - detect magic, <i>detect poison, guidance,</i> <i>resistance</i>	Cleric (CL 14th): 7th - circle of clarity, <i>control weather</i> 6th - banishment, chains <i>of light, dispel magic</i> <i>(greater)</i> 5th - commune, fickle <i>winds, scrying, wall of</i> <i>stone</i> 4th - blessing of fervor, <i>debilitating portent,</i> <i>divination, hallucinogenic</i> <i>smoke, ride the waves</i> 3rd - chain of perdition, <i>daybreak arrow, discovery</i> <i>torch, guiding star, sky</i> <i>swim</i> 2nd - aid, augury, find <i>traps, lay of the land,</i> <i>plantarium</i> 1st - abadar's <i>truthtelling, command,</i> <i>comprehend languages,</i> <i>fallback strategy, forbid</i> <i>action, murderous</i> <i>command</i> oth - detect magic, <i>detect poison, guidance,</i> <i>resistance</i>

Statistics

Ability Scores	Str 7, Dex 13, Con 6, Int 14, Wis 18, Cha 14	Str 7, Dex 14, Con 6, Int 14, Wis 18, Cha 14	Str 7, Dex 14, Con 6, Int 14, Wis 19, Cha 14	Str 7, Dex 14, Con 6, Int 14, Wis 20, Cha 14
Core Attack	Base Atk +0; CMB -2; CMD 9	Base Atk +4; CMB +2; CMD 17	Base Atk +7; CMB +5; CMD 21	Base Atk +10; CMB +8; CMD 25
Feats	Combat Expertise	Combat Expertise, Defensive Combat Training, Dodge	Artful Dodge, Combat Expertise, Defensive Combat Training, Dodge, Mirror Move	Artful Dodge, Combat Expertise, Defensive Combat Training, Dodge, Improved Initiative, Mirror Move, Mobility
Skills	Acrobatics -2, Appraise +2, Artistry +2, Bluff +2, Climb -5, Craft (Untrained) +2, Diplomacy +6, Disguise +2, Escape Artist -2, Fly -2, Heal +4, Intimidate +2, Knowledge (Geography) +3, Knowledge (History) +6, Knowledge (Nobility) +6, Perception +4, Perform (Untrained) +2, Ride -2, Sense Motive +8, Stealth -2, Survival +4, Swim -5	Acrobatics -1, Appraise +2, Artistry +2, Bluff +2, Climb -5, Craft (Untrained) +2, Diplomacy +11, Disguise +2, Escape Artist -1, Fly -1, Heal +4, Intimidate +2, Knowledge (Geography) +8, Knowledge (History) +11, Knowledge (Nobility) +11, Perception +4, Perform (Untrained) +2, Ride -1, Sense Motive +13, Stealth -1, Survival +4, Swim -5	Acrobatics -4, Appraise +2, Artistry +2, Bluff +2, Climb -8, Craft (Untrained) +2, Diplomacy +15, Disguise +2, Escape Artist -4, Fly -4, Heal +4, Intimidate +2, Knowledge (Geography) +12, Knowledge (History) +15, Knowledge (Nobility) +15, Perception +4, Perform (Untrained) +2, Ride -4, Sense Motive +17, Stealth -4, Survival +4, Swim -8	Acrobatics -4, Appraise +2, Artistry +2, Bluff +2, Climb -8, Craft (Untrained) +2, Diplomacy +19, Disguise +2, Escape Artist -4, Fly -4, Heal +5, Intimidate +2, Knowledge (Geography) +16, Knowledge (History) +19, Knowledge (Nobility) +19, Perception +5, Perform (Untrained) +2, Ride -4, Sense Motive +22, Stealth -4, Survival +5, Swim -8
Languages	Common, Elven, Gnome, Orc			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Special Qualities	Arcane Focus, Aura, Caster Support, Domains, Elven Immunities, Elven Magic, Inquisitor's Direction, Low-Light Vision, Master Tactician, Orisons, Spontaneous Casting, Tower Elf, Urbanite	Arcane Focus, Aura, Caster Support, Domains, Elven Immunities, Elven Magic, Inquisitor's Direction, Low-Light Vision, Master Tactician, Orisons, Spontaneous Casting, Tower Elf, Urbanite	Arcane Focus, Aura, Caster Support, Domains, Elven Immunities, Elven Magic, Grant the Initiative, Inquisitor's Direction, Low-Light Vision, Master Tactician, Orisons, Spontaneous Casting, Tactical Expertise, Tower Elf, Urbanite	Arcane Focus, Aura, Caster Support, Domains, Elven Immunities, Elven Magic, Grant the Initiative, Inquisitor's Direction, Low-Light Vision, Master Tactician, Orisons, Spontaneous Casting, Tactical Expertise, Tower Elf, Urbanite
Treasure	Light mace; light wooden shield; leather armor; scholar's outfit; lighth crossbow; crossbow bolts (10x); dagger	Masterwork light mace; light wooden shield; studded leather armor; scholar's outfit; lighth crossbow; crossbow bolts (10x); dagger	+2 <i>light mace</i> ; light wooden shield; chainmail; scholar's outfit; lighth crossbow; crossbow bolts (10x); dagger	+3 <i>light mace</i> ; light wooden shield; +1 <i>chainmail</i> ; scholar's outfit; lighth crossbow; crossbow bolts (10x); dagger
☞ Magic				
Spells per Day	Cleric: 3/2/0/0/0/0/0/0 DC: 15+spell level	Cleric: 4/4/4/3/0/0/0/0 DC: 15+spell level	Cleric: 4/5/5/4/4/2/0/0 DC: 15+spell level	Cleric: 4/6/5/5/5/4/3/2/0 DC: 16+spell level

☞ Special Abilities

Arcane Focus (Ex) Some elven families have such long traditions of producing wizards (and other arcane spellcasters) that they raise their children with the assumption each is destined to be a powerful magic user, with little need for mundane concerns such as skill with weapons. Elves with this racial trait gain a +2 racial bonus on concentration checks made to cast arcane spells defensively.

Aura (Ex) A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).

Caster Support (Su) A divine strategist can use the aid another action to assist another divine spellcaster, granting a +2 circumstance bonus on caster level checks and concentration checks until the beginning of the divine strategist's next turn. This bonus increases by +1 at 4th level and every four levels thereafter (to a maximum of +7 at 20th level). The allied caster must remain adjacent to the divine strategist to gain this benefit. Caster support can be used to assist arcane spellcasters or characters using magical items, but they gain only half the normal bonus.

Elven Immunities (Ex) Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic (Ex) Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Grant the Initiative (Su) You and all allies within 30 feet may add +5 to your initiative checks.

Inquisitor's Direction (Su) At the start of your turn, you can choose to enter a tranquil, reflective state and forgo all actions (standard, move, swift, immediate, and free actions, including attacks of opportunity) for that round; one ally of your choice within 30 feet gains the benefit of haste for 1 round. You can use this ability 8 times per day.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can

see outdoors on a moonlit night as well as they can during the day.

Master Tactician A divine strategist can always act in a surprise round even if she fails to make a Perception check to notice enemies, though she is considered flat-footed until she acts. In addition, the divine strategist gains a bonus on initiative checks equal to +7. At 20th level, a divine strategist's initiative roll is automatically a natural 20. Allies able to see and hear the divine strategist gain a bonus on initiative checks equal to +3. This is a language-dependent ability. This ability replaces channel energy.

Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Tactical Expertise A divine strategist knows how to take best advantage of tactical opportunities. Whenever she is flanking or makes an attack of opportunity, she may add her Intelligence bonus (if any) as a bonus on the attack roll. In addition, 4 times per day as a swift action she may add her Intelligence modifier as a bonus on any single d20 roll made as part of a readied action.

Tower Elf Some elven institutions of magical learning date back centuries, and entire clans of elves have lived for generations as caretakers, students, and instructors of these self-sufficient schools of wizardry. These elves have the arcane focus and urbanite alternate racial traits.

Urbanite (Ex) Elves who live in cities for more than a century can grow to know the ebb and flow of social situations just as their forest-dwelling cousins know the rules of the wild. Elves with this racial trait gain a +2 racial bonus on Diplomacy checks made to gather information and Sense Motive checks made to get a hunch about a social situation. .

☞ Feats

Artful Dodge You are practiced at avoiding attacks when outnumbered. If you are the only character threatening an opponent, you gain a +1 dodge bonus to AC against that opponent. Special: The Artful Dodge feat acts as the Dodge feat for the purpose of satisfying prerequisites that require Dodge. You can use Intelligence, rather than Dexterity, for feats with a minimum Dexterity prerequisite.

Combat Expertise You can increase your defense at the expense of your accuracy. You can choose to take a -3 penalty on melee attack rolls and combat maneuver checks to gain a +3 dodge bonus to your Armor Class. You can only choose to use this feat when you declare

that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Defensive Combat Training You excel at defending yourself from all manner of combat maneuvers. You treat your total Hit Dice as your base attack bonus when calculating your Combat Maneuver Defense (see Chapter 8).

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Mirror Move By tracking an opponent's movements, you can attempt to duplicate his techniques. If you are the only character threatening an opponent and that opponent uses a combat feat (including taking an action that benefits from a combat feat), you can take an immediate action to gain the benefit of that feat until the end of your next turn. You must meet all the feat's prerequisites. You can use Mirror Move 3 times per day.

Mobility You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Evangelist (Cleric)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Dwarf (Exiled Dwarf); Medium humanoid (dwarf)			
Class	Cleric (Evangelist) 1	Cleric (Evangelist) 6	Cleric (Evangelist) 10	Cleric (Evangelist) 14
Initiative	-1	-1	+3	+3
Senses	Darkvision 60 ft.; Perception +3	Darkvision 60 ft.; Perception +3	Darkvision 60 ft.; Perception +3	Low-Light Vision; Perception +5 Aura Grant the Initiative
Defense				
Armor Class	AC 11, touch 9, ff 11 (-1 Dex; +2 leather armor)	AC 12, touch 9, ff 12 (-1 Dex; +3 studded leather armor)	AC 13, touch 9, ff 13 (-1 Dex; +4 studded leather armor +1)	AC 18, touch 9, ff 18 (-1 Dex; +7 chainmail +1; +2 heavy shield)
hp / HD	8 (1d8)	22 (6d8)	39 (10d8)	58 (14d8)+4
Saves	Fort +2, Ref -1, Will +5; +2 vs. poison, spells, and spell-like abilities	Fort +5, Ref +1, Will +8; +2 vs. poison, spells, and spell-like abilities	Fort +7, Ref +2, Will +10; +2 vs. poison, spells, and spell-like abilities	Fort +9, Ref +3, Will +12; +2 vs. poison, spells, and spell-like abilities
Offense				
Movement	20 ft.			
Attacks	Melee battle aspergillum -2 (1d6-2) or Ranged light crossbow -1 (1d8/19-20)	Melee +1 battle aspergillum +3 (1d6-1) or Ranged light crossbow +3 (1d8/19-20)	Melee +2 battle aspergillum +7/+2 (1d6) or Ranged light crossbow +6/+1 (1d8/19-20)	Melee +3 battle aspergillum +11/+6 (1d6+1) or Melee shield, heavy steel +4 (1d4-2) or Ranged light crossbow +9/+4 (1d8/19-20)
Special Attacks	Fascinate, Fire of Belief			
Space / Reach	5 ft. / 5 ft.			
Prepared Spells	Cleric (CL 1st): 1st - ceremony, command oth - create water, light, read magic	Cleric (CL 6th): 3rd - sacred bond, searing light, vision of hell 2nd - ancestral communion, consecrate, defending bone, dread bolt 1st - ceremony, command, divine favor, sanctuary oth - create water, light, read magic, stabilize	Cleric (CL 10th): 5th - breath of life, burst of glory 4th - aura of doom, blessing of fervor, crusader's edge, divine power 3rd - dispel magic, sacred bond, searing light, vision of hell 2nd - ancestral communion, calm emotions, consecrate, defending bone, dread bolt 1st - ceremony, command, divine favor, moment of greatness, sanctuary oth - create water, light, read magic, stabilize	Cleric (CL 14th): 7th - arbitrament, circle of clarity 6th - blade barrier, bull's strength (mass), dispel magic (greater) 5th - breath of life, burst of glory, command (greater) 4th - aura of doom, blessing of fervor, crusader's edge, divine power 3rd - deadly juggernaut, dispel magic, sacred bond, searing light, vision of hell 2nd - ancestral communion, calm emotions, consecrate, defending bone, dread bolt 1st - ceremony, command, divine favor, moment of greatness, sanctuary oth - create water, light, read magic, stabilize
Statistics				
Ability Scores	Str 7, Dex 8, Con 11, Int 15, Wis 17, Cha 16	Str 7, Dex 8, Con 11, Int 15, Wis 17, Cha 17	Str 7, Dex 8, Con 11, Int 15, Wis 17, Cha 18	Str 7, Dex 8, Con 11, Int 15, Wis 17, Cha 19

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Core Attack	Base Atk +0; CMB -2; CMD 7 (11 vs. bullrush or trip)	Base Atk +4; CMB +2; CMD 11 (15 vs. bullrush or trip)	Base Atk +7; CMB +5; CMD 14 (18 vs. bullrush or trip)	Base Atk +10; CMB +8; CMD 17 (21 vs. bullrush or trip)
Feats	Armor Proficiency, Light, Persuasive	Armor Proficiency, Light, Fearless Zeal, Performance Weapon Mastery, Persuasive	Armor Proficiency, Light, Fearless Zeal, Improved Initiative, Performance Weapon Mastery, Persuasive, Skill Focus (Perform (Sing))	Armor Proficiency, Light, Armor Proficiency, Medium, Fearless Zeal, Improved Initiative, Performance Weapon Mastery, Persuasive, Shield Proficiency, Skill Focus (Perform (Sing))
Skills	Acrobatics -4, Appraise +2, Artistry +2, Bluff +3, Climb -5, Craft (Untrained) +2, Diplomacy +9, Disguise +3, Escape Artist -4, Fly -4, Heal +3, Intimidate +5, Knowledge (History) +6, Knowledge (Nobility) +6, Knowledge (Religion) +6, Perception +3, Perform (Untrained) +3, Ride -4, Sense Motive +7, Stealth -4, Survival +3, Swim -5	Acrobatics -4, Appraise +2, Artistry +2, Bluff +3, Climb -5, Craft (Untrained) +2, Diplomacy +14, Disguise +3, Escape Artist -4, Fly -4, Heal +3, Intimidate +5, Knowledge (History) +11, Knowledge (Nobility) +11, Knowledge (Religion) +11, Perception +3, Perform (Untrained) +3, Ride -4, Sense Motive +12, Stealth -4, Survival +3, Swim -5	Acrobatics -4, Appraise +2, Artistry +2, Bluff +4, Climb -5, Craft (Untrained) +2, Diplomacy +17, Disguise +4, Escape Artist -4, Fly -4, Heal +3, Intimidate +6, Knowledge (History) +13, Knowledge (Nobility) +15, Knowledge (Religion) +12, Perception +3, Perform (Sing) +23, Perform (Untrained) +4, Ride -4, Sense Motive +13, Stealth -4, Survival +3, Swim -5	Acrobatics -7, Appraise +2, Artistry +2, Bluff +4, Climb -8, Craft (Untrained) +2, Diplomacy +23, Disguise +4, Escape Artist -7, Fly -7, Heal +3, Intimidate +6, Knowledge (History) +14, Knowledge (Nobility) +15, Knowledge (Religion) +14, Perception +3, Perform (Sing) +27, Perform (Untrained) +4, Ride -7, Sense Motive +18, Stealth -7, Survival +3, Swim -8
Languages	Common, Dwarven, Gnome, Orc			
Special Qualities	Aura, Bardic Performance, Countersong, Darkvision, Exiled Dwarf, Greed, Hardy, Hatred, Inspire Courage, Orisons, Public Speaker, Sermonic Performance, Single-Minded, Spontaneous Casting, Stability, Steady, Stonecunning, Weapon Familiarity	Aura, Bardic Performance, Countersong, Darkvision, Exiled Dwarf, Greed, Hardy, Hatred, Inspire Courage, Orisons, Public Speaker, Sermonic Performance, Single-Minded, Spontaneous Casting, Stability, Steady, Stonecunning, Weapon Familiarity	Aura, Bardic Performance, Countersong, Darkvision, Exiled Dwarf, Fervent Action, Greed, Hardy, Hatred, Inspire Courage, Inspire Greatness, Orisons, Public Speaker, Sermonic Performance, Single-Minded, Spontaneous Casting, Stability, Steady, Stonecunning, Weapon Familiarity	Aura, Bardic Performance, Countersong, Darkvision, Exiled Dwarf, Fervent Action, Greed, Hardy, Hatred, Inspire Courage, Inspire Greatness, Orisons, Public Speaker, Sermonic Performance, Single-Minded, Spontaneous Casting, Stability, Steady, Stonecunning, Weapon Familiarity
Treasure	Battle aspergillum; leather armor; cleric's vestments; light crossbow; crossbow bolts (20x)	+1 battle aspergillum; studded leather armor; cleric's vestments; light crossbow; crossbow bolts (20x)	+2 battle aspergillum; +1 studded leather armor; cleric's vestments; light crossbow; crossbow bolts (20x)	+3 battle aspergillum; +1 chainmail; heavy steel shield; cleric's vestments; light crossbow; crossbow bolts (20x)
☒ Magic				
Spells per Day	Cleric: 3/2/0/0/0/0/0/0/0 DC: 14+spell level	Cleric: 4/4/4/3/0/0/0/0/0 DC: 14+spell level	Cleric: 4/5/5/4/3/2/0/0/0 DC: 14+spell level	Cleric: 4/5/5/5/4/3/3/2/0 DC: 14+spell level

Special Abilities

Aura (Ex) A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).

Bardic Performance You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired.

Countersong (Su) You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Exiled Dwarf Dwarves who have lost their homelands usually have the relentless and stubborn racial traits, and often have wyrmscoured as well.

Fascinate (Su) You can use your performance to cause up to 5 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 21) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Fervent Action (Ex) Once per day as a swift action, you can make a single melee attack at your highest attack bonus, move up to your speed, or cast a prepared inquisitor spell (of a spell level up to one lower than the highest level spell you can cast) as per Quickened Spell.

Fire of Belief (Sp) You can unleash a gout of holy or unholy flame that sears one target within 30 feet as a ranged touch attack. The target takes 1d6+7 points of fire damage. If you are good, the flames only harm nongood targets. If you are evil, the flames only harm nonevil targets. If you are neither good nor evil, when you gain this ability you must decide whether the flames harm only nongood or nonevil targets; once you make this decision, it cannot be changed (though if your alignment changes, the effect of the flames changes appropriately). You can use this ability 6 times per day.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Inspire Courage (Su) You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +3 morale bonus on saving throws against charm and fear effects and a +3 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Greatness (Su) You can use your performance to inspire greatness in yourself or up to 2 willing allies within 30 feet, granting extra fighting capability. To inspire greatness, all of the targets must be able to see and hear you. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire Greatness is a mind-affecting ability and it relies on audible and visual components.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Public Speaker An evangelist gains Perform as a class skill. In addition, she is trained to project her voice with great skill and effect; the DC to hear her speak in difficult conditions is reduced by 18.

Sermonic Performance An evangelist gains the ability to deliver a select number of supernatural and spell-like performances through the force and power of her divinely inspired preaching and exhortation. This ability is similar in all respects to bardic performance as used by a bard of the same level (including interactions with feats, spells, and prestige classes), using Perform (oratory) as the evangelist's performance skill. However, an evangelist gains only the following types of bardic performance: countersong, fascinate, and inspire courage at 1st level; inspire greatness at 9th level; and inspire heroics at 15th level. Sermonic performance replaces the 1st-, 9th-, and 15th-level channel energy abilities. This caps the cleric's channel energy damage at 7d6 points.

Single-Minded An evangelist focuses her skills and learning on proclamation rather than the fine details of the church's deeper mysteries or martial training. Thus, she may select only one domain and does not gain medium armor proficiency or shield proficiency.

Spontaneous Casting An evangelist does not gain the ability to spontaneously cast cure or inflict spells by sacrificing prepared spells. However, an evangelist can spontaneously cast command (1st), enthrall (2nd), tongues (3rd), suggestion (4th), greater command (5th), geas/quest (6th), mass suggestion (7th), sympathy (8th) and demand (9th) as a spell of listed level by sacrificing a prepared spell of the same level or higher.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Feats

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Fearless Zeal You're willing to lay down your life for your faith. Once per day, you can add a +2 bonus on any single attack roll, caster level check, saving throw, or skill check. You must choose to add this bonus after the die has been rolled and success or failure determined, but before the DC of spells and spell-like abilities you use against such creatures. You take a -2 penalty on Charisma-based checks involving good-aligned outsiders. **Goal:** Successfully trade your soul to an evil outsider. **Completion Benefit:** You gain a +2 enhancement bonus to an ability score of your choice. This enhancement bonus can't be dispelled or removed save by the direct intervention of a deity, and counts as a supernatural ability. In addition, you gain a +2 bonus on caster level checks (including dispel checks and checks to bypass spell resistance) against good-aligned outsiders. If you die while under the effects of this agreement, you can't be brought back from the dead unless the evil outsider permits it. You lose your completion benefits immediately and permanently if you renege on the arrangement by which you traded your soul, though you keep the feat's basic benefits.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Performance Weapon Mastery You wield all your weapons with the flair of a performer. You treat all weapons you are proficient in as if they had the performance weapon quality (page 144).

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Shield Proficiency You are trained in how to properly use a shield. When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Skill Focus (Perform (Sing)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Druid Archetypes

Table 7: Pregenerated Character Summary: Druid Archetype Classes

Archetype	Page	Class	Race	Sex
Ape Shaman	226	Druid	Elf	F
Aquatic Druid	230	Druid	Half-Elf	F
Arctic Druid	233	Druid	Half-Orc (Mountain Clan)	M

Crunch Summary: Druid Archetypes

Skills: *Medium.* A lot of variety, but typically, every choice you have here is going to be focused on in more depth by someone else in your party. That said, make the most of your choices here.

Spells: *High.* Tons of freedom, here. Druids, perhaps more than many other magic-wielding classes, have a real flexibility as to what role their magic plays in the group: with the right picks, they can be effective in a solo capacity, but also mimic the traditional roles of Clerics and even Wizards. Ideally, you'd pick spells that fill in the gaps made by choices from others in your adventuring party.

Weapons: *Medium.* Weapons are the best part of very few Druids, so they won't be as much of a focus as they are for, say, a Fighter. But there's lots of variety, and more than other classes, your choices here should reflect your Druid's approach, demeanor, and background. Do they only use metal weapons, because wooden ones take from the trees?

Armor & Other Equipment: *Low.* If you're Wild Shaping all over the place, and relying on your magic, chances are good that decisions here aren't as all-important as they are for other classes.

Feats: *Medium.* Lots of options here, but be careful: at higher levels, you'll need a real synergy between choices here and elsewhere to remain effective.

Ability Scores: *Medium.* You have so many ways of buffing yourself, it almost doesn't matter what your innate Ability Scores are when you're at rest.

Resist the Urge To: Build a quarterstaff-wielding hippy who is tolerated more than cherished among your adventuring peers.

effective when they're designed around a role. So you could choose Tank, or Healer, or Support, or Wannabe-Wizard, and make your Druid good at that role. That's perfectly okay.

But maybe, try to ignore that advice, good though it is. Instead, take advantage of the Druid's particular drivers. More than nearly all other classes, what makes a Druid a Druid can be almost anything you wish—it just has to be a strong factor in the character's life.

Backstory, attitude, demeanor, and approach are all critically important to building a Druid—not just so she's *effective*, but so that she's *interesting*, as well.

Designer's Soapbox: Druids

✂ For the longest time, I must admit that I thought of Druids as “somewhat filthier Clerics that are harder to use”.

Then our adventuring party ran into an extremely effective, high-level Druid, which may or may not have nearly led to a total party kill.

So I still stand by my assessment for the most part, Druids can be formidable, there's no doubt of that.

The thing is, I think that although they're flexible and powerful, Druids just *feel* more difficult to design and use effectively.

Maybe it's me.

At any rate, Druids, like many other flexible classes, are most

Ape Shaman (Druid)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Elf; Medium humanoid (elf)			
Class	Druid (Ape Shaman) 1	Druid (Ape Shaman) 6	Druid (Ape Shaman) 10	Druid (Ape Shaman) 14
Initiative	+0	+0	+0	+0
Senses	Low-Light Vision; Perception +9	Low-Light Vision; Perception +14	Low-Light Vision; Perception +19	Low-Light Vision; Perception +23
Defense				
Armor Class	AC 13, touch 10, ff 13 (+3 wooden armor)	AC 13, touch 10, ff 13 (+3 wooden armor)	AC 15, touch 10, ff 15 (+5 <i>studded leather</i> armor +2)	AC 16, touch 10, ff 16 (+6 <i>studded leather</i> armor +3)
hp / HD	6 (1d8)-2	17 (6d8)-12	26 (10d8)-20	54 (14d8)-14
Saves	Fort +0, Ref +0, Will +5; +2 vs. enchantment spells and effects	Fort +3, Ref +2, Will +8; +2 vs. enchantment spells and effects; +4 vs. spell-like and supernatural abilities of fey and spells and effects that utilize and target plants	Fort +7, Ref +3, Will +11; +2 vs. enchantment spells and effects; +4 vs. spell-like and supernatural abilities of fey and spells and effects that utilize and target plants	Fort +9, Ref +4, Will +13; +2 vs. enchantment spells and effects; +4 vs. spell-like and supernatural abilities of fey and spells and effects that utilize and target plants
Offense				
Movement	20 ft.			
Attacks	Melee spear -1 (2H: 1d8-1/x3) or Ranged spear (thrown) +0 (1d8-1/x3) or Melee unarmed strike -1 (1d3-1) or Melee shield, light wooden -5 (1d3-1) or Ranged dart +0 (1d4-1) or	Melee unarmed strike +4 (1d3) or Melee +1 <i>spear</i> +5 (2H: 1d8+1/x3) or Ranged +1 <i>spear</i> (thrown) +5 (1d8+1/x3) or Melee shield, light wooden +0 (1d3) or Ranged dart +4 (1d4)	Melee +2 <i>spear</i> +9/+4 (2H: 1d8+2/x3) or Ranged +2 <i>spear</i> (thrown) +9/+4 (1d8+2/x3) or Melee unarmed strike +7/+2 (1d3) or Ranged dart +7/+2 (1d4) or Melee shield, light wooden +3/-2 (1d3)	Melee unarmed strike +10/+5 (1d3) or Melee +3 <i>spear</i> +14/+9 (2H: 1d8+3/x3) or Ranged +3 <i>spear</i> (thrown) +14/+9 (1d8+3/x3) or Ranged dart +10/+5 (1d4) or Melee shield, light wooden +6/+1 (1d3)
Special Attacks	Spontaneous Casting			
Space / Reach	5 ft. / 5 ft.			

Prepared Spells

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Druid (CL 1st): 1st - call animal, charm animal oth - know direction, purify food and drink, spark	Druid (CL 6th): 3rd - animal aspect (greater), burrow, call lightning 2nd - animal aspect, fiery runes, forest friend, hold animal 1st - call animal, charm animal, feather step, longstrider oth - create water, know direction, purify food and drink, spark	Druid (CL 10th): 5th - awaken, call lightning storm 4th - ball lightning, bloody claws, geyser, strong jaw, thorn body 3rd - animal aspect (greater), burrow, call lightning, mad monkeys 2nd - animal aspect, fiery runes, forest friend, hold animal, spider climb 1st - call animal, charm animal, feather step, longstrider, speak with animals oth - create water, know direction, purify food and drink, spark	Druid (CL 14th): 7th - rampart, sunbeam 6th - find the path, fire seeds, gravity sphere 5th - awaken, call lightning storm, stonewall 4th - ball lightning, bloody claws, geyser, strong jaw, thorn body 3rd - animal aspect (greater), burrow, call lightning, mad monkeys, remove disease 2nd - animal aspect, fiery runes, forest friend, hold animal, spider climb 1st - call animal, charm animal, feather step, longstrider, speak with animals oth - create water, know direction, purify food and drink, spark

Statistics

Ability Scores	Str 9, Dex 10, Con 6, Int 14, Wis 17, Cha 16	Str 10, Dex 10, Con 6, Int 14, Wis 17, Cha 16	Str 10, Dex 10, Con 6, Int 14, Wis 18, Cha 16	Str 10, Dex 10, Con 7, Int 14, Wis 18, Cha 16
Core Attack	Base Atk +0; CMB -1; CMD 9	Base Atk +4; CMB +4; CMD 14	Base Atk +7; CMB +7; CMD 17	Base Atk +10; CMB +10; CMD 20
Feats	Artful Dodge	Artful Dodge, Natural Spell, Wild Speech	Artful Dodge, Diehard, Endurance, Great Fortitude, Natural Spell, Wild Speech	Animal Affinity, Artful Dodge, Diehard, Endurance, Great Fortitude, Natural Spell, Toughness, Weapon Focus (Spear), Wild Speech
Skills	Acrobatics -3, Appraise +2, Artistry +2, Bluff +3, Craft (Untrained) +2, Diplomacy +3, Disguise +3, Escape Artist -3, Fly -3, Handle Animal +7, Heal +7, Intimidate +3, Perception +9, Perform (Untrained) +3, Ride -3, Sense Motive +3, Stealth -3, Survival +9	Acrobatics -3, Appraise +2, Artistry +2, Bluff +3, Climb +6, Craft (Untrained) +2, Diplomacy +3, Disguise +3, Escape Artist -3, Fly -3, Handle Animal +12, Heal +12, Intimidate +3, Perception +14, Perform (Untrained) +3, Ride -3, Sense Motive +3, Stealth -3, Survival +14, Swim +6	Acrobatics -3, Appraise +2, Artistry +2, Bluff +3, Climb +10, Craft (Untrained) +2, Diplomacy +3, Disguise +3, Escape Artist -3, Fly -3, Handle Animal +16, Heal +17, Intimidate +3, Perception +19, Perform (Untrained) +3, Ride -3, Sense Motive +4, Stealth -3, Survival +19, Swim +10	Acrobatics -3, Appraise +2, Artistry +2, Bluff +3, Climb +14, Craft (Untrained) +2, Diplomacy +3, Disguise +3, Escape Artist -3, Fly -3, Handle Animal +24, Heal +21, Intimidate +3, Perception +23, Perform (Untrained) +3, Ride -1, Sense Motive +4, Stealth -3, Survival +23, Swim +14
Languages	Common, Draconic, Druidic, Elven, Sylvan			
Special Qualities	Bonus Wild Shape Natural Armor, Elven Immunities, Elven Magic, Keen Senses, Low-Light Vision, Nature Bond, Nature Sense, Orisons, Weapon Familiarity, Wild Empathy, Wild Empathy +4	Bonus Wild Shape Natural Armor (6x), Elven Immunities, Elven Magic, Keen Senses, Low-Light Vision, Nature Bond, Nature Sense, Orisons, Resist Nature's Lure, Shaman Wild Shape, Totemic Summons, Totem Transformation, Trackless Step, Weapon Familiarity, Wild Empathy, Wild Empathy +9, Wild Shape, Wild Shape	Bonus Feat, Bonus Wild Shape Natural Armor (10x), Elven Immunities, Elven Magic, Keen Senses, Low-Light Vision, Nature Bond, Nature Sense, Orisons, Resist Nature's Lure, Shaman Wild Shape, Totemic Summons, Totem Transformation, Trackless Step, Weapon Familiarity, Wild Empathy, Wild Empathy +13, Wild Shape, Wild Shape	Bonus Feat, Bonus Wild Shape Natural Armor (10x), Elven Immunities, Elven Magic, Keen Senses, Low-Light Vision, Nature Bond, Nature Sense, Orisons, Resist Nature's Lure, Shaman Wild Shape, Totemic Summons, Totem Transformation, Trackless Step, Weapon Familiarity, Wild Empathy, Wild Empathy +17, Wild Shape, Wild Shape

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Treasure	Spear; cold-weather outfit; wooden armor; light wooden shield; dart (5x)	+1 spear; cold-weather outfit; wooden armor; light wooden shield; dart (5x)	+2 spear; cold-weather outfit; +2 <i>studded leather armor</i> ; light wooden shield; dart (5x)	+3 spear; cold-weather outfit; +3 <i>studded leather armor</i> ; light wooden shield; dart (5x)
Magic				
Spells per Day	Druid: 3/2/0/0/0/0/0/0 DC: 14+spell level	Druid: 4/4/4/3/0/0/0/0 DC: 14+spell level	Druid: 4/5/5/4/4/2/0/0/0 DC: 15+spell level	Druid: 4/5/5/5/5/3/3/2/0 DC: 15+spell level

Special Abilities

Bonus Feat At 9th level and every four levels thereafter, an ape shaman gains one of the following bonus feats: Diehard, Endurance, Great Fortitude, Improved Bull Rush, and Toughness. She must meet the prerequisites for these bonus feats. This ability replaces venom immunity.

Bonus Wild Shape Natural Armor (10x) Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

Elven Immunities (Ex) Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic (Ex) Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Keen Senses (Ex) Elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Nature Bond An ape shaman who chooses an animal companion must select an ape or related primate. If choosing a domain, the ape shaman must choose from the Animal, Community (Family subdomain), Destruction (Rage subdomain), and Strength domains.

Nature Sense (Ex) You gain a +2 bonus on Knowledge (Nature) and Survival skill checks.

Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Resist Nature's Lure (Ex) You gain a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that utilize and target plants, such as Blight, Entangle, Spike Growth, and Warp Wood.

Shaman Wild Shape (Su) You can change shape 7 times / day for up to 16 hours When changing into an totem animal, this functions as Beast Shape III

Spontaneous Casting You can channel stored spell energy into summoning spells that you haven't prepares ahead of time. You can "lose" any prepared spell in order to cast any Summon Nature's Ally spell of the same spell level or lower

Totemic Summons (Su) At 5th level, an ape shaman may cast summon nature's ally as a standard action when summoning primates, and these summoned creatures gain temporary hit points equal to her druid level. She can apply the young template to any primate to reduce the level of the summoning spell required by one. She can also increase the level of summoning required by one in order to apply either the advanced or the giant template, or increase it by two to apply both the advanced and giant templates. This ability replaces a thousand faces.

Totem Transformation (Su) At 2nd level, an ape shaman may adopt an aspect of the ape while retaining her normal form. The druid

gains one of the following sets of bonuses and abilities - movement (climb speed 20 ft., +4 racial bonus on Climb checks), senses (low-light vision, scent), natural weapons (2 slams [1d6 for a Medium shaman], +2 on combat maneuver checks to grapple), or toughness (+2 natural armor bonus to AC, Endurance feat). While using totem transformation, the ape shaman may speak normally and can cast speak with animals (primates only) at will. Using this ability is a standard action at 2nd level, a move action at 7th level, and a swift action at 12th level. The ape shaman can use this ability for a number of minutes per day equal to her druid level. These minutes do not need to be consecutive, but they must be used in 1-minute increments. This is a polymorph effect and cannot be used while the druid is using another polymorph effect, such as wild shape. This ability replaces woodland stride.

Trackless Step (Ex) You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.

Weapon Familiarity (Ex) Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Wild Empathy (Ex) An ape shaman can use wild empathy with apes and other primates as a full-round action with a +4 bonus.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+17 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Wild Shape (Su) At 6th level, an ape shaman's wild shape ability functions at her druid level -2. If she takes on the form of an ape, she instead uses her druid level +2.

Wild Shape (Su) You can change shape 5 times / day for up to 12 hours You can change into any Diminutive, Tiny, Small, Medium, Large or Huge animal, a Small, Medium, Large or Huge elemental, or a Small, Medium, Large or Huge plant creature. When changing into an animal, this functions as Beast Shape III When changing into a plant, this functions as Plant Shape III When changing into an elemental, this functions as Elemental Body IV can assume the form of a Tiny or Large ooze as if using beast shape IV (treating the ooze as if it were a magical beast without a natural armor bonus). .

Feats

Animal Affinity You are skilled at working with animals and mounts. You get a +2 bonus on all Handle Animal and Ride skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Artful Dodge You are practiced at avoiding attacks when outnumbered. If you are the only character threatening an opponent, you gain a +1 dodge bonus to AC against that opponent. Special: The Artful Dodge feat acts as the Dodge feat for the purpose of satisfying prerequisites that require Dodge. You can use Intelligence, rather than Dexterity, for feats with a minimum Dexterity prerequisite.

Diehard You are especially hard to kill. Not only do your wounds automatically stabilize when grievously injured, but you can remain conscious and continue to act even at death's door. When your hit point total is below 0, but you are not dead, you automatically stabilize. You do not need to make a Constitution check each round to avoid losing additional hit points. You may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious. When using this feat, you are staggered. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If your negative hit points are equal to or greater than your Constitution score, you immediately die.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Natural Spell You can cast spells even while in a form that cannot normally cast spells. You can complete the verbal and somatic components of spells while using wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell. You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while using wild shape.

Toughness You have enhanced physical stamina. You gain +14 hit points.

Weapon Focus (Spear) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Wild Speech You speak with the tongue of men and beasts. When using wild shape to take the form in which you cannot speak (such as an animal), you are able to speak normally in any language you know. This allows you to cast spells with verbal components, speak command words, and activate spell completion and spell trigger items. However, it does not give you the ability to cast spells requiring somatic components unless you also have the Natural Spell feat, or cast spells with material components merged into your form. When using wild shape to take the form of an animal, you may use speak with animals to communicate with animals of your assumed form. This is a spell-like ability with a caster level of 14, and you may use it for 14 minutes per day. These minutes do not have to be consecutive, but must be used in one-minute increments.

Aquatic Druid (Druid)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Half-Elf; Medium humanoid (elf, human)			
Class	Druid (Aquatic Druid) 1	Druid (Aquatic Druid) 6	Druid (Aquatic Druid) 10	Druid (Aquatic Druid) 14
Initiative	+1	+1	+2	+2
Senses	Low-Light Vision; Perception +5	Low-Light Vision; Perception +5	Low-Light Vision; Perception +5	Low-Light Vision; Perception +5
Defense				
Armor Class	AC 14, touch 11, ff 13 (+1 Dex; +3 studded leather armor)	AC 16, touch 12, ff 14 (+1 Dex; +1 dodge; +4 studded leather armor +1)	AC 18, touch 13, ff 15 (+2 Dex; +1 dodge; +5 studded leather armor +2)	AC 19, touch 13, ff 16 (+2 Dex; +1 dodge; +6 studded leather armor +3)
hp / HD	10 (1d8)+2	50 (6d8)+12	78 (10d8)+20	108 (14d8)+28
Saves	Fort +4, Ref +1, Will +5; +2 vs. enchantment spells and effects	Fort +7, Ref +3, Will +8; +2 vs. enchantment spells and effects	Fort +9, Ref +5, Will +10; +2 vs. enchantment spells and effects	Fort +11, Ref +6, Will +12; +2 vs. enchantment spells and effects
Offense				
Movement	35 ft.	17.5 ft; Swim 30 ft.	35 ft; Swim 30 ft.	
Attacks	Melee spear +2 (2H: 1d8+3/x3) or Ranged spear (thrown) +1 (1d8+2/x3) or Melee unarmed strike +2 (1d3+2) or Melee shortspear +2 (1d6+2) or Ranged shortspear (thrown) +1 (1d6+2)	Melee unarmed strike +6 (1d3+2) or Melee +1 spear +7 (2H: 1d8+4/x3) or Ranged +1 spear (thrown) +6 (1d8+3/x3) or Melee shortspear +6 (1d6+2) or Ranged shortspear (thrown) +5 (1d6+2)	Melee unarmed strike +9/+4 (1d3+2) or Melee +2 spear +11/+6 (2H: 1d8+5/x3) or Ranged +2 spear (thrown) +11/+6 (1d8+4/x3) or Melee shortspear +9/+4 (1d6+2) or Ranged shortspear (thrown) +9/+4 (1d6+2)	Melee unarmed strike +12/+7 (1d3+2) or Melee +3 spear +16/+11 (2H: 1d8+6/x3) or Ranged +3 spear (thrown) +16/+11 (1d8+5/x3) or Melee shortspear +12/+7 (1d6+2) or Ranged shortspear (thrown) +12/+7 (1d6+2)
Special Attacks	Spontaneous Casting			
Space / Reach	5 ft. / 5 ft.			

Prepared Spells

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Druid (CL 1st): 1st - air bubble, hydraulic push oth - chameleon scales, create water, purify food and drink	Druid (CL 6th): 3rd - aqueous orb, call lightning hydraulic torrent 2nd - chill metal, defoliate, gozreh's trident, sea steed 1st - air bubble, hydraulic push, ice armor, obscuring mist oth - chameleon scales, create water, light, purify food and drink	Druid (CL 10th): 5th - black tentacles, old salt's curse 4th - ball lightning, control water, geyser 3rd - aqueous orb, call lightning hydraulic torrent, hydrophobia 2nd - chill metal, defoliate, flurry of snowballs, gozreh's trident, sea steed 1st - air bubble, hydraulic push, ice armor, obscuring mist, touch of the sea oth - chameleon scales, create water, light, purify food and drink	Druid (CL 14th): 7th - animal shapes (aquatic creatures only), control weather 6th - dispel magic (greater), freezing sphere, tar pool 5th - black tentacles, call lightning storm, old salt's curse 4th - ball lightning, control water, geyser, heavy water 3rd - aqueous orb, call lightning hydraulic torrent, hydrophobia, lily pad stride 2nd - chill metal, defoliate, flurry of snowballs, gozreh's trident, sea steed 1st - air bubble, hydraulic push, ice armor, obscuring mist, touch of the sea oth - chameleon scales, create water, light, purify food and drink

Statistics

Ability Scores	Str 14, Dex 12, Con 14, Int 7, Wis 16, Cha 11	Str 14, Dex 13, Con 14, Int 7, Wis 16, Cha 11	Str 14, Dex 14, Con 14, Int 7, Wis 16, Cha 11	Str 14, Dex 14, Con 14, Int 7, Wis 17, Cha 11
Core Attack	Base Atk +0; CMB +2; CMD 13	Base Atk +4; CMB +6; CMD 18	Base Atk +7; CMB +9; CMD 22	Base Atk +10; CMB +12; CMD 25
Feats	Fleet, Skill Focus (Swim)	Aquatic Combatant, Dodge, Fleet, Skill Focus (Swim)	Aquatic Combatant, Aquatic Spell, Athletic, Dodge, Fleet, Skill Focus (Swim)	Aquatic Combatant, Aquatic Spell, Athletic, Dodge, Fleet, Skill Focus (Swim), Weapon Focus (Spear, Spells (Ray))
Skills	Appraise -2, Artistry -2, Climb +1, Craft (Untrained) -2, Heal +3, Perception +5, Sense Motive +3, Survival +9, Swim +8	Acrobatics +1, Appraise -2, Artistry -2, Climb +2, Craft (Untrained) -2, Escape Artist +1, Fly +1, Heal +3, Perception +5, Ride +1, Sense Motive +3, Stealth +1, Survival +14, Swim +22	Acrobatics +2, Appraise -2, Artistry -2, Climb +4, Craft (Untrained) -2, Escape Artist +2, Fly +2, Heal +3, Perception +5, Ride +2, Sense Motive +3, Stealth +2, Survival +18, Swim +33	Acrobatics +2, Appraise -2, Artistry -2, Climb +4, Craft (Untrained) -2, Escape Artist +2, Fly +2, Heal +3, Perception +5, Ride +2, Sense Motive +3, Stealth +2, Survival +22, Swim +37
Languages	Common, Druidic, Elven			
Special Qualities	Adaptability, Bonus Wild Shape Natural Armor, Aquatic, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Nature Bond, Nature Sense, Orisons, Sealord, Wild Empathy, Wild Empathy +1	Adaptability, Aquatic Adaptation, Bonus Wild Shape Natural Armor (6x), Aquatic, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Natural Swimmer, Nature Bond, Nature Sense, Orisons, Resist Ocean's Fury, Sealord, Seastrike, Wild Empathy, Wild Empathy +6, Wild Shape, Wild Shape	Adaptability, Aquatic Adaptation, Bonus Wild Shape Natural Armor (10x), Aquatic, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Natural Swimmer, Nature Bond, Nature Sense, Orisons, Resist Ocean's Fury, Sealord, Seastrike, Wild Empathy, Wild Empathy +10, Wild Shape, Wild Shape,	Adaptability, Aquatic Adaptation, Bonus Wild Shape Natural Armor (14x), Deep Diver, Aquatic, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Natural Swimmer, Nature Bond, Nature Sense, Orisons, Resist Ocean's Fury, Sealord, Seastrike, Wild Empathy, Wild Empathy +14, Wild Shape, Wild Shape
Treasure	Spear; studded leather armor; cold-weather outfit; shortspear (4x)	+1 spear; +1 studded leather armor; cold-weather outfit; shortspear (4x)	+2 spear; +2 studded leather armor; cold-weather outfit; shortspear (4x)	+3 spear; +3 studded leather armor; cold-weather outfit; shortspear (4x)

Magic

Spells per Day

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Druid: 3/2/0/0/0/0/0/0/0 DC: 14+spell level	Druid: 4/4/4/3/0/0/0/0/0 DC: 14+spell level	Druid: 4/5/5/4/3/2/0/0/0 DC: 14+spell level	Druid: 4/5/5/5/4/3/3/2/0 DC: 14+spell level

Special Abilities

Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.

Bonus Wild Shape Natural Armor Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Nature Bond (Ex) At 1st level, a druid forms a bond with nature. This bond can take one of two forms. The first is a close tie to the natural world, granting the druid one of the following cleric domains: Air, Animal, Earth, Fire, Plant, Water, or Weather. When determining the powers and bonus spells granted by this domain, the druid's effective cleric level is equal to her druid level. A druid that selects this option also receives additional domain spell slots, just like a cleric. She must prepare the spell from her domain in this slot and this spell cannot be used to cast a spell spontaneously. The second option is to form a close bond with an animal companion. A druid may begin play with any of the animals listed in the Animal Companions section beginning on page 51. This animal is a loyal companion that accompanies the druid on her adventures. Unlike normal animals of its kind, an animal companion's Hit Dice, abilities, skills, and feats advance as the druid advances in level. If a character receives an animal companion from more than one source, her effective druid levels stack for the purposes of determining the statistics and abilities of the companion. Most animal companions increase in size when their druid reaches 4th or 7th level, depending on the companion. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. This ceremony can also replace an animal companion that has perished.

Nature Sense (Ex) You gain a +2 bonus on Knowledge (Nature) and Survival skill checks.

Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Sealord (Su) You can channel energy (as a cleric of your druid level) 3 times per day, but only to heal creatures with the aquatic or water subtype or to command them (similar to using the Command Undead feat against undead). You can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against this ability is 13.

Spontaneous Casting You can channel stored spell energy into summoning spells that you haven't prepared ahead of time. You can "lose" any prepared spell in order to cast any Summon Nature's Ally spell of the same spell level or lower.

Wild Empathy (Ex) An aquatic druid's wild empathy functions

only on creatures that have a swim speed or the aquatic or water subtype; however, she can improve the attitude of any such creature with Intelligence 2 or less regardless of type, including mindless creatures.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+1 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Feats

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Skill Focus (Swim) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Arctic Druid (Druid)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Half-Orc (Mountain Clan); Medium humanoid (orc, human)			
Class	Druid (Arctic Druid) 1	Druid (Arctic Druid) 6	Druid (Arctic Druid) 10	Druid (Arctic Druid) 14
Initiative	+0	+0	+0	+0
Senses	Darkvision 60 ft.; Perception +5	Darkvision 60 ft.; Perception +5	Darkvision 60 ft.; Perception +5	Darkvision 60 ft.; Perception +5
Defense				
Armor Class	AC 14, touch 10, ff 14 (+4 armored coat)	AC 16, touch 10, ff 16 (+6 chainmail)	AC 16, touch 10, ff 16 (+6 masterwork agile breastplate)	AC 17, touch 10, ff 17 (+7 masterwork agile breastplate +1)
hp / HD	10 (1d8)+2	48 (6d8)+12	84 (10d8)+36	115 (14d8)+48
Saves	Fort +4, Ref +0, Will +5	Fort +7, Ref +2, Will +5	Fort +9, Ref +4, Will +10	Fort +11, Ref +5, Will +12
Special Defenses	-	Resistances Electricity 20		Resistances Electricity 40
Offense				
Movement	20 ft.			
Attacks	Melee greataxe +4 (2H: 1d12+6/x3) or Melee unarmed strike +4 (1d3+4) or Melee club +4 (1d6+4) or Ranged club (thrown) +0 (1d6+4)	Melee unarmed strike +8 (1d3+4) or Melee +1 greataxe +9 (2H: 1d12+7/x3) or Melee club +8 (1d6+4) or Ranged club (thrown) +4 (1d6+4)	Melee unarmed strike +12/+7 (1d3+5) or Melee +2 greataxe +14/+9 (2H: 1d12+9/x3) or Melee club +12/+7 (1d6+5) or Ranged club (thrown) +7/+2 (1d6+5)	Melee unarmed strike +15/+10 (1d3+5) or Melee +3 greataxe +19/+14 (2H: 1d12+10/x3) or Melee club +15/+10 (1d6+5) or Ranged club (thrown) +10/+5 (1d6+5)
Special Attacks	Lightning Arc, Spontaneous Casting			
Space / Reach	5 ft. / 5 ft.			
Prepared Spells	Druid (CL 1st): 1st - endure elements, frostbite 0th - flare, know direction, resistance	Druid (CL 6th): 3rd - call lightning, gaseous form, ice spears, sleet storm 2nd - flurry of snowballs, frigid touch, frost fall, wind wall 1st - endure elements, frostbite, ice armor, obscuring mist 0th - flare, guidance, know direction, resistance	Druid (CL 10th): 5th - call lightning storm, control winds, fickle winds 4th - air walk, ball lightning, ice storm, life bubble 3rd - call lightning, gaseous form, ice spears, sleet storm, wind wall 2nd - flurry of snowballs, frigid touch, frost fall, gust of wind, unshakable chill, wind wall 1st - endure elements, frostbite, ice armor, obscuring mist, snowball (2x) 0th - flare, guidance, know direction, resistance	Druid (CL 14th): 6th - chain lightning (2x), plague storm 5th - call lightning storm, control winds, fickle winds, summon nature's ally v 4th - air walk, ball lightning (2x), ice storm, life bubble 3rd - call lightning, gaseous form, ice spears (2x), sleet storm, wind wall 2nd - flurry of snowballs, frigid touch, frost fall, gust of wind, unshakable chill, wind wall 1st - endure elements, frostbite, ice armor, obscuring mist, snowball (2x) 0th - flare, guidance, know direction, resistance
Statistics				

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Ability Scores	Str 18, Dex 10, Con 14, Int 8, Wis 16, Cha 6	Str 19, Dex 10, Con 14, Int 8, Wis 16, Cha 6	Str 20, Dex 10, Con 14, Int 8, Wis 16, Cha 6	Str 21, Dex 10, Con 14, Int 8, Wis 16, Cha 6
Core Attack	Base Atk +0; CMB +4; CMD 14	Base Atk +4; CMB +8; CMD 18	Base Atk +7; CMB +12; CMD 22	Base Atk +10; CMB +15; CMD 25
Feats	Endurance	Cold Celerity, Endurance, Power Attack	Cold Celerity, Endurance, Power Attack, Toughness, Trlbal Scars (Ice Chasm)	Cold Celerity, Endurance, Furious Focus, Power Attack, Toughness, Trlbal Scars (Ice Chasm), Weapon Focus (Greataxe)
Skills	Acrobatics -1, Appraise -1, Artistry -1, Bluff -2, Climb +7, Craft (Untrained) -1, Diplomacy -2, Disguise -2, Escape Artist -2, Fly -2, Heal +3, Intimidate -2, Knowledge (Geography) +3, Perception +5, Perform (Untrained) -2, Ride -2, Sense Motive +3, Stealth -2, Survival +9, Swim +2	Acrobatics -4, Appraise -1, Artistry -1, Bluff -2, Climb +9, Craft (Untrained) -1, Diplomacy -2, Disguise -2, Escape Artist -5, Fly -5, Heal +3, Intimidate -2, Knowledge (Geography) +8, Perception +5, Perform (Untrained) -2, Ride -5, Sense Motive +3, Stealth -5, Survival +14, Swim -1	Acrobatics -2, Appraise -1, Artistry -1, Bluff -2, Climb +21, Craft (Untrained) -1, Diplomacy -2, Disguise -2, Escape Artist -3, Fly -3, Heal +3, Intimidate -2, Knowledge (Geography) +12, Perception +5, Perform (Untrained) -2, Ride -3, Sense Motive +3, Stealth -3, Survival +18, Swim +2	Acrobatics -2, Appraise -1, Artistry -1, Bluff -2, Climb +25, Craft (Untrained) -1, Diplomacy -2, Disguise -2, Escape Artist -3, Fly -3, Heal +3, Intimidate -2, Knowledge (Geography) +16, Perception +5, Perform (Untrained) -2, Ride -3, Sense Motive +3, Stealth -3, Survival +22, Swim +2
Languages	Common, Druidic, Orc			
Special Qualities	Bestial, Bonus Wild Shape Natural Armor, Darkvision, Air, Mountain Clan, Nature Bond, Nature Sense, Orc Blood, Orisons, Rock Climber, Weapon Familiarity, Wild Empathy +1	Arctic Endurance, Arctic Native, Bestial, Bonus Wild Shape Natural Armor (6x), Darkvision, Air, Icewalking, Mountain Clan, Nature Bond, Nature Sense, Orc Blood, Orisons, Rock Climber, Weapon Familiarity, Wild Empathy +4, Wild Shape, Wild Shape	Arctic Endurance, Arctic Native, Bestial, Bonus Wild Shape Natural Armor (10x), Darkvision, Air, Icewalking, Mountain Clan, Nature Bond, Nature Sense, Orc Blood, Orisons, Rock Climber, Snowcaster, Weapon Familiarity, Wild Empathy +8, Wild Shape, Wild Shape	Arctic Endurance, Arctic Native, Bestial, Bonus Wild Shape Natural Armor (14x), Darkvision, Air, Flurry Form, Icewalking, Mountain Clan, Nature Bond, Nature Bond, Nature Sense, Orc Blood, Orisons, Rock Climber, Snowcaster, Weapon Familiarity, Wild Empathy +12, Wild Shape, Wild Shape
Treasure	Greataxe; armored coat; cold-weather outfit; club (2x)	+1 greataxe; chainmail; cold-weather outfit; club (2x)	+2 greataxe; masterwork agile breastplate; cold-weather outfit; club (2x)	+3 greataxe; +1 agile breastplate; cold-weather outfit; club (2x)
☑ Magic				
Spells per Day	Druid: 3/2/0/0/0/0/0/0/0 (+1 domain per) DC: 14+spell level	Druid: 4/4/4/3/0/0/0/0/0 (+1 domain per) DC: 14+spell level	Druid: 4/5/5/4/3/2/0/0/0 (+1 domain per) DC: 14+spell level	Druid: 4/5/5/5/4/3/3/2/0 (+1 domain per) DC: 14+spell level

☑ Special Abilities

Arctic Endurance (Ex) At 4th level, an arctic druid ignores the effects of a cold climate as if using endure elements. She is also immune to being dazzled. This ability replaces resist nature's lure.

Arctic Native (Ex) At 2nd level, an arctic druid gains a bonus on Initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks equal to 1/2 her druid level in cold or icy terrain, and she cannot be tracked in cold or icy terrain. This ability replaces woodland stride.

Bestial The orc blood of some half-orcs manifests in the form of particularly prominent orc features, exacerbating their bestial

appearances but improving their already keen senses. They gain a +2 racial bonus on Perception checks. This racial trait replaces the orc ferocity racial trait.

Bonus Wild Shape Natural Armor (14x) Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The

presence of light does not spoil darkvision.

Air You can manipulate lightning, mist, and wind, traffic with air creatures, and are resistant to electricity damage.

Flurry Form (Ex) At 13th level, an arctic druid can assume the form of a swirling column of snow equivalent to gaseous form at will. While in this form, she gains a circumstance bonus on Stealth checks made in cold terrain equal to her druid level. This ability replaces a thousand faces.

Icewalking (Ex) At 3rd level, an arctic druid suffers no penalty to speed or on Acrobatics, Climb, or Stealth checks in snowy or icy terrain or weather conditions and can walk across snow crusts or thin ice without breaking through. This ability replaces trackless step.

Lightning Arc (Sp) As a standard action you can unleash an arc of electricity targeting any foe within 30 feet as a ranged touch attack. This arc of electricity deals 1d6+7 points of electricity damage. You can use this ability 12 times per day.

Mountain Clan Half-orcs from the more mountainous regions tend to be more agile and alert to the echoing sounds of their homeland. Mountain clan half-orcs have the bestial and rock climber racial traits.

Nature Bond (Ex) At 1st level, a druid forms a bond with nature. This bond can take one of two forms. The first is a close tie to the natural world, granting the druid one of the following cleric domains: Air, Animal, Earth, Fire, Plant, Water, or Weather. When determining the powers and bonus spells granted by this domain, the druid's effective cleric level is equal to her druid level. A druid that selects this option also receives additional domain spell slots, just like a cleric. She must prepare the spell from her domain in this slot and this spell cannot be used to cast a spell spontaneously. The second option is to form a close bond with an animal companion. A druid may begin play with any of the animals listed in the Animal Companions section beginning on page 51. This animal is a loyal companion that accompanies the druid on her adventures. Unlike normal animals of its kind, an animal companion's Hit Dice, abilities, skills, and feats advance as the druid advances in level. If a character receives an animal companion from more than one source, her effective druid levels stack for the purposes of determining the statistics and abilities of the companion. Most animal companions increase in size when their druid reaches 4th or 7th level, depending on the companion. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. This ceremony can also replace an animal companion that has perished.

Nature Sense (Ex) You gain a +2 bonus on Knowledge (Nature) and Survival skill checks.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Resistance to Electricity (Ex) You may ignore 40 points of Electricity damage each time you take electricity damage.

Rock Climber Half-orcs from mountainous regions are excellent climbers, and sometimes ambush prey by leaping down from above. Half-orcs with this racial trait gain a +1 bonus on Acrobatics and Climb checks. This racial trait replaces the intimidating trait.

Snowcaster (Su) At 9th level, an arctic druid can see normally in ice storm, sleet storm, or similar natural snowstorms. In addition, she can prepare any druid spell with the fire subtype as a cold spell, with an identical effect but inflicting cold damage instead of fire damage. This ability replaces venom immunity.

Spontaneous Casting You can channel stored spell energy into summoning spells that you haven't prepared ahead of time. You can "lose" any prepared spell in order to cast any Summon Nature's Ally spell of the same spell level or lower

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+12 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Wild Shape (Su) An arctic druid gains this ability at 6th level, except that her effective druid level for this ability is equal to her druid level - 2.

Wild Shape (Su) You can change shape 5 times / day for up to 12 hours You can change into any Diminutive, Tiny, Small, Medium, Large or Huge animal, a Small, Medium, Large or Huge elemental, or a Small, Medium, Large or Huge plant creature. When changing into an animal, this functions as Beast Shape III When changing into a plant, this functions as Plant Shape III When changing into an elemental, this functions as Elemental Body IV can assume the form of a Tiny or Large ooze as if using beast shape IV (treating the ooze as if it were a magical beast without a natural armor bonus).

Feats

Cold Celerity You are a child of the frozen north, and you draw your strength from the biting cold and unforgiving conditions. When you are in conditions of severe cold (below 0° F), you gain a +2 bonus on initiative checks and a +1 bonus on attack rolls. In addition, you gain the same bonuses for 1 round after any round in which you take cold damage.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Furious Focus Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home. When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -3 penalty on all melee attack rolls and combat maneuver checks to gain a +6 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Toughness You have enhanced physical stamina. You gain +14 hit points.

Tribal Scars (Ice Chasm) You endured the grueling coming-of-age rituals of your tribe or following, and proudly bear the scars that grant you the blessings of your tribe's ancestors or totem. You gain 6 hit points. In addition, you gain a +1 bonus on Reflex saves and a +2 bonus on Climb checks.

Weapon Focus (Greataxe) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Fighter Archetypes

Table 8: Pregenerated Character Summary: Fighter Archetype Classes

Archetype	Page	Class	Race	Sex
Archer	238	Fighter	Half-Elf	F
Armor Master	241	Fighter	Dwarf	M
Brawler	244	Fighter	Tiefling	M
Cad	247	Fighter	Half-Elf (Human-Raised)	F

Crunch Summary: Fighter Archetypes

 **Skills:** *Low.* Very little variety, and very few points. Move along.

 **Spells:** *Zero.* Unless you're multiclassing, which is super fun with a Fighter and literally any other class. In fact, if you've never multiclassed before, do that: try it, with a Fighter and some other class that's not at all a Fighter.

 **Weapons:** *Extremely high.* Obviously, right? But consider your role and versatility: you could focus on one and only one weapon, picking Feats like Weapon Focus to maximize your capabilities, but what happens if that one weapon you're obsessed with gets destroyed? Or stolen? No matter your role, have your Fighter carry many weapons. *Many.*

 **Armor & Other Equipment:** *High.* Heavy armor, right? Not always. Fighters are super versatile in combat; you can have a ranged fighter, or a nimble one that's more Rogue than Barbarian.

 **Feats:** *Extremely high.* This is a no-brainer, I assume, because of all the Fighter Bonus Feats. You can choose most, if not all, of these to maximize your effectiveness in a particular role, or with a particular weapon, resulting in some truly formidable battlefield prowess. Or, you can diversify, and pick ranged and melee feats, or those that deal damage but also give you options. Remember that an ill-equipped, poorly-designed Fighter still remains much more combat-worthy than nearly any other class.

 **Ability Scores:** *High.* Yes, Strength, but remember, Fighter Bonus Feats can choose ranged combat as well, so maybe not automatically Strength exclusively. Nearly any combination of Ability Scores can create an effective Fighter.

 **Resist the Urge To:** Create a devastatingly effective, yet ho-hum, close combatant with heavy armor, heavy shield, and longsword. Yes, longswords are pretty much the best and most badass weapon in the game. They're also boring, mainly for that reason. Choose something else, literally *anything* else, please.

Designer's Soapbox: Fighters

 My favorite class. The easiest to play. The hardest to master—no, sorry, I can't say that last part with a straight face. They're super, ridiculously easy to design, play, and they're just straight-up fun, period.

If you're new to roleplaying games, play a fighter. If you're a veteran, and somehow have never played a fighter, do it. Now. I'll wait.

See? Wasn't that fun?

Fighters are easy because they're so simple, right? Pick the biggest weapon you can afford, the best armor, max out Strength and either Dexterity or Constitution, and wade into combat. Straightforward as can be.

The thing is, if that's all you've ever done with a Fighter, you're missing out. Fighters can play many different roles, not just tank.

I think of a melee-heavy continuum of character roles. On one end is the Rogue: slippery, fast, nimble, with talents that surprise and confuse. Barbarians occupy the other end of the spectrum: deal damage at all costs.

Fighters not only lie in between these extremes, they are arguably the *entire continuum* of combat roles, plus other roles that aren't quite as melee-focused.

In addition, a well-designed fighter is versatile enough that he can focus on a particular role in combat, but also change his role to fill in gaps in his adventuring group if the composition changes.

One final thought: Is it possible to design a Fighter that is *not* effective? I'm sure it is, but I've yet to see an example; even the worst Fighter remains easy to use in combat and a battlefield asset to any adventuring group.

Archer (Fighter)

 Low	 Moderate	 Advanced	 Elite

General

CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Half-Elf; Medium humanoid (elf, human)			
Class	Fighter (Archer) 1	Fighter (Archer) 6	Fighter (Archer) 10	Fighter (Archer) 14
Initiative	+5	+5	+6	+7
Senses	Low-Light Vision; Perception +1	Low-Light Vision; Perception +3	Low-Light Vision; Perception +4	Low-Light Vision; Perception +5

Defense

Armor Class	AC 19, touch 16, ff 13 (+5 Dex; +1 dodge; +3 studded leather armor)	AC 20, touch 16, ff 14 (+5 Dex; +1 dodge; +4 <i>studded leather armor</i> +1)	AC 21, touch 16, ff 15 (+5 Dex; +1 dodge; +5 <i>studded leather armor</i> +2)	AC 22, touch 16, ff 16 (+5 Dex; +1 dodge; +6 <i>studded leather armor</i> +3)
hp / HD	10 (1d10)	43 (6d10)	56 (10d10)	81 (14d10)
Saves	Fort +1, Ref +5, Will -1; +2 vs. enchantment spells and effects	Fort +4, Ref +7, Will +1; +2 vs. enchantment spells and effects	Fort +6, Ref +9, Will +2; +2 vs. enchantment spells and effects	Fort +8, Ref +10, Will +3; +2 vs. enchantment spells and effects

Offense

Movement	30 ft.			
Attacks	Ranged longbow +6 (1d8/x3), within 30 ft. +7 (1d8+1) or Melee shortsword +3 (1d6+2/19-20) or Melee dagger +3 (1d4+2/19-20) or Ranged dagger (thrown) +6 (1d4+3/19-20), within 30 ft. +7 (1d4+3)	Ranged +1 <i>longbow</i> +13/+8 (1d8+2/x3), within 30 ft. +14/+9 (1d8+3) or Melee shortsword +8/+3 (1d6+2/19-20) or Melee dagger +8/+3 (1d4+2/19-20) or Ranged dagger (thrown) +11/+6 (1d4+3/19-20), within 30 ft. +12/+7 (1d4+3)	Ranged +2 <i>longbow</i> +20/+15 (1d8+4/x3), within 30 ft. +21/+16 (1d8+5) or Melee shortsword +12/+7 (1d6+2/19-20) or Melee dagger +12/+7 (1d4+2/19-20) or Ranged dagger (thrown) +16/+11 (1d4+3/19-20), within 30 ft. +17/+12 (1d4+3)	Ranged +3 <i>longbow</i> +28/+23/+18 (1d8+6/ x3), within 30 ft. +29/+24/+19 (1d8+7) or Melee shortsword +16/+11/+6 (1d6+2/19- 20) or Melee dagger +16/+11/+6 (1d4+2/19- 20) or Ranged dagger (thrown) +20/+15/+10 (1d4+3/19-20), within 30 ft. +21/+16/+11 (1d4+3)
Space / Reach	5 ft. / 5 ft.			

Statistics

Ability Scores	Str 14, Dex 20, Con 8, Int 10, Wis 8, Cha 13	Str 14, Dex 21, Con 8, Int 10, Wis 8, Cha 13	Str 14, Dex 22, Con 8, Int 10, Wis 8, Cha 13	Str 14, Dex 23, Con 8, Int 10, Wis 8, Cha 13
Core Attack	Base Atk +1; CMB +3; CMD 19	Base Atk +6; CMB +8; CMD 24	Base Atk +10; CMB +12; CMD 29	Base Atk +14; CMB +16; CMD 33

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Feats	Dodge, Point-Blank Shot, Skill Focus (Knowledge (Dungeoneering))	Bullseye Shot, Clustered Shots, Dodge, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Knowledge (Dungeoneering))	Bullseye Shot, Clustered Shots, Disrupting Shot, Dodge, Far Shot, Impact Critical Shot, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Knowledge (Dungeoneering)), Stabbing Shot	Bullseye Shot, Clustered Shots, Critical Focus, Disrupting Shot, Dodge, Far Shot, Greater Weapon Focus (Longbow), Impact Critical Shot, Improved Precise Shot, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Knowledge (Dungeoneering)), Stabbing Shot, Weapon Focus (Longbow)
Skills	Acrobatics +4, Bluff +1, Climb +1, Diplomacy +1, Disguise +1, Escape Artist +4, Fly +4, Heal -1, Intimidate +1, Knowledge (Dungeoneering) +7, Knowledge (Local) +1, Perception +1, Perform (Untrained) +1, Ride +4, Sense Motive -1, Stealth +4, Survival -1, Swim +1	Acrobatics +5, Bluff +1, Climb +2, Diplomacy +1, Disguise +1, Escape Artist +5, Fly +5, Heal -1, Intimidate +1, Knowledge (Dungeoneering) +12, Knowledge (Local) +6, Perception +3, Perform (Untrained) +1, Ride +5, Sense Motive -1, Stealth +5, Survival -1, Swim +2	Acrobatics +6, Bluff +1, Climb +2, Diplomacy +1, Disguise +1, Escape Artist +6, Fly +6, Heal -1, Intimidate +1, Knowledge (Dungeoneering) +19, Knowledge (Local) +10, Perception +4, Perform (Untrained) +1, Ride +6, Sense Motive -1, Stealth +6, Survival -1, Swim +2	Acrobatics +6, Bluff +1, Climb +2, Diplomacy +1, Disguise +1, Escape Artist +6, Fly +6, Heal -1, Intimidate +1, Knowledge (Dungeoneering) +23, Knowledge (Local) +14, Perception +5, Perform (Untrained) +1, Ride +6, Sense Motive -1, Stealth +6, Survival -1, Swim +2
Languages	Common, Elven			
Special Qualities	Adaptability, Bonus Feats, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Weapon Mastery	Adaptability, Bonus Feats, Combat Maneuver / Disarm, Elf Blood, Elven Immunities, Expert Archer, Hawkeye, Keen Senses, Low-Light Vision, Multitalented, Trick Shot, Weapon Mastery	Adaptability, Bonus Feats, Combat Maneuver / Disarm, Combat Maneuver / Feint, Elf Blood, Elven Immunities, Expert Archer, Hawkeye, Keen Senses, Low-Light Vision, Multitalented, Safe Shot, Trick Shot, Weapon Mastery	Adaptability, Bonus Feats, Combat Maneuver / Disarm, Combat Maneuver / Feint, Combat Maneuver / Sunder, Elf Blood, Elven Immunities, Evasive Archer, Expert Archer, Hawkeye, Keen Senses, Low-Light Vision, Multitalented, Safe Shot, Trick Shot, Weapon Mastery
Treasure	Studded leather armor; soldier's uniform; longbow; arrows (60x); shortsword; dagger (4x)	+1 studded leather armor; soldier's uniform; +1 longbow; arrows (60x); shortsword; dagger (4x)	+2 studded leather armor; soldier's uniform; +2 longbow; arrows (60x); shortsword; dagger (4x)	+3 studded leather armor; soldier's uniform; +3 longbow; arrows (60x); shortsword; dagger (4x)

Special Abilities

Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose

whether or not to swap the feat at the time he gains a new bonus feat for the level.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Evasive Archer (Ex) At 13th level, an archer gains a +2 dodge bonus to AC against ranged attacks. This bonus increases to +4 at 17th level. This ability replaces weapon training 3.

Expert Archer (Ex) At 5th level, an archer gains a +1 bonus on attack and damage rolls with bows. This bonus increases by +1 for every four levels beyond 5th. This ability replaces weapon training 1.

Hawkeye (Ex) At 2nd level, an archer gains a +1 bonus on

Perception checks, and the range increment for any bow he uses increases by 5 feet. These bonuses increase by +1 and 5 additional feet for every 4 levels beyond 2nd. This ability replaces bravery.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Safe Shot (Ex) At 9th level, an archer does not provoke attacks of opportunity when making ranged attacks with a bow. This ability replaces weapon training 2.

Trick Shot (Ex) At 3rd level, an archer can choose one of the following combat maneuvers or actions: disarm, feint, or sunder. He can perform this action with a bow against any target within 30 feet, with a -4 penalty to his CMD. Every four levels beyond 3rd, he may choose an additional trick shot to learn. These maneuvers use up arrows as normal. At 11th level, he may also choose from the following combat maneuvers: bull rush, grapple, trip. A target grappled by an arrow can break free by destroying the archer's arrow (hardness 5, hit points 1, break DC 13) or with an Escape Artist or CMD check (against the archer's CMD -4). This ability replaces armor training 1, 2, 3, and 4.

Weapon Mastery (Ex) An archer must choose a type of bow.

⚡ Feats

Bullseye Shot You slow your breath, calm yourself, and hit the bullseye, just as you were trained to do. You can spend a move action to steady your shot. When you do, you gain a +4 bonus on your next ranged attack roll before the end of your turn. You can spend a move action to steady your shot. When you do, you gain a +4 bonus on the next ranged attack roll you make before the end of your turn.

Clustered Shots You take a moment to carefully aim your shots, causing them all to strike nearly the same spot. When you use a full-attack action to make multiple ranged weapon attacks against the same opponent, total the damage from all hits before applying that opponent's damage reduction. [Special] If the massive damage optional rule is being used (Core Rulebook 189), that rule applies if the total damage you deal with this feat is equal to or exceeds half the opponent's full normal hit points (minimum 50 points of damage).

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Disrupting Shot With a well-placed shot, you make it harder for a nearby opponent to cast spells. If you ready an action to shoot an opponent casting a spell within 30 feet and successfully hit that opponent with a ranged attack, the concentration DC to successfully cast the spell is increased by +4.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Far Shot You are more accurate at longer ranges. You only suffer a -1 penalty per full range increment between you and your target when using a ranged weapon.

Greater Weapon Focus (Longbow) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Impact Critical Shot With a series of ranged attacks, you bring your foes to their knees or force them to move. Whenever you score a critical hit with a ranged attack, in addition to the normal damage your attack deals, if your confirmation roll exceeds your opponent's

CMD, you can push your opponent back as if from the bull rush combat maneuver or knock that target prone as if from a trip combat maneuver. If you choose to bull rush, you cannot move with the target. Your maneuver does not provoke an attack of opportunity. [Normal] You must perform a bull rush combat maneuver to bull rush an opponent, and you must perform a trip combat maneuver to trip an opponent.

Improved Precise Shot Your ranged attacks ignore anything but total concealment and cover. Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

Manyslot You can fire multiple arrows at a single target. When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from using a composite bow with a high Strength bonus apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.

Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot You are adept at firing ranged attacks into melee. You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Rapid Shot You can make an additional ranged attack. When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Skill Focus (Knowledge (Dungeoneering)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Stabbing Shot You can clear the way to continue using your bow. When adjacent to an opponent and making a full-attack action with a longbow or shortbow (including composite bows), you may choose to make a melee attack against that opponent with a drawn arrow rather than firing it. If the attack hits-whether or not it does damage-your target is pushed back 5 feet away from you. You can then fire arrows from your bow normally, at the original target, or at another target within range. This melee attack replaces the extra attack from Rapid Shot, and all of your attack rolls for the round (the melee attack and the ranged attacks) take a -2 penalty. If your initial attack leaves you with no enemies threatening you, you can make the subsequent ranged attack or attacks without provoking attacks of opportunity.

Weapon Focus (Longbow) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Armor Master (Fighter)

	 Low	 Moderate	 Advanced	 Elite
 General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Dwarf; Medium humanoid (dwarf)			
Class	Fighter (Armor Master) 1	Fighter (Armor Master) 6	Fighter (Armor Master) 10	Fighter (Armor Master) 14
Initiative	+0	+0	+0	+0
Senses	Darkvision 60 ft.; Perception +0	Darkvision 60 ft.; Perception +0	Darkvision 60 ft.; Perception +0	Darkvision 60 ft.; Perception +0
 Defense				
Armor Class	AC 18, touch 10, ff 18 (+5 scale mail; +3 heavy shield)	AC 21, touch 12, ff 21 (+8 half-plate; +3 heavy shield)	AC 23, touch 13, ff 23 (+9 full plate; +4 heavy shield +1)	AC 25, touch 14, ff 25 (+10 full plate +1; +5 heavy shield +2)
hp / HD	15 (1d10)+5	69 (6d10)+30	119 (10d10)+50	165 (14d10)+70
Saves	Fort +6, Ref +0, Will +0; +2 vs. poison, spells, and spell-like abilities	Fort +11, Ref +2, Will +2; +2 vs. poison, spells, and spell-like abilities	Fort +13, Ref +3, Will +5; +2 vs. poison, spells, and spell-like abilities	Fort +15, Ref +4, Will +6; +2 vs. poison, spells, and spell-like abilities
Special Defenses	-	DR 3/-		
 Offense				
Movement	20 ft.			
Attacks	Melee heavy mace +6 (1d8+4) or Melee shield, heavy steel +5 (1d4+2) or Ranged shortbow +1 (1d6/x3) or Melee light hammer +5 (1d4+4) or Ranged light hammer (thrown) +1 (1d4+4)	Melee shield, heavy steel +10 (1d4+2) or Melee +1 heavy mace +12/+7 (1d8+5) or Ranged shortbow +6/+1 (1d6/x3) or Melee light hammer +10/+5 (1d4+4) or Ranged light hammer (thrown) +6/+1 (1d4+4)	Melee shield, heavy steel +1 +15 (1d4+2) or Melee +2 heavy mace +18/+13 (1d8+7) or Ranged shortbow +10/+5 (1d6/x3) or Melee light hammer +15/+10 (1d4+5) or Ranged light hammer (thrown) +10/+5 (1d4+5)	Melee +2 heavy steel shield +19/+14/+9 (1d4+5) or Melee +3 heavy mace +24 (1d8+5/19-20) or Ranged shortbow +14/+9/+4 (1d6/x3) or Melee light hammer +19/+14/+9 (1d4+5) or Ranged light hammer (thrown) +14/+9/+4 (1d4+5) or Melee gauntlet +19/+14/+9 (1d3+5)
Space / Reach	5 ft. / 5 ft.			
 Statistics				
Ability Scores	Str 18, Dex 10, Con 18, Int 8, Wis 10, Cha 7	Str 19, Dex 10, Con 18, Int 8, Wis 10, Cha 7	Str 20, Dex 10, Con 18, Int 8, Wis 10, Cha 7	Str 21, Dex 10, Con 18, Int 8, Wis 10, Cha 7
Core Attack	Base Atk +1; CMB +5; CMD 15 (19 vs. bullrush or trip)	Base Atk +6; CMB +10; CMD 20 (24 vs. bullrush or trip)	Base Atk +10; CMB +15; CMD 25 (29 vs. bullrush or trip)	Base Atk +14; CMB +19; CMD 29 (33 vs. bullrush or trip)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Feats	Shield Focus, Weapon Focus (Mace (Heavy))	Blind-Fight, Bounding Hammer, Desperate Battler, Great Fortitude, Improved Great Fortitude, Shield Focus, Weapon Focus (Mace (Heavy))	Blind-Fight, Bounding Hammer, Combat Reflexes, Critical Focus, Desperate Battler, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Iron Will, Shield Focus, Weapon Focus (Mace (Heavy))	Blind-Fight, Bounding Hammer, Combat Reflexes, Critical Focus, Defensive Combat Training, Desperate Battler, Greater Weapon Focus (Mace (Heavy)), Great Fortitude, Improved Critical (Mace (Heavy)), Improved Great Fortitude, Improved Iron Will, Improved Shield Bash, Iron Will, Shield Focus, Weapon Focus (Mace (Heavy))
Skills	Acrobatics -6, Appraise -1, Artistry -1, Bluff -2, Climb -2, Craft (Untrained) -1, Diplomacy -2, Disguise -2, Escape Artist -6, Fly -6, Intimidate +2, Perform (Untrained) -2, Ride -6, Stealth -6, Swim -2	Acrobatics -8, Appraise -1, Artistry -1, Bluff -2, Climb -4, Craft (Untrained) -1, Diplomacy -2, Disguise -2, Escape Artist -8, Fly -8, Intimidate +7, Perform (Untrained) -2, Ride -8, Stealth -8, Swim -4	Acrobatics -6, Appraise -1, Artistry -1, Bluff -2, Climb -1, Craft (Untrained) -1, Diplomacy -2, Disguise -2, Escape Artist -6, Fly -6, Intimidate +11, Perform (Untrained) -2, Ride -6, Stealth -6, Swim -1	Acrobatics -4, Appraise -1, Artistry -1, Bluff -2, Climb +1, Craft (Untrained) -1, Diplomacy -2, Disguise -2, Escape Artist -4, Fly -4, Intimidate +15, Perform (Untrained) -2, Ride -4, Stealth -4, Swim +1
Languages	Common, Dwarven			
Special Qualities	Bonus Feats, Darkvision, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity	Armored Defense, Armor Training, Bonus Feats, Darkvision, Deflective Shield, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity	Armored Defense, Armor Training, Bonus Feats, Darkvision, Deflective Shield, Fortification, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity	Armored Defense, Armor Training, Bonus Feats, Darkvision, Deflective Shield, Fortification, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity
Treasure	Heavy mace; heavy steel shield; scale mail; soldier's uniform; light hammer (2x); shortbow; arrows (20x)	+1 heavy mace; heavy steel shield; half-plate armor; soldier's uniform; light hammer (2x); shortbow; arrows (20x)	+2 heavy mace; +1 heavy steel shield; full plate armor; soldier's uniform; light hammer (2x); shortbow; arrows (20x)	+3 heavy mace; +2 heavy steel shield; +1 full plate armor; soldier's uniform; light hammer (2x); shortbow; arrows (20x); gauntlet

Special Abilities

Armored Defense (Ex) An armor master gains DR 1/- when wearing light armor, DR 2/- when wearing medium armor, and DR 3/- when wearing heavy armor. This damage reduction stacks with that provided by adamantine armor, but not with other forms of damage reduction. This damage reduction does not apply if the armor master is stunned, unconscious, or helpless. This ability replaces weapon training 1 and 3, and armor mastery.

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 3 and increase the maximum Dexterity bonus allowed by your armor by +3.

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called “fighter bonus feats.” Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used

as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Deflective Shield (Ex) An armor master specializes in using his shield to deflect attacks. He gains a +4 bonus to his touch AC; however, this bonus cannot exceed the sum of the armor and enhancement bonus to AC provided by the shield that the armor master is currently carrying. This ability replaces bravery.

Fortification (Ex) An armor master can use his armor to shield critical areas from injury. He treats any armor he wears as if it had

the moderate fortification special ability. This fortification does not stack in any way with armor that has these special abilities. In these cases the armor master takes the better of the two fortifications. This ability replaces weapon training 2 and 4.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon.

⚡ Feats

Blind-Fight You are skilled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Bounding Hammer You can throw a hammer so it rebounds near you. As a standard action, you may throw a hammer at an opponent within 20 feet. If you hit (whether or not the attack damages the target), the hammer rebounds off of the creature and lands in your square. If you have the Snatch Arrows feat, you may choose to catch the hammer when it enters your square (though this does not give you the ability to immediately throw the hammer). This ability may not work against some creatures or in certain circumstances as determined by the GM; for example, your weapon does not bounce off incorporeal creatures (unless it has the ghost touch ability), it may stick to creatures with the adhesive ability, the slowing effect of fighting underwater prevents you from using this feat, and so on.

Combat Reflexes You can make additional attacks of opportunity. You may make 0 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Defensive Combat Training You excel at defending yourself from all manner of combat maneuvers. You treat your total Hit Dice as your base attack bonus when calculating your Combat Maneuver Defense (see Chapter 8).

Desperate Battler Your experiences fighting against numerous foes that have already overwhelmed your allies, friends, and family have forced you to excel at fighting on your own. Gain +1 morale bonus on melee attack and damage when alone. Your experiences fighting against numerous foes that have already overwhelmed your allies, friends, and family have forced you to excel at fighting on your own. When no ally is within 10 ft. of you and you are not receiving benefits

from the aid another action, you gain a +1 morale bonus on melee attack and damage rolls.

Greater Weapon Focus (Mace (Heavy)) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Critical (Mace (Heavy)) Attacks made with your chosen weapon are quite deadly. When using the weapon you selected, your threat range is doubled.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Shield Bash You can protect yourself with your shield, even if you use it to attack. When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Weapon Focus (Mace (Heavy)) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Brawler (Fighter)

	Low	Moderate	Advanced	Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Tiefling; Medium outsider (native)			
Class	Fighter (Brawler) 1	Fighter (Brawler) 6	Fighter (Brawler) 10	Fighter (Brawler) 14
Initiative	+4	+0	+0	+0
Senses	Darkvision 60 ft.; Perception -1	Darkvision 60 ft.; Perception -1	Darkvision 60 ft.; Perception -1	Darkvision 60 ft.; Perception -1
Defense				
Armor Class	AC 17, touch 14, ff 13 (+4 Dex; +3 studded leather armor)	AC 19, touch 13, ff 16 (+2 Dex; +1 dodge; +6 chainmail)	AC 19, touch 11, ff 18 (+1 dodge; +8 agile half-plate armor)	AC 20, touch 11, ff 19 (+1 dodge; +9 agile half-plate +1)
hp / HD	12 (1d10)+2	47 (6d10)+12	84 (10d10)+20	115 (14d10)+28
Saves	Fort +3, Ref +4, Will -1	Fort +6, Ref +6, Will +1; +2 Will vs. fear	Fort +8, Ref +6, Will +2; +3 Will vs. fear	Fort +10, Ref +8, Will +3; +4 Will vs. fear
Special Defenses	Resistances Cold 5, Electricity 5, Fire 5			
Offense				
Movement	30 ft.	20 ft.		
Attacks	Melee greatclub +5 (2H: 1d10+6) or Melee club +5 (1d6+4) or Ranged club (thrown) +5 (1d6+4)	Melee masterwork greatclub +11/+6 (2H: 1d10+6) or Melee club +10/+5 (1d6+4) or Ranged club (thrown) +10/+5 (1d6+4)	Melee +1 greatclub +16/+11 (2H: 1d10+8) or Melee club +15/+10 (1d6+5) or Ranged club (thrown) +14/+9 (1d6+5) or Melee armor spikes +17/+12 (1d6+9) or Melee gauntlet +17/+12 (1d3+9)	Melee +2 greatclub +21/+16/+11 (2H: 1d10+9) or Melee club +19/+14/+9 (1d6+5) or Ranged club (thrown) +18/+13/+8 (1d6+5) or Melee armor spikes +22/+17/+12 (1d6+10) or Melee gauntlet +22/+17/+12 (1d3+10)
Prepared Spells	Innate Spell-Like Abilities: 1x/day - darkness			
Space / Reach	5 ft. / 5 ft.			
Statistics				
Ability Scores	Str 18, Dex 18, Con 12, Int 6, Wis 8, Cha 9	Str 19, Dex 18, Con 12, Int 6, Wis 8, Cha 9	Str 20, Dex 18, Con 12, Int 6, Wis 8, Cha 9	Str 20, Dex 18, Con 12, Int 6, Wis 8, Cha 10
Core Attack	Base Atk +1; CMB +5; CMD 19	Base Atk +6; CMB +10 (+12 bullrush or grapple); CMD 25 (27 vs. bullrush or grapple)	Base Atk +10; CMB +15 (+18 bullrush; +17 grapple); CMD 30 (33 vs. bullrush; 32 vs. grapple)	Base Atk +14; CMB +19 (+23 bullrush; +21 grapple); CMD 34 (38 vs. bullrush; 36 vs. grapple)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Feats	Intimidating Prowess, Throw Anything	Blind-Fight, Bludgeoner, Dodge, Improved Grapple, Improved Unarmed Strike, Intimidating Prowess, Throw Anything	Blind-Fight, Bludgeoner, Boar Style, Cudgeler Style, Deadly Grappler, Dodge, Improved Grapple, Improved Unarmed Strike, Intimidating Prowess, Power Attack, Throw Anything	Blind-Fight, Bloody Assault, Bludgeoner, Boar Ferocity, Boar Style, Body Shield, Chokehold, Cudgeler Style, Deadly Grappler, Dodge, Improved Grapple, Improved Unarmed Strike, Intimidating Prowess, Power Attack, Stand Still, Throw Anything
Skills	Acrobatics +3, Appraise -2, Artistry -2, Bluff +1, Climb +3, Craft (Untrained) -2, Diplomacy -1, Disguise -1, Escape Artist +3, Fly +3, Heal -1, Intimidate +7, Perception -1, Perform (Untrained) -1, Ride +3, Sense Motive -1, Stealth +5, Survival -1, Swim +3	Acrobatics -1, Appraise -2, Artistry -2, Bluff +1, Climb -1, Craft (Untrained) -2, Diplomacy -1, Disguise -1, Escape Artist -1, Fly -1, Heal -1, Intimidate +12, Perception -1, Perform (Untrained) -1, Ride -1, Sense Motive -1, Stealth +1, Survival -1, Swim -1	Acrobatics -3, Appraise -2, Artistry -2, Bluff +1, Climb +1, Craft (Untrained) -2, Diplomacy -1, Disguise -1, Escape Artist -3, Fly -3, Heal -1, Intimidate +17, Perception -1, Perform (Untrained) -1, Ride -3, Sense Motive -1, Stealth -1, Survival -1, Swim -2	Acrobatics -2, Appraise -2, Artistry -2, Bluff +2, Climb +2, Craft (Untrained) -2, Escape Artist -2, Fly -2, Heal -1, Intimidate +22, Perception -1, Ride -2, Sense Motive -1, Survival -1, Swim -1
Languages	Common, Infernal			
Special Qualities	Bonus Feats, Darkvision, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Skilled, Spell-Like Ability, Weapon Mastery	Bonus Feats, Bravery, Close Combatant, Close Control, Darkvision, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Skilled, Spell-Like Ability, Weapon Mastery	Bonus Feats, Bravery, Close Combatant, Close Control, Darkvision, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Menacing Stance, No Escape, Skilled, Spell-Like Ability, Weapon Mastery	Bonus Feats, Bravery, Close Combatant, Close Control, Darkvision, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Menacing Stance, No Escape, Skilled, Spell-Like Ability, Stand Still, Weapon Mastery
Treasure	Greatclub; studded leather armor; club (2x)	Masterwork greatclub; chainmail; club (2x)	+1 <i>greatclub</i> ; spiked agile half-plate armor; club (2x); gauntlet	+2 <i>greatclub</i> ; +1 <i>spiked agile half-plate armor</i> ; club (2x); gauntlet

Special Abilities

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called “fighter bonus feats.” Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +4 bonus to Will saves against fear effects.

Close Combatant (Ex) At 3rd level, a brawler gains a +1 bonus on attack rolls and a +3 bonus on damage rolls with weapons in the close weapon group. Both of these bonuses increase by +1 for every four levels beyond 3rd (to a maximum of +5 on attack rolls and +7 on damage rolls at 19th level). This ability replaces weapon training 1 and 2.

Close Control (Ex) At 2nd level, a brawler becomes skilled at forcefully moving his opponent around the battlefield. The brawler gains a +1 bonus on bull rush, drag, and reposition combat maneuver

checks. The brawler also gains a +1 bonus to CMD when attacked with the bull rush, drag, and reposition maneuvers. These bonuses increase by +1 for every four levels after 2nd (to a maximum of +5 at 18th level). This ability replaces armor training 1.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Fiendish Language (Ex) Tieflings speak either Abyssal or Infernal.

Fiendish Resistance (Ex) Tieflings have cold resistance 5, electricity resistance 5, and fire resistance 5.

Fiendish Sorcery (Ex) Tiefling sorcerers with the Abyssal or Infernal bloodlines treat their Charisma score as 2 points higher for all sorcerer class abilities.

Menacing Stance (Ex) At 7th level, a brawler constantly harries and distracts his enemies. While adjacent to the brawler, enemies take a -1 penalty on attack rolls and a -4 penalty on concentration checks. These penalties increase by 1 for every four levels after 7th level (to a maximum of -4 on attack rolls and -7 on concentration checks at 19th level). Creatures do not take these penalties if the brawler

is dazed, helpless, staggered, stunned, or unconscious. This ability replaces armor training 2, 3, and 4 and armor mastery.

No Escape (Ex) At 9th level, taking a 5-foot step out of the area of a brawler's menacing stance or moving out of the area of a brawler's menacing stance with a withdraw action provokes an attack of opportunity from the brawler. This ability replaces weapon training 3 and 4.

Resistance to Cold (Ex) You may ignore 5 points of Cold damage each time you take cold damage.

Resistance to Electricity (Ex) You may ignore 5 points of Electricity damage each time you take electricity damage.

Resistance to Fire (Ex) You may ignore 5 points of Fire damage each time you take fire damage.

Skilled (Ex) Tieflings have a +2 racial bonus on Bluff and Stealth checks.

Spell-Like Ability (Sp) Tieflings can use darkness 1/day as a spell-like ability.

Stand Still At 13th level, a brawler gains Stand Still as a bonus feat, even if he does not have the Combat Reflexes feat. If the brawler already has the Stand Still feat, he can take any other combat feat instead. Furthermore, he gains a bonus equal to 1/2 his fighter level on combat maneuver checks when using the Stand Still feat.

Weapon Mastery (Ex) A brawler must select a close weapon for this ability.

⚡ Feats

Blind-Fight You are skilled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Bloody Assault Sacrificing accuracy, you can inflict bloody wounds that are slow to heal. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to inflict 1d4 points of bleed damage with your weapon melee attacks, in addition to the normal damage dealt by the weapon. A creature continues to take bleed damage every round at the start of its turn. Bleed damage can be stopped by a DC 15 Heal check or through any magical healing. Bleed damage from this feat does not stack with itself. You must choose to use this feat before making the attack roll, and its effects last until your next turn (although the bleeding lasts until healed, as normal).

Bludgeoner You can knock foes out cold with just about any blunt instrument. You take no penalty on attack rolls for using a lethal bludgeoning weapon to deal nonlethal damage. [Normal] You take a -4 penalty on attack rolls when using a lethal weapon to deal nonlethal damage. You cannot use a lethal weapon to deal nonlethal damage in a sneak attack. [Special] A rogue with this feat can use a lethal bludgeoning weapon to deal nonlethal damage with a sneak attack.

Boar Ferocity Your flesh-ripping unarmed strikes terrify your victims. You add piercing damage to the damage types you can deal with your unarmed strikes. Further, you gain a +2 bonus on Intimidate checks to demoralize opponents. While using Boar Style, whenever you tear an opponent's flesh, you can spend a free action to make an Intimidate check to demoralize that opponent.

Boar Style Your sharp teeth and nails rip your foes open. You can deal bludgeoning damage or slashing damage with your unarmed strikes-changing damage type is a free action. While using this style, once per round when you hit a single foe with two or more unarmed strikes, you can tear flesh. When you do, you deal 2d6 extra points of damage with the attack.

Body Shield With a sly maneuver, you force a grappled opponent into the path of an incoming attack. As an immediate action while you are grappling an adjacent creature, you can make a grapple

combat maneuver check against that creature to gain cover against a single attack. If you are successful and the attack misses you, that attack targets the creature you used as cover, using the same attack roll. You cannot use this feat against a creature grappling you, and the cover you gain ends after the attack you gained cover against is resolved.

Chokehold While grappling, you can cut off an opponent's air and blood supply. While you have an opponent up to one size category larger than you grappled, you can attempt a grapple combat maneuver with a -5 penalty on the check. If you succeed, you have pinned your opponent and hold the opponent in a chokehold. When you maintain the grapple, you also maintain the chokehold. A creature in a chokehold cannot breathe or speak, and thus cannot cast spells that have a verbal component. An opponent you have in a chokehold has to hold his breath or begin suffocating. Any creature that does not breathe, is immune to bleed damage, or is immune to critical hits is immune to the effects of your chokehold. When the grapple is ended, so is the chokehold.

Cudgeler Style You have learned how to rush your foe and deliver an incapacitating blow. When you hit with a charge attack to deal nonlethal damage while using this style, your weapon deals damage as if it were one size category larger than it actually is. If you have the ability to make more than one attack on a charge, this increase applies only to your first attack.

Deadly Grappler While you're grappled, you become even more dangerous. You have learned to leverage a grappling creature's weight against it. While you're grappled, attacks you make against the grappler using armor spikes, a light or one-handed weapon, a natural weapon, or an unarmed strike deal damage as if the strike or weapon were one size category larger than it actually is.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Grapple You are skilled at grappling opponents. You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to grapple you.

Improved Unarmed Strike You are skilled while fighting unarmed. You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Intimidating Prowess Your physical might is intimidating to others. Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Stand Still You can stop foes that try to move past you. When a foe provokes an attack of opportunity due to moving through your adjacent squares, you can make a combat maneuver check as your attack of opportunity. If successful, the enemy cannot move for the rest of his turn. An enemy can still take the rest of his action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to you if such movement provokes an attack of opportunity.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Cad (Fighter)

	Low	Moderate	Advanced	Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Half-Elf (Human-Raised); Medium humanoid (elf, human)			
Class	Fighter (Cad) 1	Fighter (Cad) 6	Fighter (Cad) 10	Fighter (Cad) 14
Initiative	+4	+4	+5	+5
Senses	Low-Light Vision; Perception -2	Low-Light Vision; Perception -2	Darkvision 60 ft.; Perception -1	Low-Light Vision; Perception -2
Defense				
Armor Class	AC 18, touch 14, ff 14 (+4 Dex; +3 studded leather armor; +1 light shield)	AC 19, touch 14, ff 15 (+4 Dex; +4 chain shirt; +1 light shield); Combat Expertise	AC 20, touch 14, ff 16 (+4 Dex; +5 chain shirt +1; +1 light shield); Combat Expertise	AC 25, touch 14, ff 21 (+4 Dex; +6 chain shirt +2; +5 heavy shield); Combat Expertise
hp / HD	10 (1d10)	43 (6d10)	63 (10d10)	83 (14d10)
Saves	Fort +2, Ref +4, Will -2; +2 vs. enchantment spells and effects	Fort +5, Ref +6, Will +0; +2 vs. enchantment spells and effects	Fort +7, Ref +8, Will +1; +2 vs. enchantment spells and effects	Fort +9, Ref +9, Will +2; +2 vs. enchantment spells and effects
Offense				
Movement	30 ft.			
Attacks	Melee scimitar +3 (1d6+2/18-20) or Melee shield, light steel +3 (1d3+1) or Ranged shortbow +5 (1d6/x3)	Melee shield, light steel +8 (1d3+1) or Melee +1 scimitar +9/+4 (1d6+3/18-20) or Ranged shortbow +10/+5 (1d6/x3)	Melee shield, light steel +12 (1d3+1) or Melee +2 scimitar +16/+11 (1d6+4/18-20) or Ranged shortbow +15/+10 (1d6/x3)	Melee +3 scimitar +21/+16/+11 (1d6+9/18-20) or Melee shield, heavy steel +1 +16 (1d4+1) or Ranged shortbow +19/+14/+9 (1d6/x3)
Space / Reach	5 ft. / 5 ft.			
Statistics				
Ability Scores	Str 14, Dex 18, Con 10, Int 14, Wis 6, Cha 10	Str 14, Dex 19, Con 10, Int 14, Wis 6, Cha 10	Str 14, Dex 20, Con 10, Int 14, Wis 6, Cha 10	Str 15, Dex 20, Con 10, Int 14, Wis 6, Cha 10
Core Attack	Base Atk +1; CMB +3; CMD 17 (18 vs. disarm or overrun)	Base Atk +6; CMB +8 (+12 disarm; +10 trip); CMD 22 (32 vs. disarm; 28 vs. overrun; 24 vs. trip)	Base Atk +10; CMB +12 (+19 disarm; +14 trip); CMD 27 (42 vs. disarm; 37 vs. overrun; 29 vs. trip)	Base Atk +145; CMB +16 (+24 disarm; +18 trip); CMD 31 (51 vs. disarm; 45 vs. overrun; 33 vs. trip)
Feats	Artful Dodge, Greater Steal, Shield Proficiency	Artful Dodge, Catch Off-Guard, Combat Expertise, Greater Steal, Improved Dirty Trick, Improved Disarm, Improved Steal, Improved Trip, Shield Proficiency	Artful Dodge, Catch Off-Guard, Combat Expertise, Disarming Strike, Greater Disarm, Greater Steal, Greater Weapon Focus (Scimitar), Improved Dirty Trick, Improved Disarm, Improved Steal, Improved Trip, Shield Proficiency, Weapon Focus (Scimitar)	Artful Dodge, Catch Off-Guard, Combat Expertise, Disarming Strike, Greater Disarm, Greater Shield Focus, Greater Steal, Greater Weapon Focus (Scimitar), Greater Weapon Specialization (Scimitar), Improved Dirty Trick, Improved Disarm, Improved Steal, Improved Trip, Shield Focus, Shield Proficiency, Weapon Focus (Scimitar), Weapon Specialization (Scimitar)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics +2, Appraise +2, Artistry +2, Bluff +2, Climb +4, Craft (Untrained) +2, Disguise +1, Escape Artist +2, Fly +2, Heal -2, Intimidate +4, Perception -2, Ride +6, Sense Motive -1, Stealth +2, Survival -2, Swim +4	Acrobatics +1, Appraise +2, Artistry +2, Bluff +2, Climb +8, Craft (Untrained) +2, Disguise +1, Escape Artist +1, Fly +1, Heal -2, Intimidate +9, Perception -2, Ride +10, Sense Motive -1, Stealth +1, Survival -2, Swim +8	Acrobatics +3, Appraise +2, Artistry +2, Bluff +2, Climb +13, Craft (Untrained) +2, Disguise +1, Escape Artist +3, Fly +3, Heal -2, Intimidate +13, Perception -2, Ride +16, Sense Motive -1, Stealth +3, Survival -2, Swim +13	Acrobatics +3, Appraise +2, Artistry +2, Bluff +2, Climb +17, Craft (Untrained) +2, Disguise +1, Escape Artist +3, Fly +3, Heal -2, Intimidate +17, Perception -2, Ride +20, Sense Motive -1, Stealth +3, Survival -2, Swim +17
Languages	Common, Dwarven, Elven, Gnome			
Special Qualities	Bonus CMD (Disarm & Overrun), Bonus Feats, Elf Blood, Elven Immunities, Human-Raised, Integrated, Low-Light Vision, Multitalented, Skills, Wary, Weapon and Armor Proficiency	Bonus CMD (Disarm & Overrun) (6x), Bonus Feats, Catch Off-Guard, Dirty Maneuvers, Elf Blood, Elven Immunities, Human-Raised, Integrated, Low-Light Vision, Multitalented, Payback, Skills, Wary, Weapon and Armor Proficiency	Bonus CMD (Disarm & Overrun) (10x), Bonus Feats, Catch Off-Guard, Deadly Surprise, Dirty Maneuvers, Elf Blood, Elven Immunities, Human-Raised, Integrated, Low-Light Vision, Multitalented, Payback, Razor-Sharp Chair Leg, Skills, Wary, Weapon and Armor Proficiency	Bonus CMD (Disarm & Overrun) (14x), Bonus Feats, Catch Off-Guard, Craven Combatant, Deadly Surprise, Dirty Maneuvers, Elf Blood, Elven Immunities, Human-Raised, Integrated, Low-Light Vision, Multitalented, Payback, Razor-Sharp Chair Leg, Skills, Sweeping Prank, Wary, Weapon and Armor Proficiency
Treasure	Scimitar; light steel shield; pickpocket's outfit; studded leather armor; shortbow; arrows (20x)	+1 scimitar; light steel shield; pickpocket's outfit; chain shirt; shortbow; arrows (20x)	+2 scimitar; light steel shield; pickpocket's outfit; +1 chain shirt; shortbow; arrows (20x)	+3 scimitar; heavy steel shield +1; pickpocket's outfit; +2 chain shirt; shortbow; arrows (20x)

Special Abilities

Bonus CMD (Disarm & Overrun) (14x) Add +1 to the fighter's CMD when resisting a disarm or overrun.

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Catch Off-Guard At 3rd level, the cad gains the Catch Off-Guard feat. This ability replaces armor training 1.

Craven Combatant (Ex) At 11th level, when fighting defensively or using Combat Expertise or total defense, a cad cannot be flanked except by a rogue or ninja whose level is four or more higher than the cad's fighter level. This ability replaces armor training 3.

Deadly Surprise (Ex) At 7th level, when a cad hits an opponent that is denied its Dexterity bonus to AC against him with a weapon or unarmed attack, he may attempt a dirty trick combat maneuver as an immediate action as part of the attack. This ability replaces armor training 2.

Dirty Maneuvers (Ex) At 2nd level, a cad becomes skilled at deceiving and discomfiting his opponents. The cad gains a +1 bonus on disarm, dirty trick, and steal combat maneuver checks. The cad also gains a +1 bonus to CMD when attacked with the disarm, dirty

trick, and steal combat maneuvers. These bonuses increase by 1 for every four levels after 2nd (to a maximum of +5 at 18th level). This ability replaces bravery.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Human-Raised These half-elves were born and raised into accepting human communities, often raised by generations of a single family, or through the charity of churches and temples. These half-elves have the integrated and wary racial traits.

Integrated Many half-elves are skilled in the art of ingratiating themselves into a community as if they were natives. Half-elves with this racial trait gain a +1 bonus on Bluff, Disguise, and Knowledge (local) checks. This racial trait replaces the adaptability racial trait.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Payback (Ex) At 5th level, a cad gains a +1 bonus on attack and damage rolls against any creature that has attacked the cad since the beginning of his last turn. This bonus increases by +1 for every four levels beyond 5th (to a maximum of +4 at 17th level). This ability replaces weapon training 1, 3, and 4.

Razor-Sharp Chair Leg (Ex) At 9th level, as a swift action, a cad may alter the type of damage dealt by an improvised weapon to bludgeoning, piercing, or slashing damage. In addition, the cad has a critical threat range of 19-20/x2 with any improvised melee weapon. This ability replaces weapon training 2.

Skills Acrobatics (Dex), Bluff (Cha), Escape Artist (Dex), Sleight of Hand (Dex), and Stealth (Dex) are class skills for a cad.

Sweeping Prank (Ex) At 13th level, as a standard action, a cad can use a dirty trick maneuver against any two adjacent opponents that he can reach, making a separate combat maneuver check against each opponent. He must use the same dirty trick maneuver against each opponent. At 17th level, the cad can use this ability as a full-round action to attempt a dirty trick maneuver against a number of enemies equal to 2 + his Dexterity bonus (if any). This ability replaces weapon training 3 and 4.

Wary Many half-elves have spent their long lives moving from place to place, often driven out by the hostility of others. Such experiences have made them wary of others' motivations. Half-elves with this trait gain a +1 racial bonus on Sense Motive and Bluff checks.

Weapon and Armor Proficiency A cad is not proficient with medium armor, heavy armor, or tower shields.

⚡ Feats

Artful Dodge You are practiced at avoiding attacks when outnumbered. If you are the only character threatening an opponent, you gain a +1 dodge bonus to AC against that opponent. Special: The Artful Dodge feat acts as the Dodge feat for the purpose of satisfying prerequisites that require Dodge. You can use Intelligence, rather than Dexterity, for feats with a minimum Dexterity prerequisite.

Catch Off-Guard Foes are surprised by your skilled use of unorthodox and improvised weapons. You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed against any attacks you make with an improvised melee weapon.

Combat Expertise You can increase your defense at the expense of your accuracy. You can choose to take a -4 penalty on melee attack rolls and combat maneuver checks to gain a +4 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Disarming Strike Your critical hits can disarm your foes. Whenever you score a critical hit with a melee attack, you can disarm your opponent, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may disarm your opponent as if from the disarm combat maneuver. This does not provoke an attack of opportunity.

Greater Disarm You can knock weapons far from an enemy's grasp. You receive a +2 bonus on checks made to disarm a foe. This bonus stacks with the bonus granted by Improved Disarm. Whenever you successfully disarm an opponent, the weapon lands 15 feet away from its previous wielder, in a random direction.

Greater Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1. This bonus stacks with the bonus granted by Shield Focus.

Greater Steal You have a knack for snatching items from your opponent in combat. You receive a +2 bonus on checks made to steal an item from a foe. This bonus stacks with the bonus granted by Improved Steal. If you successfully steal an item from a foe during combat, it does not notice the theft until after combat is over or if it attempts to use the missing item.

Greater Weapon Focus (Scimitar) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Greater Weapon Specialization (Scimitar) You deal extra damage when using your chosen weapon. You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus to damage stacks with other damage roll bonuses, including any you gain from Weapon Specialization.

Improved Dirty Trick You are skilled at pulling dirty tricks on your

foes. You do not provoke an attack of opportunity when performing a dirty trick combat maneuver. In addition, you receive a +2 bonus on checks made to attempt a dirty trick. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries a dirty trick on you.

Improved Disarm You are skilled at knocking weapons from a foe's grasp. You do not provoke an attack of opportunity when performing a disarm combat maneuver. In addition, you receive a +2 bonus on checks made to disarm a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to disarm you.

Improved Steal You have a knack for snatching items from your opponents. You do not provoke an attack of opportunity when performing a steal combat maneuver. In addition, you receive a +2 bonus on checks made to steal an item from a foe. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries to steal an item from you.

Improved Trip You are skilled at sending your opponents to the ground. You do not provoke an attack of opportunity when performing a trip combat maneuver. In addition, you receive a +2 bonus on checks made to trip a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to trip you.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Shield Proficiency You are trained in how to properly use a shield. When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Weapon Focus (Scimitar) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Weapon Specialization (Scimitar) You deal extra damage when using your chosen weapon. You gain a +2 bonus on all damage rolls you make using the selected weapon.

Monk Archetypes

Table 9: Pregenerated Character Summary: Monk Archetype Classes

Archetype	Page	Class	Race	Sex
Drunken Master	252	Monk	Half-Orc	F
Flowing Monk	256	Monk	Halfling (Slave Born)	F
Hamatulatsu Master	260	Monk	Dwarf (Mountain)	F
Hungry Ghost Monk	264	Monk	Half-Orc (Deep Kin)	M
Ki Mystic	268	Monk	Elf (Tower)	F
Maneuver Master	272	Monk	Halfling (Avenging)	M
Martial Artist	276	Monk	Human	F
Master of Many Styles	279	Monk	Human	M

Crunch Summary: Monk Archetypes

 **Skills:** *Medium.* Some options, but it's not where your heart is.

 **Spells:** *Zero.* It can be fun to multiclass with a divine class, particularly if the chosen deity coordinates with the Alignment restriction.

 **Weapons:** *Low.* This is the deepest irony of the Monk class: You've got some of the most exotic and interesting weapons in the entire game... but nothing beats your bare hands, so why would you bother with any of it? That said, get something with a ranged capability, and embrace the characterization opportunities that bizarre options allow, even if you do end up keeping it sheathed during battle.

 **Armor & Other Equipment:** *Zero.* Monk's kit. Move along.

 **Feats:** *Extremely high.* Monks get such impressive abilities automatically as they level; the least interesting class ability of a Monk seems beyond what the coolest Feat available to many other classes have access to. That said, you can expand upon your Monk's abilities by choosing a variety of Feats. You should consider Feats to be the equivalent of another melee-heavy class' weapons and armor selections—a fitting analogy, given your options in those categories.

 **Ability Scores:** *High.* Wisdom, of course. But beyond that, any combination of abilities can lead to an effective Monk. Don't go too low with Strength, however.

 **Resist the Urge To:** Don't make a dumb, boring, silent puncher: Don't just max out Wisdom and Dexterity and make everything else a dump stat. Monks may be stereotypically quiet, or withdrawn; that doesn't mean they can't have a high Charisma with social-challenge skills and Feats.

Designer's Soapbox: Monks

 Amazing and fun, and formidable. Yet advancement can feel unfulfilling: you can't be driven by acquisition of arms and armor like other characters are.

You don't get a thrill out of finding a +1 weapon in your chosen style. You're not always on the lookout for the best chainmail you can afford. This may be a good alignment between mechanics and characterization—after all, Monks should be above, beyond such desires, yes?

Your desires, your aims, are instead driven by class abilities—next level you get access to a new ability, get to move faster, that sort of thing.

Speaking of moving fast, this is a characteristic that doesn't get used as much as it should be. In most tabletop games, and in most adventuring scenarios, a high-level Monk can literally move around the entire map in a single round.

When playing a Monk, consider this, and other abilities that may not get used as much as, say Stunning Fist. Try to make use of every single ability at least once per gaming session. For example, take risks and leap off ledges; move around the battlefield and keep your foes on edge.

Drunken Master (Monk)

	Low	Moderate	Advanced	Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Half-Orc; Medium humanoid (orc, human)			
Class	Monk (Drunken Master) 1	Monk (Drunken Master) 6	Monk (Drunken Master) 10	Monk (Drunken Master) 14
Initiative	+5	+9	+9	+9
Senses	Darkvision 60 ft.; Perception +3	Darkvision 60 ft.; Perception +3	Darkvision 60 ft.; Perception +4	Darkvision 60 ft.; Perception +4
Defense				
Armor Class	AC 19, touch 19, ff 13 (+5 Dex; +1 dodge; +3 misc)	AC 20, touch 20, ff 14 (+5 Dex; +1 dodge; +4 misc)	AC 22, touch 22, ff 16 (+5 Dex; +1 dodge; +6 misc)	AC 23, touch 23, ff 17 (+5 Dex; +1 dodge; +7 misc)
hp / HD	8 (1d8)	25 (6d8)	40 (10d8)	55 (14d8)
Saves	Fort +2, Ref +7, Will +5	Fort +5, Ref +10, Will +8	Fort +7, Ref +12, Will +11	Fort +9, Ref +14, Will +13
Special Defenses	-	Evasion	Improved Evasion	
Offense				
Movement	30 ft.	50 ft.; Fast Movement, High Jump, Slow Fall	60 ft.; Fast Movement, High Jump, Slow Fall	70 ft.; Abundant Step; Fast Movement, High Jump, Slow Fall
Attacks	Melee brass knuckles +2 (1d6+2) or	Melee flurry of blows +6 (1d8+2) or	Melee flurry of blows +11 (1d10+2) or	Melee flurry of blows +15 (2d6+2) or
	Melee flurry of blows +1 (1d6+2) or	Melee unarmed strike +6 (1d8+2) or	Melee unarmed strike +10/+5 (1d10+2) or	Melee unarmed strike +13/+8 (2d6+2) or
	Melee unarmed strike +2 (1d6+2)	Melee masterwork brass knuckles +7 (1d8+2) or Melee dagger +6 (1d4+2/19-20) or Ranged dagger (thrown) +9 (1d4+2/19-20)	Melee masterwork brass knuckles +11/+6 (1d10+2) or Melee dagger +9/+4 (1d4+2/19-20) or Ranged dagger (thrown) +12/+7 (1d4+2/19-20) or Melee +1 dagger +10/+5 (1d4+3/19-20) or Ranged +1 dagger (thrown) +13/+8 (1d4+3/19-20)	Melee masterwork brass knuckles +14/+9 (2d6+2) or Melee dagger +12/+7 (1d4+2/19-20) or Ranged dagger (thrown) +15/+10 (1d4+2/19-20) or Melee +2 dagger +14/+9 (1d4+4/19-20) or Ranged +2 dagger (thrown) +17/+12 (1d4+4/19-20)
Special Attacks	Flurry of Blows, Stunning Fist	Flurry of Blows, Ki Pool, Stunning Fist		
Space / Reach	5 ft. / 5 ft.			
Statistics				
Ability Scores	Str 14, Dex 20, Con 10, Int 6, Wis 16, Cha 7	Str 14, Dex 20, Con 10, Int 6, Wis 17, Cha 7	Str 14, Dex 20, Con 10, Int 6, Wis 18, Cha 7	Str 14, Dex 20, Con 10, Int 6, Wis 19, Cha 7

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Core Attack	Base Atk +0; CMB +2; CMD 21	Base Atk +4; CMB +8 (+10 bullrush or grapple); CMD 26 (28 vs. bullrush or grapple)	Base Atk +7; CMB +12 (+14 bullrush or grapple); CMD 31 (33 vs. bullrush or grapple)	Base Atk +10; CMB +16 (+18 bullrush or grapple); CMD 35 (37 vs. bullrush or grapple)
Feats	Dodge, Improved Unarmed Strike, Mobility, Stunning Fist	Dodge, Improved Bull Rush, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Stunning Fist, Throw Anything	Ability Focus (Stunning Fist), Dodge, Improved Bull Rush, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Medusa's Wrath, Mobility, Stunning Fist, Throw Anything, Weapon Focus (Unarmed Strike)	Ability Focus (Stunning Fist), Bend with the Wind, Critical Focus, Dodge, Improved Bull Rush, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Medusa's Wrath, Mobility, Stunning Fist, Throw Anything, Weapon Focus (Flurry of Blows, Unarmed Strike)
Skills	Acrobatics +9, Appraise -2, Artistry -2, Bluff -2, Climb +2, Craft (Untrained) -2, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +5, Heal +3, Intimidate +4, Perception +3, Perform (Untrained) -2, Ride +5, Sense Motive +3, Stealth +5, Survival +3, Swim +2	Acrobatics +14, Appraise -2, Artistry -2, Bluff -2, Climb +2, Craft (Untrained) -2, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +5, Heal +3, Intimidate +9, Perception +3, Perform (Untrained) -2, Ride +5, Sense Motive +3, Stealth +5, Survival +3, Swim +2	Acrobatics +18, Appraise -2, Artistry -2, Bluff -2, Climb +2, Craft (Untrained) -2, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +5, Heal +4, Intimidate +13, Perception +4, Perform (Untrained) -2, Ride +5, Sense Motive +4, Stealth +5, Survival +4, Swim +2	Acrobatics +22, Appraise -2, Artistry -2, Bluff -2, Climb +2, Craft (Untrained) -2, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +5, Heal +4, Intimidate +17, Perception +4, Perform (Untrained) -2, Ride +5, Sense Motive +4, Stealth +5, Survival +4, Swim +2
Languages	Common, Orc			
Special Qualities	AC Bonus, Bonus Ki, Darkvision, Intimidating, Orc Blood, Orc Ferocity, Unarmed Strike, Weapon Familiarity	AC Bonus, Bonus Ki (6x), Darkvision, Drunken Ki, Drunken Strength, Fast Movement, High Jump, Intimidating, Maneuver Training, Orc Blood, Orc Ferocity, Slow Fall, Unarmed Strike, Weapon Familiarity	AC Bonus, Bonus Ki (10x), Darkvision, Drunken Ki, Drunken Strength, Fast Movement, High Jump, Intimidating, Maneuver Training, Orc Blood, Orc Ferocity, Slow Fall, Unarmed Strike, Weapon Familiarity, Wholeness of Body	Abundant Step, AC Bonus, Bonus Ki (14x), Darkvision, Drunken Courage, Drunken Ki, Drunken Resilience, Drunken Strength, Fast Movement, High Jump, Intimidating, Maneuver Training, Orc Blood, Orc Ferocity, Slow Fall, Unarmed Strike, Weapon Familiarity, Wholeness of Body
Treasure	Peasant's outfit; brass knuckles	Peasant's outfit; dagger (2x); masterwork brass knuckles	Peasant's outfit; dagger (2x); +1 dagger; masterwork brass knuckles	Peasant's outfit; dagger (2x); +2 dagger; masterwork brass knuckles

Special Abilities

Abundant Step (Su) You can slip magically between spaces, as if using the spell Dimension Door. Using this Ability is a move action that consumes 2 points from your Ki pool. Your caster level is 14. You cannot take other creatures with you when you use this ability.

AC Bonus (Ex) When unarmored and unencumbered, you add +7 to your AC and your CMD. These bonuses apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, when you carry a shield, or when you carry a medium or heavy load.

Bonus Ki (14x) Add +1/4 to the monk's ki pool.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified

for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Drunken Courage (Su) At 11th level, a drunken master is immune to fear as long as he has at least 1 point of drunken ki. This ability replaces diamond body.

Drunken Ki (Su) At 3rd level, a drunken master can drink a tankard of ale or strong alcohol and gain one temporary ki point. The act of drinking is a swift action that does not provoke attacks of opportunity. The monk can have a maximum number of drunken ki points equal to 1 plus one additional point for every two levels

thereafter (5th, 7th, and so on). The monk can gain this temporary ki even before he gains a ki pool at 4th level. These drunken ki points last for 1 hour or until spent, whichever is shorter. As long as he has at least 1 drunken ki point, the monk can spend 1 ki point as a move action to move 5 feet without provoking attacks of opportunity. This ability replaces still mind.

Drunken Resilience (Ex) At 13th level, a drunken master gains DR 1/- as long as he has at least 1 point of drunken ki. At 16th level, the DR increases to 2/-. At 19th level, it increases to 3/-. This ability replaces diamond soul.

Drunken Strength (Su) At 5th level, a drunken master can spend 1 point of ki as a swift action to inflict 1d6 extra points of damage on a single successful melee attack. The monk can choose to apply the damage after the attack roll is made. At 10th level, the monk may spend 2 drunken ki points to increase the extra damage to 2d6. At 15th level, the monk may spend 3 drunken ki points to increase the extra damage to 3d6. At 20th level, the monk may spend 4 drunken ki points to increase the extra damage to 4d6. The monk must have at least 1 drunken ki point to use this ability. This ability replaces purity of body.

Fast Movement (Ex) You gain a +40 feet enhancement bonus to your land speed. If you wear armor or carry a medium or heavy load, you lose this extra speed.

Flurry of Blows (Ex) You can make a flurry of blows as a full-attack action. You can make a flurry of blows as a full-attack action. When doing so, you may make two additional attacks using any combination of unarmed strikes or attack with a special monk weapon (kama, nunchaku, quarterstaff, sai, shuriken, and siangham) as if using the Two-Weapon Fighting and Improved Two-Weapon Fighting feats. For the purpose of these attacks, your base attack bonus is equal to your monk level. For all other purposes, such as qualifying for a feat or a prestige class, you use your normal base attack bonus.

High Jump (Ex) You can add +14 to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, you always count as having a running start when making jump checks using Acrobatics. By spending 1 point from your ki pool as a swift action, you gain a +20 bonus on Acrobatics checks made to jump for 1 round.

Improved Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Ki Pool (Su) You have a pool of 11 ki points, supernatural energy he can use to accomplish amazing feats. You have a pool of 11 ki points, supernatural energy you can use to accomplish amazing feats. As long as you have at least 1 point in your ki pool, you can make a ki strike. Ki strike allows your unarmed attacks to be treated as magic, cold iron, silver and lawful weapons for the purpose of overcoming damage reduction. By spending 1 point from your ki pool, you can make one additional attack at your highest attack bonus when making a Flurry of Blows attack. In addition, you can spend 1 point to increase your speed by 20 feet for 1 round. Finally, you can spend 1 point from your ki pool to give yourself a +4 dodge bonus to AC for 1 round. Each use of these powers is activated as a swift action. The ki pool is replenished after 8 hours of rest or meditation; these hours do not need to be consecutive.

Maneuver Training (Ex) A monk uses his monk level in place of his base attack bonus when calculating his combat maneuver bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) 1/day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Slow Fall (Ex) You can use a nearby wall to slow your descent. If you are within arm's reach of a wall, you can use it to slow your descent. You take damage as if the fall were 70 feet shorter than it actually is.

Stunning Fist (Ex) You gain Stunning Fist as a bonus feat. You gain Stunning Fist as a bonus feat. You can choose to make the target of your Stunning Fist fatigued, sickened for 1 minute, or staggered for 1d6+1 rounds. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. You must choose which condition will apply before the attack roll is made. These effects do not stack with themselves, but additional hits do increase the duration.

Unarmed Strike At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table 3-10. The unarmed damage values listed on Table 3-10 is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage; see Small or Large Monk Unarmed Damage on the table given below.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Wholeness of Body (Su) You can heal your own wounds as a standard action. You can heal 14 hit points of damage by using 2 points from your ki pool.

⚡ Feats

Ability Focus (Stunning Fist) One of this creature's special attacks is particularly difficult to resist. Choose one of the creature's special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses. Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Bend with the Wind Meditation allows you to regulate your body temperature, heart rate, and other attributes to resist the elements. For 24 hours after you meditate, you gain cold resistance 5 and fire resistance 5.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Bull Rush You are skilled at pushing your foes around. You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

Improved Grapple You are skilled at grappling opponents. You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to grapple you.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Unarmed Strike You are skilled while fighting unarmed. You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed.

Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Medusa's Wrath You can take advantage of your opponent's confusion, delivering multiple blows. Whenever you use the full-attack action and make at least one unarmed strike, you can make two additional unarmed strikes at your highest base attack bonus. These bonus attacks must be made against a dazed, flat-footed, paralyzed, staggered, stunned, or unconscious foe.

Mobility You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Stunning Fist You know just where to strike to temporarily stun a foe. 14/day (DC 23) You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 23), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Weapon Focus (Flurry of Blows, Unarmed Strike) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Flowing Monk (Monk)

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
👤 General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Halfling (Slave Born); Small humanoid (halfling)			
Class	Monk (Flowing Monk) 1	Monk (Flowing Monk) 6	Monk (Flowing Monk) 10	Monk (Flowing Monk) 14
Initiative	+6	+10	+10	+10
Senses	Perception +3	Perception +3	Perception +4	Perception +4
🛡 Defense				
Armor Class	AC 20, touch 20, ff 14 (+1 size; +5 Dex; +1 dodge; +3 misc)	AC 22, touch 21, ff 16 (+1 size; +5 Dex; +1 dodge; +4 misc; +1 <i>bracers of armor</i>)	AC 25, touch 23, ff 19 (+1 size; +5 Dex; +1 dodge; +6 misc; +2 <i>bracers of armor</i>)	AC 27, touch 24, ff 21 (+1 size; +5 Dex; +1 dodge; +7 misc; +3 <i>bracers of armor</i>)
hp / HD	6 (1d8)-2	25 (6d8)-12	38 (10d8)-20	48 (14d8)-28
Saves	Fort +0, Ref +7, Will +5	Fort +3, Ref +10, Will +8; +2 vs. enchantment spells and effects	Fort +5, Ref +12, Will +11; +2 vs. enchantment spells and effects	Fort +7, Ref +14, Will +13; +2 vs. enchantment spells and effects
Special Defenses	-	Evasion, Still Mind	Improved Evasion, Still Mind	Improved Evasion, Still Mind; Spell Resistance 24
🗡 Offense				
Movement	20 ft.	20 ft.; High Jump; Slow Fall		20 ft.; High Jump; Slow Fall; Abundant Step
Attacks	Melee flurry of blows (small) +1/+1 (1d4+1) or Melee unarmed strike (small) +2 (1d4+1) or Melee quarterstaff (small) +2 (2H: 1d4+1) or Melee wushu dart (5) (small) +2 (1d2+1)	Melee flurry of blows (small) +6/+6/+1 (1d6+1) or Melee unarmed strike (small) +6 (1d6+1) or Melee quarterstaff (small) +6 (2H: 1d4+1) or Melee wushu dart (5) (small) +6 (1d2+1)	Melee flurry of blows (small) +11/+11/+11/+6 (1d8+2) or Melee unarmed strike (small) +10 (1d8+2) or Melee quarterstaff (small) +9/+4 (2H: 1d4+1) or Melee wushu dart (5) (small) +9/+4 (1d2+1)	Melee flurry of blows (small) +16/+16/+16/+11/+6 (1d10+3) or Melee unarmed strike (small) +14 (1d10+3) or Melee quarterstaff (small) +12/+7 (2H: 1d4+1) or Melee wushu dart (5) (small) +12/+7 (1d2+1)
	Flurry of Blows	Flurry of Blows, Ki Pool		
	Space / Reach	5 ft. / 5 ft.		
	📋 Statistics			
Ability Scores	Str 12, Dex 20, Con 7, Int 8, Wis 16, Cha 9	Str 12, Dex 20, Con 7, Int 8, Wis 17, Cha 9	Str 12, Dex 20, Con 7, Int 8, Wis 18, Cha 9	Str 12, Dex 20, Con 7, Int 8, Wis 19, Cha 9
Core Attack	Base Atk +0; CMB +0; CMD 19 (29 vs. grapple)	Base Atk +4; CMB +6 (+8 grapple); CMD 24 (32 vs. grapple)	Base Atk +7; CMB +14 (+16 grapple); CMD 29 (41 vs. grapple)	Base Atk +10; CMB +18 (+20 grapple); CMD 33 (49 vs. grapple)
Feats	Dodge, Improved Unarmed Strike, Nimble Moves	Acrobatic Steps, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Nimble Moves	Acrobatic Steps, Agile Maneuvers, Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Nimble Moves	Acrobatic Steps, Agile Maneuvers, Crane Style, Crane Wing, Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Nimble Moves

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics +9, Appraise -1, Artistry -1, Bluff -1, Climb +5, Craft (Untrained) +1, Diplomacy -1, Disguise -1, Escape Artist +9, Fly +7, Heal +3, Intimidate -1, Perception +3, Perform (Untrained) -1, Ride +5, Sense Motive +3, Stealth +9, Survival +3, Swim +1	Acrobatics +14, Appraise -1, Artistry -1, Bluff -1, Climb +10, Craft (Untrained) +1, Diplomacy -1, Disguise -1, Escape Artist +14, Fly +7, Heal +3, Intimidate -1, Perception +3, Perform (Untrained) -1, Ride +5, Sense Motive +3, Stealth +9, Survival +3, Swim +1	Acrobatics +18, Appraise -1, Artistry -1, Bluff -1, Climb +14, Craft (Untrained) +1, Diplomacy -1, Disguise -1, Escape Artist +18, Fly +7, Heal +4, Intimidate -1, Perception +4, Perform (Untrained) -1, Ride +5, Sense Motive +4, Stealth +9, Survival +4, Swim +1	Acrobatics +22, Appraise -1, Artistry -1, Bluff -1, Climb +18, Craft (Untrained) +1, Diplomacy -1, Disguise -1, Escape Artist +22, Fly +7, Heal +4, Intimidate -1, Perception +4, Perform (Untrained) -1, Ride +5, Sense Motive +4, Stealth +9, Survival +4, Swim +1
Languages	Common, Halfling			
Special Qualities	AC Bonus, Bonus CMD (Grapple) & Stunning Fist, Bonus Feat, Craven, Ingratiating (Perform (Oratory)), Redirection, Slave Born (Perform (Oratory)), Unarmed Strike, Weapon Familiarity	AC Bonus, Bonus CMD (Grapple) & Stunning Fist (6x), Bonus Feat, Craven, Elusive Target, Flowing Dodge, High Jump, Ingratiating (Perform (Oratory)), Maneuver Training, Redirection, Slave Born (Perform (Oratory)), Slow Fall, Unarmed Strike, Unbalancing Counter, Weapon Familiarity	AC Bonus, Bonus CMD (Grapple) & Stunning Fist (10x), Bonus Feat, Craven, Elusive Target, Flowing Dodge, High Jump, Ingratiating (Perform (Oratory)), Maneuver Training, Redirection, Slave Born (Perform (Oratory)), Slow Fall, Unarmed Strike, Unbalancing Counter, Weapon Familiarity, Wholeness of Body	Abundant Step, AC Bonus, Bonus CMD (Grapple) & Stunning Fist (14x), Bonus Feat, Craven, Diamond Soul, Elusive Target, Flowing Dodge, High Jump, Ingratiating (Perform (Oratory)), Maneuver Training, Redirection, Slave Born (Perform (Oratory)), Slow Fall, Unarmed Strike, Unbalancing Counter, Weapon Familiarity, Wholeness of Body
Treasure	Peasant's outfit (small); quarterstaff (small); wushu dart (10x, small)	Peasant's outfit (small); quarterstaff (small); wushu dart (10x, small); <i>bracers of armor +1</i> ; <i>amulet of mighty fists</i>	Peasant's outfit (small); quarterstaff (small); wushu dart (10x, small); <i>bracers of armor +2</i> ; <i>amulet of mighty fists +1</i>	Peasant's outfit (small); quarterstaff (small); wushu dart (10x, small); <i>bracers of armor +3</i> ; <i>amulet of mighty fists +2</i>

Special Abilities

Abundant Step (Su) You can slip magically between spaces, as if using the spell *Dimension Door*. Using this Ability is a move action that consumes 2 points from your Ki pool. Your caster level is 14. You cannot take other creatures with you when you use this ability.

AC Bonus (Ex) When unarmored and unencumbered, you add +7 to your AC and your CMD. These bonuses apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, when you carry a shield, or when you carry a medium or heavy load.

Bonus CMD (Grapple) & Stunning Fist (14x) Add +1 to the monk's CMD when resisting a grapple and +1/2 to the number of stunning attacks he can attempt per day.

Bonus Feat A flowing monk replaces the normal monk bonus feats with the following - Agile Maneuvers, Combat Reflexes, Deflect Arrows, Dodge, Improved Reposition*, Improved Trip, Nimble Moves, and Weapon Finesse. At 6th level, the following feats are also available - Acrobatic Steps, Bodyguard*, Improved Disarm, Improved Feint, Ki Throw*, Mobility, Second Chance*, and Sidestep*. At 10th level, the following feats are added - In Harm's Way*, Repositioning Strike*, Snatch Arrows, Spring Attack, and Tripping Strike*. (Asterisks denotes feats from the Advanced Player's Guide.)

Craven While most halflings are fearless, some are skittish, making them particularly alert. Halflings with this racial trait gain a +1 bonus on initiative checks and a +1 bonus on attack rolls when flanking. They suffer a -2 penalty on fear saves and gain no benefit from morale bonuses on fear saves. When affected by a fear effect,

their base speed increases by 10 feet and they gain a +1 dodge bonus to Armor Class. This racial trait replaces the fearless and halfling luck racial traits.

Diamond Soul (Ex) You gain spell resistance 24. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the monk's spell resistance.

Elusive Target (Ex) At 5th level, as an immediate action, a flowing monk may spend 2 points from his ki pool to attempt a Reflex save opposed by an attacker's attack roll to halve damage from that attack. At 11th level and above, the flowing monk suffers no damage on a successful save, or half damage on a failed save. If the attacker is flanking the monk, the flanking opponent who is not attacking becomes the target of the attack. Use the same attack roll, and if the attack hits the new target, that creature takes half damage (or full damage if the attack is completely avoided). Any associated effects from the attack (such as bleed, poison, or spell effects) apply fully even if the attack deals only half damage. This ability replaces purity of body and diamond body.

Flowing Dodge (Ex) At 3rd level, a flowing monk gains a +1 dodge bonus to AC for each enemy adjacent to him, up to a maximum bonus equal to his Wisdom modifier (minimum 1). This ability replaces fast movement.

Flurry of Blows (Ex) You can make a flurry of blows as a full-attack action. You can make a flurry of blows as a full-attack action. When doing so, you may make two additional attacks using any combination of unarmed strikes or attack with a special monk weapon (kama, nunchaku, quarterstaff, sai, shuriken, and siangham)

as if using the Two-Weapon Fighting and Improved Two-Weapon Fighting feats. For the purpose of these attacks, your base attack bonus is equal to your monk level. For all other purposes, such as qualifying for a feat or a prestige class, you use your normal base attack bonus.

High Jump (Ex) You can add +14 to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, you always count as having a running start when making jump checks using Acrobatics. By spending 1 point from your ki pool as a swift action, you gain a +20 bonus on Acrobatics checks made to jump for 1 round.

Improved Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.

Ingratiating (Perform (Oratory)) Halflings often survive at the whims of larger, more aggressive races. Because of this, they go out of their way to make themselves more useful, or at least entertaining, to larger folk. Halflings with this racial trait gain a +2 bonus on skill checks for a single Perform skill of their choice, and Perform is always a class skill for them. They also gain a +2 bonus on Craft and Profession checks.

Ki Pool (Su) You have a pool of 11 ki points, supernatural energy he can use to accomplish amazing feats. You have a pool of 11 ki points, supernatural energy you can use to accomplish amazing feats. As long as you have at least 1 point in your ki pool, you can make a ki strike. Ki strike allows your unarmed attacks to be treated as magic, cold iron, silver and lawful weapons for the purpose of overcoming damage reduction. By spending 1 point from your ki pool, you can make one additional attack at your highest attack bonus when making a Flurry of Blows attack. In addition, you can spend 1 point to increase your speed by 20 feet for 1 round. Finally, you can spend 1 point from your ki pool to give yourself a +4 dodge bonus to AC for 1 round. Each use of these powers is activated as a swift action. The ki pool is replenished after 8 hours of rest or meditation; these hours do not need to be consecutive.

Maneuver Training (Ex) A monk uses his monk level in place of his base attack bonus when calculating his combat maneuver bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

Redirection (Ex) At 1st level, as an immediate action, a flowing monk can attempt a reposition or trip combat maneuver against a creature that the flowing monk threatens and that attacks him. If the combat maneuver is successful, the attacker is sickened for 1 round (Reflex DC = 10 + 1/2 the monk's level + monk's Wisdom modifier to halve the duration), plus 1 additional round at 4th level and for every four levels afterward (to a maximum of 6 rounds at 20th level). The monk gains a +2 bonus on the reposition or trip combat maneuver check and the save DC for redirection increases by 2 if the attacker is using Power Attack or is charging when attacking him. The benefit increases to a +4 bonus and an increase of the saving throw by 4 if both apply. At 4th level, a flowing monk can use redirection against an opponent that the flowing monk threatens and that attacks an ally with a melee attack. At 8th level, a flowing monk can make both a reposition and a trip maneuver as part of a single immediate action with this ability. At 12th level, a flowing monk can use redirection against any opponent that attacks him in melee, even if the flowing monk is not threatening the opponent who attacks him. A flowing monk can use this ability once per day per monk level, but no more than once per round. This ability replaces stunning fist.

Slave Born (Perform (Oratory)) These half lings come from lineages that have spent countless generations as property. Though usually free themselves, the weight of slavery still bears down on their souls, making them eager to please and prone to sudden fits of fear. These halflings have the craven and ingratiating alternate racial traits.

Slow Fall (Ex) You can use a nearby wall to slow your descent. If you are within arm's reach of a wall, you can use it to slow your descent. You take damage as if the fall were 70 feet shorter than it

actually is.

Still Mind (Ex) You gain a +2 bonus on saving throws against enchantment spells and effects.

Unarmed Strike At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table 3-10. The unarmed damage values listed on Table 3-10 is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage; see Small or Large Monk Unarmed Damage on the table given below.

Unbalancing Counter (Ex) At 2nd level, a flowing monk's attacks of opportunity render a struck creature flat-footed until the end of the flowing monk's next turn (Reflex DC 10 + 1/2 the monk's level + Wisdom modifier negates). This ability replaces the bonus feat gained at 2nd level.

Weapon Familiarity (Ex) Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Wholeness of Body (Su) You can heal your own wounds as a standard action. You can heal 14 hit points of damage by using 2 points from your ki pool.

⚡ Feats

Acrobatic Steps You can easily move over and through obstacles. Whenever you move, you may move through up to 15 feet of difficult terrain each round as if it were normal terrain. The effects of this feat stack with those provided by Nimble Moves (allowing you to move normally through a total of 20 feet of difficult terrain each round).

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Crane Style Your unarmed fighting techniques blend poise with graceful defense. You take only a -2 penalty on attack rolls for fighting defensively. While using this style and fighting defensively or using the total defense action, you gain an additional +1 dodge bonus to your Armor Class.

Crane Wing You move with the speed and finesse of an avian hunter, your sweeping blocks and graceful motions allowing you to deflect melee attacks with ease. When fighting defensively with at least one hand free, you gain a +4 dodge bonus to AC against melee attacks. If a melee attack misses you by 4 or less, you lose this dodge bonus until the beginning of your next turn. An attack so deflected deals no damage and has no other effect (instead treat it as a miss). You do not expend an action when using this feat, but you must be aware of the attack and not flat-footed.

Deflect Arrows You can know arrows and other projectiles off course, preventing them from hitting you. You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you

lose the benefits of this feat.

Improved Grapple You are skilled at grappling opponents. You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to grapple you.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Unarmed Strike You are skilled while fighting unarmed. You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Nimble Moves You can move across a single obstacle with ease. Whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain. This feat allows you to take a 5-foot step into difficult terrain.

Hamatulatsu Master (Monk)

	 Low	 Moderate	 Advanced	 Elite
 General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Dwarf (Mountain Dwarf); Medium humanoid (dwarf)			
Class	Monk (Hamatulatsu Master) 1	Monk (Hamatulatsu Master) 6	Monk (Hamatulatsu Master) 10	Monk (Hamatulatsu Master) 14
Initiative	+1	+1	+1	+1
Senses	Low-Light Vision; Darkvision 60 ft; Perception +7	Low-Light Vision; Darkvision 60 ft; Perception +12	Low-Light Vision; Darkvision 60 ft; Perception +6	Low-Light Vision; Darkvision 60 ft; Perception +20
 Defense				
Armor Class	AC 14, touch 14, ff 13 (+1 Dex; +3 misc)	AC 16, touch 15, ff 15 (+1 Dex; +4 misc; +1 <i>bracers of armor</i>); Combat Expertise	AC 18, touch 16, ff 17 (+1 Dex; +5 misc; +2 <i>bracers of armor</i>); Combat Expertise	AC 20, touch 17, ff 19 (+1 Dex; +6 misc; +3 <i>bracers of armor</i>); Combat Expertise
hp / HD	9 (1d8)+1	26 (6d8)	44 (10d8)	69 (14d8)+14
Saves	Fort +3, Ref +3, Will +5; +2 vs. poison, spells, and spell-like abilities	Fort +5, Ref +6, Will +8; +2 vs. poison, spells, and spell-like abilities; +2 vs. enchantment spells and effects	Fort +7, Ref +8, Will +10; +2 vs. poison, spells, and spell-like abilities; +2 vs. enchantment spells and effects	Fort +10, Ref +10, Will +12; +2 vs. poison, spells, and spell-like abilities; +2 vs. enchantment spells and effects
Special Defenses	-	Evasion, Still Mind	Improved Evasion, Still Mind	Improved Evasion, Still Mind; Spell Resistance 24; Immune Poison
 Offense				
Movement	20 ft.	40 ft.; Fast Movement; High Jump; Slow Fall	50 ft.; Fast Movement; High Jump; Slow Fall	60 ft.; Fast Movement; High Jump; Slow Fall; Abundant Step
Attacks	Melee nunchaku (metal) +3 (1d6+3) or Melee brass knuckles -2 (1d6+1) or Melee flurry of blows +2/+2 (1d6+3) or Melee unarmed strike +3 (1d6+3)	Melee brass knuckles +2 (1d8+1) or Melee flurry of blows +7/+7/+2 (1d8+3) or Melee masterwork nunchaku (metal) +8 (1d6+3) or Melee unarmed strike +7 (1d8+3)	Melee brass knuckles +6 (1d10+2) or Melee flurry of blows +12/+12/+12/+7 (1d10+4) or Melee nunchaku +1 (metal) +12/+7 (1d6+5) or Melee unarmed strike +11/+6 (1d10+4)	Melee brass knuckles +9 (2d6+2) or Melee flurry of blows +16/+16/+16/+11/+6 (2d6+4) or Melee nunchaku +2 (metal) +16/+11 (1d6+6) or Melee unarmed strike +14/+9 (2d6+4)
Special Attacks	Flurry of Blows, Stunning Fist	Flurry of Blows, Ki Pool, Stunning Fist		
Space / Reach	5 ft. / 5 ft.			
 Statistics				
Ability Scores	Str 16, Dex 12, Con 13, Int 10, Wis 16, Cha 7	Str 17, Dex 12, Con 11, Int 10, Wis 16, Cha 7	Str 18, Dex 12, Con 11, Int 10, Wis 16, Cha 7	Str 18, Dex 12, Con 12, Int 10, Wis 16, Cha 7
Core Attack	Base Atk +0; CMB +3; CMD 17	Base Atk +4; CMB +9 (+11 disarm); CMD 22 (24 vs. disarm)	Base Atk +7; CMB +14 (+16 disarm or sunder); CMD 27 (29 vs. disarm or sunder)	Base Atk +10; CMB +18 (+20 disarm, +22 sunder); CMD 31 (33 vs. disarm or sunder)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Feats	Improved Unarmed Strike, Stunning Fist, Swarm Strike	Combat Expertise, Combat Expertise (Flurry), Improved Disarm, Improved Unarmed Strike, Stunning Fist, Swarm Strike	Combat Expertise, Combat Expertise (Flurry), Improved Disarm, Improved Sunder, Improved Unarmed Strike, Power Attack, Stunning Fist, Swarm Strike	Combat Expertise, Combat Expertise (Flurry), Greater Sunder, Improved Disarm, Improved Sunder, Improved Unarmed Strike, Power Attack, Stunning Fist, Sundering Strike, Swarm Strike
Skills	Acrobatics +1, Bluff -2, Climb +3, Diplomacy -2, Disguise -2, Escape Artist +1, Fly +1, Heal +3, Intimidate +2, Knowledge (History) +4, Perception +7, Perform (Untrained) -2, Ride +1, Sense Motive +7, Stealth +1, Survival +3, Swim +3	Acrobatics +1, Appraise +1, Artistry +1, Bluff -2, Climb +3, Craft (Untrained) +1, Diplomacy -2, Disguise -2, Escape Artist +1, Fly +1, Heal +3, Intimidate +7, Knowledge (History) +10, Perception +12, Perform (Untrained) -2, Ride +1, Sense Motive +12, Stealth +1, Survival +3, Swim +3	Acrobatics +13, Appraise +1, Artistry +1, Bluff -2, Climb +8, Craft (Untrained) +1, Diplomacy -2, Disguise -2, Escape Artist +1, Fly +1, Heal +3, Intimidate +11, Knowledge (History) +10, Knowledge (Religion) +8, Perception +16, Perform (Untrained) -2, Ride +1, Sense Motive +16, Stealth +1, Survival +3, Swim +4	Acrobatics +18, Appraise +1, Artistry +1, Bluff -2, Climb +8, Craft (Untrained) +1, Diplomacy -2, Disguise -2, Escape Artist +1, Fly +1, Heal +3, Intimidate +15, Knowledge (History) +13, Knowledge (Religion) +8, Perception +20, Perform (Untrained) -2, Ride +1, Sense Motive +20, Stealth +1, Survival +3, Swim +4
Languages	Common, Dwarven, Gnome			
Special Qualities	AC Bonus, Alignment, Bonus Feats, Bonus Object Hardness Reduction, Darkvision, Greed, Hardy, Hatred, Ki Pool, Low-Light Vision, Mountain Dwarf, Mountaineer, Steady, Stonecunning, Stunning Fist, Unarmed Strike, Weapon Familiarity	AC Bonus, Alignment, Bonus Feats, Bonus Object Hardness Reduction (6x), Darkvision, Fast Movement, Greed, Hardy, Hatred, High Jump, Infernal Resilience, Ki Pool, Low-Light Vision, Maneuver Training, Mountain Dwarf, Mountaineer, Slow Fall, Steady, Stonecunning, Stunning Fist, Unarmed Strike, Weapon Familiarity	C Bonus, Alignment, A Bonus Feats, Bonus Object Hardness Reduction (10x), Darkvision, Fast Movement, Greed, Hardy, Hatred, High Jump, Infernal Resilience, Ki Pool, Low-Light Vision, Maneuver Training, Mountain Dwarf, Mountaineer, Slow Fall, Steady, Stonecunning, Stunning Fist, Unarmed Strike, Weapon Familiarity, Wholeness of Body	Abundant Step, AC Bonus, Alignment, Bonus Feats, Bonus Object Hardness Reduction (14x), Darkvision, Diamond Body, Diamond Soul, Fast Movement, Greed, Hardy, Hatred, High Jump, Infernal Resilience, Ki Pool, Low-Light Vision, Maneuver Training, Mountain Dwarf, Mountaineer, Slow Fall, Steady, Stonecunning, Stunning Fist, Unarmed Strike, Weapon Familiarity, Wholeness of Body
Treasure	Nunchaku (metal)	Masterwork nunchaku (metal); <i>bracers of armor</i> +1	+1 <i>nunchaku (metal)</i> ; <i>bracers of armor</i> +2	+2 <i>nunchaku (metal)</i> ; <i>bracers of armor</i> +3

Special Abilities

Abundant Step (Su) You can slip magically between spaces, as if using the spell *Dimension Door*. Using this Ability is a move action that consumes 2 points from your Ki pool. Your caster level is 14. You cannot take other creatures with you when you use this ability.

AC Bonus (Ex) When unarmored and unencumbered, you add +6 to your AC and your CMD. These bonuses apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, when you carry a shield, or when you carry a medium or heavy load.

Alignment A hamatulatsu master must be lawful neutral or lawful evil.

Bonus Feats A hamatulatsu master replaces the normal monk bonus

feats with the following: *Deflect Arrows*, *Dodge*, *Exotic Weapon Proficiency*, *Improved Grapple*, *Intimidating Prowess*, *Scorpion Style*, or *Weapon Focus*. At 6th level, the following feats are added to the list: *Gorgon's Fist*, *Hamatulatsu* (Pathfinder Campaign Setting: The Inner Sea World Guide 287), *Improved Sunder*, *Mobility*, *Power Attack*. At 10th level, the following feats are added to the list: *Critical Focus*, *Impaling Critical* (unarmed strike) (Ultimate Combat 105), *Improved Critical*, *Medusa's Wrath*, *Snatch Arrows*. At 14th level, the following feat is added to the list: *Improved Impaling Critical* (Ultimate Combat 105). Anytime a hamatulatsu master would gain a bonus feat, she can instead choose to gain two additional uses of *stunning fist* per day.

Bonus Object Hardness Reduction (14x) Monk: Reduce the Hardness of any object made of clay, stone, or metal by 1 whenever

the object is struck by the monk's unarmed strike (minimum of 0).

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Diamond Body (Su) You are immune to poisons of all kinds.

Diamond Soul (Ex) You gain spell resistance 24. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the monk's spell resistance.

Fast Movement (Ex) You gain a +40 feet enhancement bonus to your land speed. If you wear armor or carry a medium or heavy load, you lose this extra speed.

Flurry of Blows (Ex) You can make a flurry of blows as a full-attack action. You can make a flurry of blows as a full-attack action. When doing so, you may make two additional attacks using any combination of unarmed strikes or attack with a special monk weapon (kama, nunchaku, quarterstaff, sai, shuriken, and siangham) as if using the Two-Weapon Fighting and Improved Two-Weapon Fighting feats. For the purpose of these attacks, your base attack bonus is equal to your monk level. For all other purposes, such as qualifying for a feat or a prestige class, you use your normal base attack bonus.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

High Jump (Ex) You can add +14 to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, you always count as having a running start when making jump checks using Acrobatics. By spending 1 point from your ki pool as a swift action, you gain a +20 bonus on Acrobatics checks made to jump for 1 round.

Immunity to Poison (Ex) You never take poison damage.

Improved Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.

Infernal Resilience (Ex) At 5th level, a hamatulatsu master gains immunity to all spells, spell-like abilities, and effects with the pain descriptor, as well as a +2 bonus on saving throws against effects that would sicken, nauseate, stagger, or stun her. This ability replaces purity of body.

Ki Pool (Su) By spending 1 point from her ki pool as a swift action, a hamatulatsu master can make one additional attack at her highest attack bonus when making a flurry of blows attack. Alternatively, she can spend 1 ki point as a swift action to gain one additional use of her stunning fist ability that round, though this does not grant her an additional attack. Finally, as an immediate action, a hamatulatsu master can spend 1 ki point to make a single melee attack with a +2 bonus against a creature that has damaged her with a natural melee attack, unarmed strike, or weapon without the reach property. This ability otherwise functions as normal for a monk of her level.

Ki Pool (Su) You have a pool of 10 ki points, supernatural energy he can use to accomplish amazing feats. You have a pool of 10 ki points, supernatural energy you can use to accomplish amazing feats. As long as you have at least 1 point in your ki pool, you can make a ki strike. Ki strike allows your unarmed attacks to be treated as magic,

cold iron, silver and lawful weapons for the purpose of overcoming damage reduction. By spending 1 point from your ki pool, you can make one additional attack at your highest attack bonus when making a Flurry of Blows attack. In addition, you can spend 1 point to increase your speed by 20 feet for 1 round. Finally, you can spend 1 point from your ki pool to give yourself a +4 dodge bonus to AC for 1 round. Each use of these powers is activated as a swift action. The ki pool is replenished after 8 hours of rest or meditation; these hours do not need to be consecutive.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Maneuver Training (Ex) A monk uses his monk level in place of his base attack bonus when calculating his combat maneuver bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

Mountain Dwarf Dwarves living atop high peaks have the mountaineer racial trait and often surface survivalist as well. Mountain dwarves are also trained to defend their homes, and may take the sky sentinel and xenophobic traits instead.

Mountaineer (Ex) Mountain dwarves are skilled at climbing and navigating narrow ledges. Dwarves with this racial trait are immune to altitude sickness and do not lose their Dexterity bonus to AC when making Climb or Acrobatics checks to cross narrow or slippery surfaces.

Slow Fall (Ex) You can use a nearby wall to slow your descent. If you are within arm's reach of a wall, you can use it to slow your descent. You take damage as if the fall were 70 feet shorter than it actually is.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Still Mind (Ex) You gain a +2 bonus on saving throws against enchantment spells and effects.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Stunning Fist (Ex) A hamatulatsu master expands the conditions that she can apply to the target of her stunning fist beyond merely stunning her target. At 4th level, she can choose to make the target shaken for 1 minute. At 8th level, she can choose to deal 1d10 points of nonlethal bleed damage. At 12th level, she can choose to make the target frightened for 1d3 rounds. At 16th level, she can deal 2d12 points of nonlethal bleed damage. The shaken and frightened conditions allow the target to attempt a Will save to negate the effect instead of a Fortitude save. This ability otherwise functions as normal for a monk of her level.

Stunning Fist (Ex) You gain Stunning Fist as a bonus feat. You gain Stunning Fist as a bonus feat. You can choose to make the target of your Stunning Fist fatigued, sickened for 1 minute, or staggered for 1d6+1 rounds. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. You must choose which condition will apply before the attack roll is made. These effects do not stack with themselves, but additional hits do increase the duration.

Unarmed Strike At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has

the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table 3-10. The unarmed damage values listed on Table 3-10 is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage; see Small or Large Monk Unarmed Damage on the table given below.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Wholeness of Body (Su) You can heal your own wounds as a standard action. You can heal 14 hit points of damage by using 2 points from your ki pool.

⚡ Feats

Combat Expertise You can increase your defense at the expense of your accuracy. You can choose to take a -14 penalty on melee attack rolls and combat maneuver checks to gain a +14 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Combat Expertise (Flurry) You can increase your defense at the expense of your accuracy. You can choose to take a -7 penalty on melee attack rolls and combat maneuver checks to gain a +7 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Greater Sunder Your devastating strikes cleave through weapons and into their wielders, damaging both item and wielder alike in a single terrific strike. You receive a +2 bonus on checks made to sunder an item. This bonus stacks with the bonus granted by Improved Sunder. Whenever you sunder to destroy a weapon, shield, or suit of armor, any excess damage is applied to the item's wielder. No damage is transferred if you decide to leave the item with 1 hit point.

Improved Disarm You are skilled at knocking weapons from a foe's grasp. You do not provoke an attack of opportunity when performing a disarm combat maneuver. In addition, you receive a +2 bonus on checks made to disarm a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to disarm you.

Improved Sunder You are skilled at damaging your foes' weapons and armor. You do not provoke an attack of opportunity when performing a sunder combat maneuver. In addition, you receive a +2 bonus on checks made to sunder an item. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to sunder your gear.

Improved Unarmed Strike You are skilled while fighting unarmed. You are considered to be armed even when unarmed—you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -3 penalty on all melee attack rolls and combat maneuver checks to gain a +6 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

You know just where to strike to temporarily stun a foe. 14/day (DC 20) You must declare that you are using this feat before you

make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 20), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Sundering Strike Your critical hits can sunder your foes' weapons. Whenever you score a critical hit with a melee attack, you can sunder your opponent's weapon, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may deal damage to your opponent's weapon as if from the sunder combat maneuver (roll normal damage to the weapon separately). This does not provoke an attack of opportunity.

Swarm Strike You and your allies have trained to overwhelm foes like a swarm of rodents. When ever a foe provokes an attack of opportunity from you, you gain a +1 bonus on your attack roll, plus an additional +1 bonus for each ally who also has this feat and currently threatens that foe.

Hungry Ghost Monk (Monk)

	 Low	 Moderate	 Advanced	 Elite
 General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Half-Orc (Deep Kin); Medium humanoid (orc, human)			
Class	Monk (Hungry Ghost Monk) 1	Monk (Hungry Ghost Monk) 6	Monk (Hungry Ghost Monk) 10	Monk (Hungry Ghost Monk) 14
Initiative	+1	+1	+1	+5
Senses	Darkvision 60 ft; Perception +7	Darkvision 60 ft; Perception +12	Darkvision 60 ft; Perception +16	Darkvision 60 ft; Perception +20
 Defense				
Armor Class	AC 14, touch 14, ff 13 (+1 Dex; +3 misc)	AC 17, touch 16, ff 15 (+1 Dex; +1 dodge; +4 misc; +1 <i>bracers of armor</i>)	AC 19, touch 17, ff 17 (+1 Dex; +1 dodge; +5 misc; +2 <i>bracers of armor</i>)	AC 21, touch 18, ff 19 (+1 Dex; +1 dodge; +6 misc; +3 <i>bracers of armor</i>)
hp / HD	7 (1d8)-1	31 (6d8)-6	51 (10d8)-10	63 (14d8)-14
Saves	Fort +1, Ref +3, Will +5	Fort +4, Ref +6, Will +8; +2 vs. enchantment spells and effects	Fort +6, Ref +8, Will +10; +2 vs. enchantment spells and effects	Fort +8, Ref +10, Will +12; +2 vs. enchantment spells and effects
Special Defenses	-	Evasion, Still Mind	Improved Evasion, Still Mind	Improved Evasion, Still Mind
 Offense				
Movement	30 ft.	55 ft.; Fast Movement; High Jump; Slow Fall	65 ft.; Fast Movement; High Jump; Slow Fall	75 ft.; Fast Movement; High Jump; Slow Fall; Abundant Step
Attacks	Melee nine-section whip +2 (1d8+2/19-20) or Melee flurry of blows +1 (1d6+2) or Melee unarmed strike +2 (1d6+2) or Ranged shuriken +1 (1d2+2) or Melee wushu dart (5) +2 (1d3+2)	Melee flurry of blows +7 (1d8+3) or Melee unarmed strike +7 (1d8+3) or Melee +1 <i>nine-section whip</i> +8 (1d8+4/19-20) or Ranged shuriken +5 (1d2+3) or Melee wushu dart (5) +7 (1d3+3)	Melee flurry of blows +11 (1d10+3) or Melee unarmed strike +10/+5 (1d10+3) or Melee +2 <i>nine-section whip</i> +12/+7 (1d8+5/19-20) or Ranged shuriken +8/+3 (1d2+3) or Melee wushu dart (5) +10/+5 (1d3+3)	Melee flurry of blows +16 (2d6+4) or Melee unarmed strike +14/+9 (2d6+4) or Melee +3 <i>nine-section whip</i> +17/+12 (1d8+7/19-20) or Ranged shuriken +11/+6 (1d2+4) or Melee wushu dart (5) +14/+9 (1d3+4)
Special Attacks	Flurry of Blows, Stunning Fist	Flurry of Blows, Ki Pool		
Space / Reach	5 ft. / 5 ft.			
 Statistics				
Ability Scores	Str 15, Dex 12, Con 9, Int 8, Wis 16, Cha 14	Str 16, Dex 12, Con 9, Int 8, Wis 16, Cha 14	Str 17, Dex 12, Con 9, Int 8, Wis 16, Cha 14	Str 18, Dex 12, Con 9, Int 8, Wis 16, Cha 14
Core Attack	Base Atk +0; CMB +2; CMD 16	Base Atk +4; CMB +9; CMD 23	Base Atk +7; CMB +13; CMD 27	Base Atk +10; CMB +18; CMD 32

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Feats	Accursed, Improved Unarmed Strike, Perfect Awareness, Stunning Fist	Accursed, Dodge, Fleet, Improved Unarmed Strike, Mobility, Perfect Awareness, Punishing Kick, Stealthy	Accursed, Boar Ferocity, Boar Style, Dodge, Fleet, Improved Unarmed Strike, Mobility, Perfect Awareness, Punishing Kick, Scorpion Style, Stealthy	Accursed, Boar Ferocity, Boar Shred, Boar Style, Dodge, Fleet, Improved Initiative, Improved Unarmed Strike, Medusa's Wrath, Mobility, Perfect Awareness, Punishing Kick, Scorpion Style, Stealthy
Skills	Acrobatics +1, Appraise -1, Artistry -1, Bluff +2, Climb +2, Craft (Untrained) -1, Diplomacy +2, Disguise +2, Escape Artist +1, Fly +1, Heal +3, Intimidate +6, Perception +7, Perform (Untrained) +2, Ride +1, Sense Motive +3, Stealth +5, Survival +3, Swim +2	Acrobatics +1, Appraise -1, Artistry -1, Bluff +2, Climb +3, Craft (Untrained) -1, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +1, Heal +3, Intimidate +11, Perception +12, Perform (Untrained) +2, Ride +1, Sense Motive +3, Stealth +12, Survival +3, Swim +3	Acrobatics +1, Appraise -1, Artistry -1, Bluff +2, Climb +3, Craft (Untrained) -1, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +1, Heal +3, Intimidate +15, Perception +16, Perform (Untrained) +2, Ride +1, Sense Motive +3, Stealth +18, Survival +3, Swim +3	Acrobatics +1, Appraise -1, Artistry -1, Bluff +2, Climb +4, Craft (Untrained) -1, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +1, Heal +3, Intimidate +19, Perception +20, Perform (Untrained) +2, Ride +1, Sense Motive +3, Stealth +22, Survival +3, Swim +4
Languages	Common, Orc			
Special Qualities	AC Bonus, Acute Darkvision, Bonus Ki, Cavewight, Darkvision, Deep Kin, Orc Blood, Unarmed Strike, Weapon Familiarity	AC Bonus, Acute Darkvision, Bonus Ki (6x), Cavewight, Darkvision, Deep Kin, Fast Movement, High Jump, Maneuver Training, Orc Blood, Punishing Kick, Slow Fall, Steal Ki, Unarmed Strike, Weapon Familiarity	AC Bonus, Acute Darkvision, Bonus Ki (10x), Cavewight, Darkvision, Deep Kin, Fast Movement, High Jump, Life Funnel, Maneuver Training, Orc Blood, Punishing Kick, Slow Fall, Steal Ki, Unarmed Strike, Weapon Familiarity	Abundant Step, AC Bonus, Acute Darkvision, Bonus Ki (14x), Cavewight, Darkvision, Deep Kin, Fast Movement, High Jump, Life from a Stone, Life Funnel, Maneuver Training, Orc Blood, Punishing Kick, Sipping Demon, Slow Fall, Steal Ki, Unarmed Strike, Weapon Familiarity
Treasure	Nine-section whip; peasant's outfit; monk's kit; shuriken (10x); wushu dart (10x)	+1 <i>nine-section whip</i> ; peasant's outfit; monk's kit; shuriken (10x); wushu dart (10x); <i>bracers of armor</i> +1	+2 <i>nine-section whip</i> ; peasant's outfit; monk's kit; shuriken (10x); wushu dart (10x); <i>bracers of armor</i> +2	+3 <i>nine-section whip</i> ; peasant's outfit; monk's kit; shuriken (10x); wushu dart (10x); <i>bracers of armor</i> +3

Special Abilities

Abundant Step (Su) You can slip magically between spaces, as if using the spell *Dimension Door*. Using this Ability is a move action that consumes 2 points from your Ki pool. Your caster level is 14. You cannot take other creatures with you when you use this ability.

AC Bonus (Ex) When unarmored and unencumbered, you add +6 to your AC and your CMD. These bonuses apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, when you carry a shield, or when you carry a medium or heavy load.

Acute Darkvision Some half-orcs have exceptionally sharp darkvision, gaining darkvision 90 feet.

Bonus Ki (14x) Add +1/4 to the monk's ki pool.

Cavewight Some half-orcs live far from the surface, seeking solace in winding cave complexes. Half-orcs with this racial trait gain a +1 bonus on Knowledge (dungeoneering) and Survival checks made underground. This racial trait replaces the intimidating racial trait.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Deep Kin Some half-orcs are descended from clans that remained in the eternal darkness below the surface. Half-orcs from these clans tend to be smaller and more at home underground than those descended from surface-dwelling orcs. These half-orcs have the acute darkvision and cavewight alternate racial traits.

Fast Movement (Ex) You gain a +40 feet enhancement bonus to your land speed. If you wear armor or carry a medium or heavy load, you lose this extra speed.

Flurry of Blows (Ex) You can make a flurry of blows as a full-attack action. You can make a flurry of blows as a full-attack action. When doing so, you may make two additional attacks using any

combination of unarmed strikes or attack with a special monk weapon (kama, nunchaku, quarterstaff, sai, shuriken, and siangham) as if using the Two-Weapon Fighting and Improved Two-Weapon Fighting feats. For the purpose of these attacks, your base attack bonus is equal to your monk level. For all other purposes, such as qualifying for a feat or a prestige class, you use your normal base attack bonus.

High Jump (Ex) You can add +14 to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, you always count as having a running start when making jump checks using Acrobatics. By spending 1 point from your ki pool as a swift action, you gain a +20 bonus on Acrobatics checks made to jump for 1 round.

Improved Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.

Ki Pool (Su) You have a pool of 10 ki points, supernatural energy he can use to accomplish amazing feats. You have a pool of 10 ki points, supernatural energy you can use to accomplish amazing feats. As long as you have at least 1 point in your ki pool, you can make a ki strike. Ki strike allows your unarmed attacks to be treated as magic, cold iron, silver and lawful weapons for the purpose of overcoming damage reduction. By spending 1 point from your ki pool, you can make one additional attack at your highest attack bonus when making a Flurry of Blows attack. In addition, you can spend 1 point to increase your speed by 20 feet for 1 round. Finally, you can spend 1 point from your ki pool to give yourself a +4 dodge bonus to AC for 1 round. Each use of these powers is activated as a swift action. The ki pool is replenished after 8 hours of rest or meditation; these hours do not need to be consecutive.

Life from a Stone (Su) At 11th level, a hungry ghost monk can steal ki or life force from any creature, not just living creatures. If the monk has at least 1 ki point in his pool, he gains the benefit of life funnel and steal ki when he confirms a critical hit against any creature or reduces any creature to 0 or fewer hit points. This ability replaces diamond body.

Life Funnel (Su) At 7th level, a hungry ghost monk can steal a creature's life force to replenish his own. If the monk has at least 1 ki point in his ki pool and scores a confirmed critical hit against a living enemy or reduces a living enemy to 0 or fewer hit points, he heals a number of hit points equal to his monk level. As with steal ki, some monks believe that life funnel is an unsavory act, no better than what the undead do to the living. A monk with this ability cannot steal both ki and hit points at the same time. This ability replaces wholeness of body.

Maneuver Training (Ex) A monk uses his monk level in place of his base attack bonus when calculating his combat maneuver bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Punishing Kick (Ex) At 1st level, a hungry ghost monk gains Punishing Kick as a bonus feat, even if he does not meet the prerequisites. At 10th level, and every five levels thereafter, the monk can push the target of his Punishing Kick an additional 5 feet (10 feet at 10th level, 15 feet at 15th level, and 20 feet at 20th level). At 15th level, he can instead choose to push the target 5 feet and knock the target prone with the same attack. The target still gets a saving throw to avoid being knocked prone. This ability replaces Stunning Fist.

Sipping Demon (Su) A 13th level, a hungry ghost monk gains 1 temporary hit point each time he hits an enemy with a melee attack. The monk gains a number of temporary hit points equal to his Wisdom modifier when he scores a critical hit. The maximum number of temporary hit points the monk can have is equal to his monk level. The temporary hit points disappear 1 hour later. The monk can only use this ability when he has at least 1 ki point in his ki pool. This ability is a proscribed manipulation of ki considered by many good monks to be a corruption. The ability replaces diamond

soul.

Slow Fall (Ex) You can use a nearby wall to slow your descent. If you are within arm's reach of a wall, you can use it to slow your descent. You take damage as if the fall were 70 feet shorter than it actually is.

Steal Ki (Ex) At 5th level, a hungry ghost monk can steal ki from other creatures, though this ability is controversial in some circles of monks, who see it as nothing less than a form of vampirism. If the monk scores a confirmed critical hit against a living enemy or reduces a living enemy to 0 or fewer hit points, he can steal some of that creature's ki. This ability replenishes 1 spent ki point to the monk's ki pool, as long as the monk has at least 1 ki point in his pool. He cannot exceed his ki pool's maximum. At 11th level, each time the monk successfully steals ki, he can make an immediate saving throw against one disease he is suffering from. There is no penalty for failing this saving throw. The monk gains a bonus equal to his Wisdom modifier on the saving throw. This ability replaces purity of body.

Still Mind (Ex) You gain a +2 bonus on saving throws against enchantment spells and effects.

Unarmed Strike At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table 3-10. The unarmed damage values listed on Table 3-10 is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage; see Small or Large Monk Unarmed Damage on the table given below.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

⚡ Feats

Accursed Your curse weighs down your soul like a millstone around your neck. You gain spell resistance equal to 5 + your character level, as the curse interferes with all magic. Unlike most spell resistance, it can't voluntarily be lowered, though your own spells and magic items still automatically affect you. Goal: Your curse is lifted or you are able to purge the corruption of your fiendish blood (the circumstances of either vary widely based on the nature of the curse, and are up to the GM). Completion Benefit: You lose the spell resistance described above. You gain spell resistance equal to 11 + your character level, but only against harmful enchantment, necromancy, and transmutation spells and spell-like abilities—your aura resists further attempts to curse you. Harmless spells automatically bypass this spell resistance whether you desire it or not. This spell resistance can be voluntarily lowered.

Boar Ferocity Your flesh-ripping unarmed strikes terrify your victims. You add piercing damage to the damage types you can deal with your unarmed strikes. Further, you gain a +2 bonus on Intimidate checks to demoralize opponents. While using Boar Style, whenever you tear an opponent's flesh, you can spend a free action to make an Intimidate check to demoralize that opponent.

Boar Shred The wounds you inflict with your unarmed strikes bleed, giving you renewed vigor. You can make an Intimidate check to demoralize an opponent as a move action. While using Boar Style, whenever you tear an opponent's flesh, once per round at the start of that opponent's turn he takes 1d6 bleed damage. The bleed damage dealt while using Boar Style persists even if you later switch to a different style.

Boar Style Your sharp teeth and nails rip your foes open. You can deal bludgeoning damage or slashing damage with your unarmed

strikes-changing damage type is a free action. While using this style, once per round when you hit a single foe with two or more unarmed strikes, you can tear flesh. When you do, you deal 2d6 extra points of damage with the attack.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Unarmed Strike You are skilled while fighting unarmed. You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Medusa's Wrath You can take advantage of your opponent's confusion, delivering multiple blows. Whenever you use the full-attack action and make at least one unarmed strike, you can make two additional unarmed strikes at your highest base attack bonus. These bonus attacks must be made against a dazed, flat-footed, paralyzed, staggered, stunned, or unconscious foe.

Mobility You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Perfect Awareness You can set aside all irrelevant sensory information to understand your surroundings perfectly for a moment. Once per day, you can take 20 on a Perception check as a move action.

Punishing Kick Your kicks are so powerful you use them to push or knock back. You must declare that you are using this feat before you make your attack roll (thus a failed attack roll ruins the attempt). On a successful hit, the attack deals damage normally and you can choose to push your target 5 feet or attempt to knock them prone. If you decide to push the target, it is moved 5 feet directly away from you. This movement does not provoke attacks of opportunity, and the target must end this move in a safe space it can stand in. If you decide to attempt to knock the target prone, the target receives a Fortitude saving throw with a DC 20 [10 + 1/2 your character level + your Wisdom modifier] to avoid the effect. You may attempt a punishing kick attack 3/day [for every four levels you have attained (but see Special)], and no more than once per round.

Scorpion Style You can perform an unarmed strike that greatly hampers your target's movement. To use this feat, you must make a single unarmed attack as a standard action. If this unarmed attack hits, you deal damage normally, and the target's base land speed is reduced to 5 feet for a number of rounds equal to your Wisdom modifier unless it makes a Fortitude saving throw (DC 20).

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Ki Mystic (Monk)

	 Low	 Moderate	 Advanced	 Elite
 General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Elf (Tower Elf); Medium humanoid (elf)			
Class	Monk (Ki Mystic) 1	Monk (Ki Mystic) 6	Monk (Ki Mystic) 10	Monk (Ki Mystic) 14
Initiative	+2	+2	+2	+7
Senses	Low-Light Vision; Perception +8	Low-Light Vision; Perception +13	Low-Light Vision; Perception +18	Low-Light Vision; Perception +22
 Defense				
Armor Class	AC 16, touch 16, ff 14 (+2 Dex; +4 misc)	AC 18, touch 17, ff 16 (+2 Dex; +5 misc; +1 <i>bracers of armor</i>)	AC 21, touch 19, ff 19 (+2 Dex; +7 misc; +2 <i>bracers of armor</i>); Combat Expertise	AC 24, touch 21, ff 21 (+3 Dex; +8 misc; +3 <i>bracers of armor</i>); Combat Expertise
hp / HD	5 (1d8)-3	10 (6d8)-18	19 (10d8)-30	28 (14d8)-42
Saves	Fort -1, Ref +4, Will +6; +2 vs. enchantment spells and effects	Fort +2, Ref +7, Will +9; +2 vs. enchantment spells and effects	Fort +4, Ref +9, Will +12; +2 vs. enchantment spells and effects	Fort +6, Ref +12, Will +14; +2 vs. enchantment spells and effects
Special Defenses	-	Evasion	Improved Evasion	
 Offense				
Movement	31 ft.	56 ft.; Fast Movement; High Jump; Slow Fall	70 ft.; Fast Movement; High Jump; Slow Fall	89 ft.; Fast Movement; High Jump; Slow Fall; Abundant Step
Attacks	Melee butterfly sword +0 (1d4/19-20) or	Melee fighting fan +4 (1d4/x3) or	Melee fighting fan +7 (1d4/x3) or	Melee fighting fan +10 (1d4/x3) or
	Melee fighting fan +0 (1d4/x3) or	Melee flurry of blows +4/+4/-1 (1d8) or	Melee flurry of blows +8/+8/+8/+3 (1d10) or	Melee flurry of blows +12/+12/+12/+7/+2 (2d6) or
	Melee flurry of blows -1/-1 (1d6) or	Melee +1 butterfly sword +5 (1d4+1/19- 20) or	Melee +2 butterfly sword +9/+4 (1d4+2/19-20) or	Melee +3 butterfly sword +13/+8 (1d4+3/19-20) or
	Melee unarmed strike +0 (1d6) or	Melee unarmed strike +4 (1d8) or	Melee unarmed strike +7/+2 (1d10) or	Melee unarmed strike +10/+5 (2d6) or
	Melee wushu dart (5) +0 (1d3)	Melee wushu dart (5) +4 (1d3)	Melee wushu dart (5) +7/+2 (1d3)	Melee wushu dart (5) +10/+5 (1d3)
Special Attacks	Flurry of Blows, Stunning Fist	Flurry of Blows, Ki Pool, Stunning Fist		
Space / Reach	5 ft. / 5 ft.			
 Statistics				
Ability Scores	Str 10, Dex 15, Con 5, Int 13, Wis 18, Cha 14	Str 10, Dex 15, Con 5, Int 13, Wis 19, Cha 14	Str 10, Dex 15, Con 5, Int 13, Wis 20, Cha 14	Str 10, Dex 16, Con 5, Int 13, Wis 20, Cha 14
Core Attack	Base Atk +0; CMB +0; CMD 16	Base Atk +4; CMB +6; CMD 21	Base Atk +7; CMB +10; CMD 26	Base Atk +10; CMB +14; CMD 31

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Feats	Combat Meditation, Improved Unarmed Strike, Meditation Master, Stunning Fist	Combat Meditation, Extra Ki, Improved Unarmed Strike, Ki Stand, Meditation Master, Perfect Awareness, Slow Time, Stunning Fist	Ability Focus (Stunning Fist), Combat Expertise, Combat Expertise (Flurry), Combat Meditation, Extra Ki, Improved Unarmed Strike, Ki Stand, Meditation Master, Perfect Awareness, Perfect Center, Slow Time, Stunning Fist	Ability Focus (Stunning Fist), Combat Expertise, Combat Expertise (Flurry), Combat Meditation, Extra Ki, Fleet, Improved Initiative, Improved Unarmed Strike, Ki Stand, Meditation Master, Perfect Awareness, Perfect Center, Slow Time, Snatch Arrows, Stunning Fist
Skills	Acrobatics +2, Appraise +1, Artistry +1, Bluff +2, Craft (Untrained) +1, Diplomacy +2, Disguise +2, Escape Artist +2, Fly +2, Heal +4, Intimidate +6, Knowledge (History) +5, Knowledge (Religion) +5, Perception +8, Perform (Untrained) +2, Ride +2, Sense Motive +8, Stealth +2, Survival +4	Acrobatics +2, Appraise +1, Artistry +1, Bluff +2, Craft (Untrained) +1, Diplomacy +2, Disguise +2, Escape Artist +2, Fly +2, Heal +4, Intimidate +11, Knowledge (History) +10, Knowledge (Religion) +10, Perception +13, Perform (Untrained) +2, Ride +2, Sense Motive +13, Stealth +2, Survival +4	Acrobatics +2, Appraise +1, Artistry +1, Bluff +2, Craft (Untrained) +1, Diplomacy +2, Disguise +2, Escape Artist +2, Fly +2, Heal +5, Intimidate +15, Knowledge (History) +14, Knowledge (Religion) +14, Perception +18, Perform (Untrained) +2, Ride +2, Sense Motive +18, Stealth +2, Survival +5	Acrobatics +3, Appraise +1, Artistry +1, Bluff +2, Craft (Untrained) +1, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +3, Heal +5, Intimidate +19, Knowledge (History) +18, Knowledge (Religion) +18, Perception +22, Perform (Untrained) +2, Ride +3, Sense Motive +22, Stealth +3, Survival +5
Languages	Common, Elven, Gnome			
Special Qualities	AC Bonus, Arcane Focus, Bonus Base Speed, Elven Immunities, Elven Magic, Low-Light Vision, Tower Elf, Unarmed Strike, Urbanite	AC Bonus, Arcane Focus, Bonus Base Speed (6x), Elven Immunities, Elven Magic, Fast Movement, High Jump, Ki Mystic, Low-Light Vision, Maneuver Training, Mystic Insight, Slow Fall, Tower Elf, Unarmed Strike, Urbanite	AC Bonus, Arcane Focus, Bonus Base Speed (10x), Elven Immunities, Elven Magic, Fast Movement, High Jump, Ki Mystic, Low-Light Vision, Maneuver Training, Mystic Insight, Slow Fall, Tower Elf, Unarmed Strike, Urbanite, Wholeness of Body	Abundant Step, AC Bonus, Arcane Focus, Bonus Base Speed (14x), Elven Immunities, Elven Magic, Fast Movement, High Jump, Ki Mystic, Low-Light Vision, Maneuver Training, Mystic Insight, Mystic Prescience, Mystic Visions, Slow Fall, Tower Elf, Unarmed Strike, Urbanite, Wholeness of Body
Treasure	Butterfly sword; fighting fan; monk's outfit; monk's kit; wushu dart (10x)	+1 <i>butterfly sword</i> ; fighting fan; monk's outfit; monk's kit; wushu dart (10x); <i>bracers of armor +1</i>	+2 <i>butterfly sword</i> ; fighting fan; monk's outfit; monk's kit; wushu dart (10x); <i>bracers of armor +2</i>	+3 <i>butterfly sword</i> ; fighting fan; monk's outfit; monk's kit; wushu dart (10x); <i>bracers of armor +3</i>

Special Abilities

Abundant Step (Su) You can slip magically between spaces, as if using the spell *Dimension Door*. Using this Ability is a move action that consumes 2 points from your Ki pool. Your caster level is 14. You cannot take other creatures with you when you use this ability.

AC Bonus (Ex) When unarmored and unencumbered, you add +8 to your AC and your CMD. These bonuses apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, when you carry a shield, or when you carry a medium or heavy load.

Arcane Focus (Ex) Some elven families have such long traditions of producing wizards (and other arcane spellcasters) that they raise

their children with the assumption each is destined to be a powerful magic user, with little need for mundane concerns such as skill with weapons. Elves with this racial trait gain a +2 racial bonus on concentration checks made to cast arcane spells defensively.

Bonus Base Speed (14x) Monk: Add +1 to the monk's base speed. In combat this option has no effect unless the monk has selected it five times (or another increment of five). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.

Elven Immunities (Ex) Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic (Ex) Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Fast Movement (Ex) You gain a +40 feet enhancement bonus to your land speed. If you wear armor or carry a medium or heavy load, you lose this extra speed.

Flurry of Blows (Ex) You can make a flurry of blows as a full-attack action. You can make a flurry of blows as a full-attack action. When doing so, you may make two additional attacks using any combination of unarmed strikes or attack with a special monk weapon (kama, nunchaku, quarterstaff, sai, shuriken, and siangham) as if using the Two-Weapon Fighting and Improved Two-Weapon Fighting feats. For the purpose of these attacks, your base attack bonus is equal to your monk level. For all other purposes, such as qualifying for a feat or a prestige class, you use your normal base attack bonus.

High Jump (Ex) You can add +14 to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, you always count as having a running start when making jump checks using Acrobatics. By spending 1 point from your ki pool as a swift action, you gain a +20 bonus on Acrobatics checks made to jump for 1 round.

Improved Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.

Ki Mystic (Su) At 3rd level, a ki mystic gains a pool of ki points equal to his Wisdom modifier. The pool increases to 1/2 his monk level + his Wisdom modifier + 2 at level 4. If the monk has at least 1 point of ki in his ki pool, he gains a +2 bonus on all Knowledge skill checks. As a swift action, the monk can spend 1 ki point immediately before making an ability, or skill check to gain a +4 insight bonus on the check. This ability replaces still mind.

Ki Pool (Su) You have a pool of 14 ki points, supernatural energy he can use to accomplish amazing feats. You have a pool of 14 ki points, supernatural energy you can use to accomplish amazing feats. As long as you have at least 1 point in your ki pool, you can make a ki strike. Ki strike allows your unarmed attacks to be treated as magic, cold iron, silver and lawful weapons for the purpose of overcoming damage reduction. By spending 1 point from your ki pool, you can make one additional attack at your highest attack bonus when making a Flurry of Blows attack. In addition, you can spend 1 point to increase your speed by 20 feet for 1 round. Finally, you can spend 1 point from your ki pool to give yourself a +4 dodge bonus to AC for 1 round. Each use of these powers is activated as a swift action. The ki pool is replenished after 8 hours of rest or meditation; these hours do not need to be consecutive.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Maneuver Training (Ex) A monk uses his monk level in place of his base attack bonus when calculating his combat maneuver bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

Mystic Insight (Su) At 5th level, a ki mystic becomes apt at giving just the right word of advice in just the nick of time. As an immediate action, the monk can spend 2 ki points to grant an ally within 30 feet the ability to reroll a single attack roll or saving throw. The ally must be able to hear the monk to gain the reroll benefit. This ability replaces purity of body.

Mystic Prescience (Su) At 13th level, a ki mystic gains a +2 insight bonus to AC and CMD. At 20th level, the bonus increases to +4. This ability replaces diamond soul.

Mystic Visions (Su) At 11th level, a ki mystic may receive mystic

visions when he rests. These visions can come as a dream, an epiphany, or even as the voice of an old friend whispering in the monk's mind. The effect is similar to a divination spell with a caster level equal to the monk's level. The divination has no casting time; it is just part of the normal dreams or visions that occur every night. Using this ability costs 2 ki points that are removed from the next day's total. This ability replaces diamond body.

Slow Fall (Ex) You can use a nearby wall to slow your descent. If you are within arm's reach of a wall, you can use it to slow your descent. You take damage as if the fall were 70 feet shorter than it actually is.

Stunning Fist (Ex) You gain Stunning Fist as a bonus feat. You gain Stunning Fist as a bonus feat. You can choose to make the target of your Stunning Fist fatigued, sickened for 1 minute, or staggered for 1d6+1 rounds. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. You must choose which condition will apply before the attack roll is made. These effects do not stack with themselves, but additional hits do increase the duration.

Tower Elf Some elven institutions of magical learning date back centuries, and entire clans of elves have lived for generations as caretakers, students, and instructors of these self-sufficient schools of wizardry. These elves have the arcane focus and urbanite alternate racial traits.

Unarmed Strike At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table 3-10. The unarmed damage values listed on Table 3-10 is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage; see Small or Large Monk Unarmed Damage on the table given below.

Urbanite (Ex) Elves who live in cities for more than a century can grow to know the ebb and flow of social situations just as their forest-dwelling cousins know the rules of the wild. Elves with this racial trait gain a +2 racial bonus on Diplomacy checks made to gather information and Sense Motive checks made to get a hunch about a social situation.

Wholeness of Body (Su) You can heal your own wounds as a standard action. You can heal 14 hit points of damage by using 2 points from your ki pool.

⚡ Feats

Ability Focus (Stunning Fist) One of this creature's special attacks is particularly difficult to resist. Choose one of the creature's special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses. Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Combat Expertise You can increase your defense at the expense of your accuracy. You can choose to take a -14 penalty on melee attack rolls and combat maneuver checks to gain a +14 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Combat Expertise (Flurry) You can increase your defense at the expense of your accuracy. You can choose to take a -7 penalty on melee attack rolls and combat maneuver checks to gain a +7 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Combat Meditation Quick momentary meditation allows you to gain insight in combat. You can meditate as a full-round action. If you do, you gain all the benefits of your meditation feats, but they last for only 14 rounds. Combat meditation allows you to expend the +1 insight bonus granted from the Meditation Master feat to instead roll twice when attempting an ability check, attack roll, saving throw, or skill check, taking the better of the two results. You must decide to use this ability before the initial roll is made. You may only use this alternate ability in place of bonuses granted by the Meditation Master feat. You can perform combat meditation 5 times per day.

Extra Ki You can use your ki pool more times per day than most. Your ki pool increases by 2.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Unarmed Strike You are skilled while fighting unarmed. You are considered to be armed even when unarmed—you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Ki Stand If an opponent knocks you down, you swiftly rebound with an attack. While you have at least 1 ki point in your ki pool, you can stand up as a swift action that provokes attacks of opportunity. You may spend 1 point of your ki pool to stand up as a swift action without provoking attacks of opportunity.

Meditation Master When fully focused on your inner self, you can enter a deep meditative state that allows you a more perfect control over your mind and body. When you meditate for at least 1 hour after getting at least 8 hours of rest, you gain special insight into your situation that is nearly impartial, granting you the edge in whatever endeavor matters most during the day. After meditating, you gain a +1 insight bonus that you can apply to any d20 roll over the course of the next 24 hours without using an action. The bonus maybe applied after the roll is made, but must be applied before the results of the roll are determined. Once the bonus has been used for the day, you cannot use it again until after you meditate again after another 8 hours of rest. An unused bonus fades after 24 hours.

Perfect Awareness You can set aside all irrelevant sensory information to understand your surroundings perfectly for a moment. Once per day, you can take 20 on a Perception check as a move action.

Perfect Center You can ignore almost any distraction. You can take 10 on any skill check or concentration check, even if it is not normally allowed due to strenuous circumstances.

Slow Time Meditation allows you to perceive time as if it were moving more slowly. Once per day, when you meditate as a full-round action using the Combat Meditation feat, you gain the effects of haste for 7 rounds. These effects do not stack with the haste spell, the speed magic weapon special ability, or other effects granting the same result. This is an extraordinary ability.

Snatch Arrows Instead of knocking an arrow or ranged attack aside, you can catch it in mid-flight. When using the Deflect Arrows feat you may choose to catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back as an attack against the original attacker (even though it isn't your turn) or kept for later use. You must have at least one hand free (holding nothing) to use this feat.

Stunning Fist You know just where to strike to temporarily stun a foe. 14/day (DC 24) You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 24), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and

creatures immune to critical hits cannot be stunned.

Maneuver Master (Monk)

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
👤 General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Halfling (Avenging); Small humanoid (halfling)			
Class	Monk (Maneuver Master) 1	Monk (Maneuver Master) 6	Monk (Maneuver Master) 10	Monk (Maneuver Master) 14
Initiative	+5	+5	+6	+6
Senses	Perception +2	Perception +2	Perception +2	Perception +2
🛡 Defense				
Armor Class	AC 15, touch 15, ff 11 (+1 size; +3 Dex; +1 dodge)	AC 16, touch 15, ff 12 (+1 size; +3 Dex; +1 natural; +1 dodge; +1 <i>amulet of natural armor</i>)	AC 17, touch 15, ff 13 (+1 size; +3 Dex; +2 natural; +1 dodge; +2 <i>amulet of natural armor</i>)	AC 18, touch 15, ff 14 (+1 size; +3 Dex; +3 natural; +1 dodge; +3 <i>amulet of natural armor</i>)
hp / HD	7 (1d8)-1	26 (6d8)-6	43 (10d8)-10	57 (14d8)-14
Saves	Fort +1, Ref +7, Will +4; +2 vs. fear	Fort +4, Ref +10, Will +7; +2 vs. fear	Fort +6, Ref +13, Will +9; +2 vs. fear	Fort +8, Ref +15, Will +11; +2 vs. fear
Special Defenses	-	Evasion	Improved Evasion	Improved Evasion; Spell Resistance 24
🗡 Offense				
Movement	15 ft.	15 ft.; Fast Movement; High Jump		15 ft.; Fast Movement; High Jump; Abundant Step
Attacks	Melee sword (tri-point double-edged) (small) +1 (2H: 1d8/x3) or Melee flurry of blows (small) -1 (1d4) or Melee unarmed strike (small) +1 (1d4)	Melee flurry of blows (small) +3 (1d6) or Melee masterwork sword (tri-point double-edged/small) +6 (2H: 1d8/x3) or Melee unarmed strike (small) +5 (1d6)	Melee flurry of blows (small) +6/+1 (1d8) or Melee +1 sword (tri-point double-edged/small) +9/+4 (2H: 1d8+1/x3) or Melee unarmed strike (small) +8/+3 (1d8)	Melee flurry of blows (small) +9/+4 (1d10) or Melee +2 sword (tri-point double-edged/small) +13/+8 (2H: 1d8+2/x3) or Melee unarmed strike (small) +11/+6 (1d10)
Special Attacks	Stunning Fist	Ki Pool, Stunning Fist		
Space / Reach	5 ft. / 5 ft.			
📋 Statistics				
Ability Scores	Str 10, Dex 20, Con 8, Int 9, Wis 14, Cha 10	Str 10, Dex 21, Con 8, Int 9, Wis 14, Cha 10	Str 10, Dex 22, Con 8, Int 9, Wis 14, Cha 10	Str 10, Dex 23, Con 8, Int 9, Wis 14, Cha 10
Core Attack	Base Atk +0; CMB -1; CMD 15 (16 vs. grapple)	Base Atk +4; CMB +5; CMD 19 (25 vs. grapple)	Base Atk +7; CMB +15; CMD 23 (33 vs. grapple)	Base Atk +10; CMB +19; CMD 26 (40 vs. grapple)
Feats	Bend with the Wind, Dodge, Improved Unarmed Strike, Stunning Fist	Bend with the Wind, Disorienting Maneuver, Dodge, Improved Unarmed Strike, Perfect Awareness, Slow Time, Solo Maneuvers, Stunning Fist	Agile Maneuvers, Bend with the Wind, Combat Reflexes, Disorienting Maneuver, Dodge, Improved Unarmed Strike, Mobility, Perfect Awareness, Slow Time, Solo Maneuvers, Stunning Fist	Agile Maneuvers, Bend with the Wind, Combat Reflexes, Disorienting Maneuver, Dodge, Improved Unarmed Strike, Mobility, Panther Style, Perfect Awareness, Scorpion Style, Slow Time, Snapping Turtle Style, Solo Maneuvers, Stunning Fist

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics +6, Appraise -1, Artistry -1, Climb -3, Craft (Untrained) -1, Escape Artist +6, Fly +4, Heal +2, Perception +2, Ride +2, Sense Motive +2, Stealth +10, Survival +2, Swim -3	Acrobatics +11, Appraise -1, Artistry -1, Climb -3, Craft (Untrained) -1, Escape Artist +11, Fly +4, Heal +2, Perception +2, Ride +2, Sense Motive +2, Stealth +15, Survival +2, Swim -3	Acrobatics +16, Appraise -1, Artistry -1, Climb -3, Craft (Untrained) -1, Escape Artist +16, Fly +5, Heal +2, Perception +2, Ride +3, Sense Motive +2, Stealth +20, Survival +2, Swim -3	Acrobatics +20, Appraise -1, Artistry -1, Climb -3, Craft (Untrained) -1, Escape Artist +20, Fly +5, Heal +2, Perception +2, Ride +3, Sense Motive +2, Stealth +24, Survival +2, Swim -3
Languages	Common, Halfling			
Special Qualities	AC Bonus, Avenging, Bonus CMD (Grapple) & Stunning Fist, Bonus Feat, Fearless, Flurry of Maneuvers, Low Blow, Unarmed Strike, Underfoot, Warslinger, Weapon Familiarity	AC Bonus, Avenging, Bonus CMD (Grapple) & Stunning Fist (6x), Bonus Feat, Fast Movement, Fearless, Flurry of Maneuvers, High Jump, Low Blow, Maneuver Defense, Maneuver Training, Meditative Maneuver, Reliable Maneuver, Unarmed Strike, Underfoot, Warslinger, Weapon Familiarity	AC Bonus, Avenging, Bonus CMD (Grapple) & Stunning Fist (10x), Bonus Feat, Fast Movement, Fearless, Flurry of Maneuvers, High Jump, Low Blow, Maneuver Defense, Maneuver Training, Meditative Maneuver, Reliable Maneuver, Unarmed Strike, Underfoot, Warslinger, Weapon Familiarity, Wholeness of Body	Abundant Step, AC Bonus, Avenging, Bonus CMD (Grapple) & Stunning Fist (14x), Bonus Feat, Diamond Soul, Fast Movement, Fearless, Flurry of Maneuvers, High Jump, Low Blow, Maneuver Defense, Maneuver Training, Meditative Maneuver, Reliable Maneuver, Sweeping Maneuver, Unarmed Strike, Underfoot, Warslinger, Weapon Familiarity, Wholeness of Body
Treasure	Tri-point double-edged sword (small); traveler's outfit (small); monk's kit	Masterwork tri-point double-edged sword (small); traveler's outfit (small); monk's kit; <i>amulet of natural armor</i> +1	+1 <i>tri-point double-edged sword (small)</i> ; traveler's outfit (small); monk's kit; <i>amulet of natural armor</i> +2	+2 <i>tri-point double-edged sword (small)</i> ; traveler's outfit (small); monk's kit; <i>amulet of natural armor</i> +3

Special Abilities

Abundant Step (Su) You can slip magically between spaces, as if using the spell Dimension Door. Using this Ability is a move action that consumes 2 points from your Ki pool. Your caster level is 14. You cannot take other creatures with you when you use this ability.

AC Bonus (Ex) When unarmored and unencumbered, you add +5 to your AC and your CMD. These bonuses apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, when you carry a shield, or when you carry a medium or heavy load.

Avenging Unlike most half lings, members of this subtype actively look for trouble in their quest to avenge slights and wrongdoings. Whether resisting a local bully, monster, or troops of an oppressive ruler, half ling warriors of this secret subculture don masks and strike back on behalf of their community. These half lings have the low blow, underfoot, and warslinger alternate racial traits.

Bonus CMD (Grapple) & Stunning Fist (14x) Add +1 to the monk's CMD when resisting a grapple and +1/2 to the number of stunning attacks he can attempt per day.

Bonus Feat In addition to normal monk bonus feats, a maneuver master may select any Improved combat maneuver feat (such as Improved Overrun) as a bonus feat. At 6th level and above, he may select any Greater combat maneuver feat (such as Greater Grapple) as a bonus feat. At 10th level and above, he may select any maneuver Strike feat (such as Tripping Strike) as a bonus feat.

Diamond Soul (Ex) You gain spell resistance 24. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the monk's spell resistance.

Evasion

Fast Movement (Ex) You gain a +40 feet enhancement bonus to your land speed. If you wear armor or carry a medium or heavy load, you lose this extra speed.

Fearless (Ex) Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.

Flurry of Maneuvers (Ex) At 1st level, as part of a full attack action, a maneuver master can make one additional combat maneuver, regardless of whether the maneuver normally replaces a melee attack or requires a standard action. The maneuver master uses his monk level in place of his base attack bonus to determine his CMB for the bonus maneuvers, though all combat maneuver checks suffer a -2 penalty when using a flurry. At 8th level, a maneuver master may attempt a second additional combat maneuver, with an additional -3 penalty on combat maneuver checks. At 15th level, a maneuver master may attempt a third additional combat maneuver, with an additional -7 penalty on combat maneuver checks. A maneuver master loses this ability when wearing armor, using a shield, or carrying a medium or heavy load. This ability replaces flurry of blows.

High Jump (Ex) You can add +14 to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, you always count as having a running start when making jump checks using Acrobatics. By spending 1 point from your ki pool as a swift action, you gain a +20 bonus on Acrobatics checks made to jump for 1 round.

Improved Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead

take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.

Ki Pool (Su) You have a pool of 9 ki points, supernatural energy he can use to accomplish amazing feats. You have a pool of 9 ki points, supernatural energy you can use to accomplish amazing feats. As long as you have at least 1 point in your ki pool, you can make a ki strike. Ki strike allows your unarmed attacks to be treated as magic, cold iron, silver and lawful weapons for the purpose of overcoming damage reduction. By spending 1 point from your ki pool, you can make one additional attack at your highest attack bonus when making a Flurry of Blows attack. In addition, you can spend 1 point to increase your speed by 20 feet for 1 round. Finally, you can spend 1 point from your ki pool to give yourself a +4 dodge bonus to AC for 1 round. Each use of these powers is activated as a swift action. The ki pool is replenished after 8 hours of rest or meditation; these hours do not need to be consecutive.

Low Blow Some halflings train extensively in how to attack larger creatures. Halflings with this racial trait gain a +1 bonus on critical confirmation rolls against opponents larger than themselves. This racial trait replaces the keen senses racial trait.

Maneuver Defense (Ex) At 3rd level, if a maneuver master has an Improved combat maneuver feat, any creature attempting that maneuver against the maneuver master provokes an attack of opportunity, even if it would not normally do so. This ability replaces still mind.

Maneuver Training (Ex) A monk uses his monk level in place of his base attack bonus when calculating his combat maneuver bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

Meditative Maneuver (Ex) At 5th level, as a swift action, a maneuver master can add his Wisdom modifier on any combat maneuver check he makes before the beginning of his next turn. He must choose which combat maneuver check to grant the bonus to before making the combat maneuver check. This ability replaces purity of body.

Reliable Maneuver (Ex) At 4th level, as a swift action, a maneuver master may spend 1 point from his ki pool before attempting a combat maneuver. He can roll his combat maneuver check for that maneuver twice and use the better result. This ability replaces slow fall.

Stunning Fist (Ex) You gain Stunning Fist as a bonus feat. You gain Stunning Fist as a bonus feat. You can choose to make the target of your Stunning Fist fatigued, sickened for 1 minute, or staggered for 1d6+1 rounds. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. You must choose which condition will apply before the attack roll is made. These effects do not stack with themselves, but additional hits do increase the duration.

Sweeping Maneuver (Ex) At 11th level, a maneuver master can make two combat maneuvers as a standard action, as long as neither maneuver requires the maneuver master to move. He may perform two identical maneuvers against two adjacent enemies, or he may perform two different combat maneuvers against the same target. This ability replaces diamond body.

Unarmed Strike At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table 3-10. The unarmed damage values listed on Table 3-10 is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage; see Small

or Large Monk Unarmed Damage on the table given below.

Underfoot Halflings must train hard to effectively fight bigger opponents. Halflings with this racial trait gain a +1 dodge bonus to AC against foes larger than themselves and a +1 bonus on Reflex saving throws to avoid trample attacks. This racial trait replaces the halfling luck racial trait.

Warslinger Halflings are experts at the use of the sling. Halflings with this racial trait can reload a sling as a free action. Reloading a sling still requires two hands and provokes attacks of opportunity. This racial trait replaces the sure-footed racial trait.

Weapon Familiarity (Ex) Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Wholeness of Body (Su) You can heal your own wounds as a standard action. You can heal 14 hit points of damage by using 2 points from your ki pool.

⚡ Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Bend with the Wind Meditation allows you to regulate your body temperature, heart rate, and other attributes to resist the elements. For 24 hours after you meditate, you gain cold resistance 5 and fire resistance 5.

Combat Reflexes You can make additional attacks of opportunity. You may make 6 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Disorienting Maneuver Your erratic movements disorient your opponent. If you successfully use Acrobatics to tumble through an opponent's space, you gain a +2 circumstance bonus on attack rolls against that opponent until the start of your next turn. If you choose to make a trip attempt against that opponent, you gain a +4 circumstance bonus on your combat maneuver check. This bonus on trip also lasts until the start of your next turn.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Unarmed Strike You are skilled while fighting unarmed. You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Mobility You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Panther Style You can strike back at enemies who attack you when you move. While using this style, when an opponent makes an attack of opportunity against you for moving through a threatened square, you can spend a swift action to make a retaliatory unarmed strike attack against that opponent. Your attack is resolved after the triggering attack of opportunity.

Perfect Awareness You can set aside all irrelevant sensory information to understand your surroundings perfectly for a moment. Once per day, you can take 20 on a Perception check as a move action.

Scorpion Style You can perform an unarmed strike that greatly hampers your target's movement. To use this feat, you must make a single unarmed attack as a standard action. If this unarmed attack hits, you deal damage normally, and the target's base land speed is reduced to 5 feet for a number of rounds equal to your Wisdom modifier unless it makes a Fortitude saving throw (DC 19).

Slow Time Meditation allows you to perceive time as if it were

moving more slowly. Once per day, when you meditate as a full-round action using the Combat Meditation feat, you gain the effects of haste for 7 rounds. These effects do not stack with the haste spell, the speed magic weapon special ability, or other effects granting the same result. This is an extraordinary ability.

Snapping Turtle Style Your deft unarmed style allows you to shield your body from harm. While using the Snapping Turtle Style feat with at least one hand free, you gain a +1 shield bonus to AC.

Solo Maneuvers You fight best when you're on your own. Whenever you are the only one threatening an opponent, you gain a +1 bonus on combat maneuvers against that creature and a +1 bonus to CMD against combat maneuvers made by that creature.

Stunning Fist You know just where to strike to temporarily stun a foe. 21/day (DC 19) You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 19), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Martial Artist (Monk)

	Low	Moderate	Advanced	Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Human; Medium humanoid (human)			
Class	Monk (Martial Artist) 1	Monk (Martial Artist) 6	Monk (Martial Artist) 10	Monk (Martial Artist) 14
Initiative	+5	+5	+6	+6
Senses	Perception +3	Perception +3	Perception +3	Perception +3
Defense				
Armor Class	AC 19, touch 19, ff 13 (+5 Dex; +1 dodge; +3 misc)	AC 21, touch 20, ff 15 (+5 Dex; +1 dodge; +1 natural; +4 misc; +1 <i>amulet of natural armor</i>)	AC 24, touch 22, ff 17 (+6 Dex; +1 dodge; +2 natural; +5 misc; +2 <i>amulet of natural armor</i>)	AC 26, touch 23, ff 19 (+6 Dex; +1 dodge; +3 natural; +6 misc; +3 <i>amulet of natural armor</i>)
hp / HD	7 (1d8)-1	30 (6d8)-6	44 (10d8)-10	83 (14d8)
Saves	Fort +1, Ref +7, Will +5	Fort +4, Ref +10, Will +8	Fort +6, Ref +13, Will +10	Fort +9, Ref +15, Will +12
Special Defenses	-	Evasion	Improved Evasion	Improved Evasion
Offense				
Movement	30 ft.	50 ft.; Fast Movement; High Jump	60 ft.; Fast Movement; High Jump	70 ft.; Fast Movement; High Jump
Attacks	Melee flurry of blows +0/+0 (1d6+1) or Melee unarmed strike +1 (1d6+1)	Melee flurry of blows +5/+5/+0 (1d8+1) or Melee unarmed strike +5 (1d8+1)	Melee flurry of blows +9/+9/+9/+4 (1d10+1) or Melee unarmed strike +8 (1d10+1)	Melee flurry of blows +13/+13/+13/+8/+3 (2d6+1) or Melee unarmed strike +11 (2d6+1)
Special Attacks	Flurry of Blows, Stunning Fist			
Space / Reach	5 ft. / 5 ft.			
Statistics				
Ability Scores	Str 12, Dex 20, Con 9, Int 7, Wis 16, Cha 10	Str 12, Dex 21, Con 9, Int 7, Wis 16, Cha 10	Str 12, Dex 22, Con 9, Int 7, Wis 16, Cha 10	Str 12, Dex 22, Con 10, Int 7, Wis 16, Cha 10
Core Attack	Base Atk +0; CMB +1 (+3 grapple); CMD 20 (22 vs. grapple)	Base Atk +4; CMB +7 (+9 grapple); CMD 25 (27 vs. grapple)	Base Atk +7; CMB +16 (+18 grapple); CMD 30 (32 vs. grapple)	Base Atk +10; CMB +20 (+22 grapple); CMD 34 (36 vs. grapple)
Feats	Dodge, Improved Grapple, Improved Unarmed Strike, Scorpion Style, Stunning Fist	Deflect Arrows, Dodge, Improved Grapple, Improved Unarmed Strike, Kraken Style, Kraken Throttle, Mobility, Scorpion Style, Stunning Fist	Agile Maneuvers, Combat Reflexes, Deflect Arrows, Dodge, Improved Grapple, Improved Unarmed Strike, Kraken Style, Kraken Throttle, Kraken Wrack, Mobility, Scorpion Style, Stunning Fist	Agile Maneuvers, Combat Reflexes, Deflect Arrows, Dodge, Gorgon's Fist, Improved Grapple, Improved Unarmed Strike, Kraken Style, Kraken Throttle, Kraken Wrack, Medusa's Wrath, Mobility, Scorpion Style, Slow Time, Spring Attack, Stunning Fist

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics +9, Appraise -2, Artistry -2, Climb +1, Craft (Untrained) -2, Escape Artist +9, Fly +5, Heal +3, Perception +3, Ride +5, Sense Motive +7, Stealth +5, Survival +3, Swim +1	Acrobatics +14, Appraise -2, Artistry -2, Climb +1, Craft (Untrained) -2, Escape Artist +14, Fly +5, Heal +3, Perception +3, Ride +5, Sense Motive +12, Stealth +5, Survival +3, Swim +1	Acrobatics +19, Appraise -2, Artistry -2, Climb +1, Craft (Untrained) -2, Escape Artist +19, Fly +6, Heal +3, Perception +3, Ride +6, Sense Motive +16, Stealth +6, Survival +3, Swim +1	Acrobatics +23, Appraise -2, Artistry -2, Climb +1, Craft (Untrained) -2, Escape Artist +23, Fly +6, Heal +3, Perception +3, Ride +6, Sense Motive +20, Stealth +6, Survival +3, Swim +1
Languages	Common			
Special Qualities	AC Bonus, Alignment, Bonus Feat, Bonus Ki, Skilled, Unarmed Strike	AC Bonus, Alignment, Bonus Feat, Bonus Ki (6x), Exploit Weakness, Extreme Endurance, Fast Movement, High Jump, Maneuver Training, Martial Arts Master, Pain Points, Skilled, Unarmed Strike	AC Bonus, Alignment, Bonus Feat, Bonus Ki (10x), Exploit Weakness, Extreme Endurance, Fast Movement, High Jump, Maneuver Training, Martial Arts Master, Pain Points, Physical Resistance, Skilled, Unarmed Strike	AC Bonus, Alignment, Bonus Feat, Bonus Ki (14x), Defensive Roll, Exploit Weakness, Extreme Endurance, Fast Movement, High Jump, Maneuver Training, Martial Arts Master, Pain Points, Physical Resistance, Skilled, Unarmed Strike
Treasure	Monk's outfit	Monk's outfit; <i>amulet of natural armor</i> +1	Monk's outfit; <i>amulet of natural armor</i> +2	Monk's outfit; <i>amulet of natural armor</i> +3

Special Abilities

AC Bonus (Ex) When unarmored and unencumbered, you add +6 to your AC and your CMD. These bonuses apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, when you carry a shield, or when you carry a medium or heavy load.

Alignment A martial artist may be of any alignment.

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feat (Ex) At 12th level, a martial artist gains an additional bonus feat, selected from those available in the monk class feature. This ability replaces abundant step.

Bonus Ki (14x) Add +1/4 to the monk's ki pool.

Defensive Roll (Ex) At 13th level, a martial artist may use the defensive roll advanced rogue talent (Core Rulebook 69) once per day, plus once per three levels beyond 13th (to a maximum of 3 times a day at 19th level). This ability replaces diamond soul.

Exploit Weakness (Ex) At 4th level, as a swift action, a martial artist can observe a creature or object to find its weak point by making a Wisdom check and adding his monk level against a DC of 10 + the object's hardness or the target's CR. If the check succeeds, the martial artist gains a +2 bonus on attack rolls until the end of his turn, and any attacks he makes until the end of his turn ignore the creature or object's DR or hardness. A martial artist may instead use this ability as a swift action to analyze the movements and expressions of one creature within 30 feet, granting a bonus on Sense Motive checks and Reflex saves and a dodge bonus to AC against that opponent equal to 1/2 his monk level until the start of his next turn. This ability replaces ki pool.

Extreme Endurance (Ex) At 5th level, a martial artist gains immunity to fatigue. At 10th level, he also gains immunity to exhaustion. At 15th level, he gains immunity to stunning. At 20th level, he gains immunity to death effects and energy drain. This ability replaces purity of body, diamond body, and perfect self.

Fast Movement (Ex) You gain a +40 feet enhancement bonus to your land speed. If you wear armor or carry a medium or heavy load, you lose this extra speed.

Flurry of Blows (Ex) You can make a flurry of blows as a full-attack action. You can make a flurry of blows as a full-attack action.

When doing so, you may make two additional attacks using any combination of unarmed strikes or attack with a special monk weapon (kama, nunchaku, quarterstaff, sai, shuriken, and siangham) as if using the Two-Weapon Fighting and Improved Two-Weapon Fighting feats. For the purpose of these attacks, your base attack bonus is equal to your monk level. For all other purposes, such as qualifying for a feat or a prestige class, you use your normal base attack bonus.

High Jump (Ex) You can add +14 to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, you always count as having a running start when making jump checks using Acrobatics. By spending 1 point from your ki pool as a swift action, you gain a +20 bonus on Acrobatics checks made to jump for 1 round.

Improved Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.

Maneuver Training (Ex) A monk uses his monk level in place of his base attack bonus when calculating his combat maneuver bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

Martial Arts Master (Ex) At 4th level, a martial artist may use his monk level to qualify for feats with a fighter level prerequisite when those feats are applied to unarmed strikes or weapons with the monk special quality. This ability replaces slow fall.

Pain Points (Ex) At 3rd level, a martial artist's advanced knowledge of humanoid anatomy grants a +1 bonus on critical hit confirmation rolls and increases the DC of his stunning fist and quivering palm by 1. This ability replaces still mind.

Physical Resistance (Ex) At 7th level, if a martial artist suffers any effect that causes ability damage, ability drain, or temporary ability score penalties, the effect is reduced by 1 point. This reduction increases by 1 for every three levels beyond 7th (to a maximum reduction of 5 at 19th level). This ability replaces wholeness of body, timeless body, and tongue of sun and moon.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Stunning Fist (Ex) You gain Stunning Fist as a bonus feat. You gain Stunning Fist as a bonus feat. You can choose to make the target of your Stunning Fist fatigued, sickened for 1 minute, or staggered for 1d6+1 rounds. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. You must choose which condition will apply before the attack roll is made. These effects do not stack with themselves, but additional hits do increase the duration.

Unarmed Strike At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table 3-10. The unarmed damage values listed on Table 3-10 is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage; see Small or Large Monk Unarmed Damage on the table given below.

⚡ Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Combat Reflexes You can make additional attacks of opportunity. You may make 6 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Deflect Arrows You can know arrows and other projectiles off course, preventing them from hitting you. You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Gorgon's Fist With one well-placed blow, you leave your target reeling. As a standard action, make a single unarmed melee attack against a foe whose speed is reduced (such as from Scorpion Style). If the attack hits, you deal damage normally and the target is staggered until the end of your next turn unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier). This feat has no effect on targets that are staggered.

Improved Grapple You are skilled at grappling opponents. You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to grapple you.

Improved Unarmed Strike You are skilled while fighting unarmed. You are considered to be armed even when unarmed—you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Kraken Style You savagely squeeze and twist when grappling. When you succeed at a grapple check while using this style, your opponent takes 3 points of bludgeoning damage in addition to any damage your grapple deals, such as when you choose to harm your opponent as part of a successful check to maintain a grapple. In addition, you

gain a +2 bonus on combat maneuver checks to maintain a grapple.

Kraken Throttle You tighten your grip around your target's throat. The damage that you deal with the Kraken Style feat on a successful grapple combat maneuver check increases to 5. While using this style, you can choke your opponent when you successfully maintain a grapple instead of choosing to damage, move, pin, or tie up your opponent. This suffocates your opponent (CRB p.445). The grappled opponent can take a breath during any round in which you do not maintain the grapple.

Kraken Wrack You squeeze your opponent tightly enough to crush armor or items between you. The damage you deal with the Kraken Style feat on a successful grapple combat maneuver check increases to 7. While using this style, you can crush your opponent when you successfully maintain a grapple instead of choking, damaging, moving, pinning, or tying up your opponent. When you do, you deal an amount of damage equal to that of your unarmed strike or one of your natural attacks to your foe's armor or an item held in your foe's hand. This crushing damage bypasses half of the hardness of the armor or item.

Medusa's Wrath You can take advantage of your opponent's confusion, delivering multiple blows. Whenever you use the full-attack action and make at least one unarmed strike, you can make two additional unarmed strikes at your highest base attack bonus. These bonus attacks must be made against a dazed, flat-footed, paralyzed, staggered, stunned, or unconscious foe.

Mobility You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Scorpion Style You can perform an unarmed strike that greatly hampers your target's movement. To use this feat, you must make a single unarmed attack as a standard action. If this unarmed attack hits, you deal damage normally, and the target's base land speed is reduced to 5 feet for a number of rounds equal to your Wisdom modifier unless it makes a Fortitude saving throw (DC 20).

Slow Time Meditation allows you to perceive time as if it were moving more slowly. Once per day, when you meditate as a full-round action using the Combat Meditation feat, you gain the effects of haste for 7 rounds. These effects do not stack with the haste spell, the speed magic weapon special ability, or other effects granting the same result. This is an extraordinary ability.

Spring Attack You can deftly move up to a foe, strike, and withdraw before he can react. As a full round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Stunning Fist You know just where to strike to temporarily stun a foe. 14/day (DC 20) You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 20), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Master of Many Styles (Monk)

	Low	Moderate	Advanced	Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Human; Medium humanoid (human)			
Class	Monk (Master of Many Styles) 1	Monk (Master of Many Styles) 6	Monk (Master of Many Styles) 10	Monk (Master of Many Styles) 14
Initiative	+3	+3	+3	+3
Senses	Perception +4	Perception +4	Perception +4	Perception +4
Defense				
Armor Class	AC 17, touch 17, ff 14 (+3 Dex; +4 misc)	AC 19, touch 18, ff 16 (+3 Dex; +5 misc; +1 natural; +1 <i>amulet of natural armor</i>)	AC 21, touch 19, ff 18 (+3 Dex; +6 misc; +2 natural; +2 <i>amulet of natural armor</i>)	AC 23, touch 20, ff 20 (+3 Dex; +7 misc; +3 natural; +3 <i>amulet of natural armor</i>)
hp / HD	7 (1d8)-1	20 (6d8)-6	38 (10d8)-10	56 (14d8)-14
Saves	Fort +1, Ref +5, Will +6	Fort +4, Ref +8, Will +9; +2 vs. enchantment spells and effects	Fort +6, Ref +10, Will +11; +2 vs. enchantment spells and effects	Fort +8, Ref +12, Will +13; +2 vs. enchantment spells and effects
Special Defenses	-	Evasion, Still Mind; Immune Disease	Improved Evasion, Still Mind; Immune Disease	Improved Evasion, Still Mind; Immune Disease, Poison; Spell Resistance 24
Offense				
Movement	30 ft.	50 ft.; Fast Movement; High Jump; Slow Fall	60 ft.; Fast Movement; High Jump; Slow Fall	70 ft.; Fast Movement; High Jump; Slow Fall; Abundant Step
Attacks	Melee tiger fork +1 (2H: 1d8+1) or	Melee tiger fork +6 (2H: 1d8+3) or	Melee tiger fork +9/+4 (2H: 1d8+3) or	Melee tiger fork +13/+8 (2H: 1d8+4) or
	Melee flurry of blows -1 (1d6+1) or	Melee flurry of blows +4 (1d8+2) or	Melee flurry of blows +7/+2 (1d10+2) or	Melee flurry of blows +11/+6 (2d6+3) or
	Melee unarmed strike +1 (1d6+1)	Melee unarmed strike +6 (1d8+2)	Melee unarmed strike +9/+4 (1d10+2)	Melee unarmed strike +13/+8 (2d6+3)
Special Attacks	Stunning Fist	Ki Pool; Stunning Fist		
Space / Reach	5 ft. / 5 ft.			
Statistics				
Ability Scores	Str 12, Dex 16, Con 9, Int 11, Wis 18, Cha 9	Str 14, Dex 16, Con 9, Int 11, Wis 18, Cha 9	Str 15, Dex 16, Con 9, Int 11, Wis 18, Cha 9	Str 16, Dex 16, Con 9, Int 11, Wis 18, Cha 9
Core Attack	Base Atk +0; CMB +1; CMD 18	Base Atk +4; CMB +8; CMD 24	Base Atk +7; CMB +12; CMD 28	Base Atk +10; CMB +17; CMD 33
Feats	Dragon Style, Improved Unarmed Strike, Scorpion Style, Stunning Fist, Wolf Style	Dragon Style, Improved Unarmed Strike, Mantis Style, Monkey Style, Scorpion Style, Snake Style, Snapping Turtle Style, Stunning Fist, Wolf Style	Combat Style Master, Djinni Style, Dragon Style, Improved Unarmed Strike, Mantis Style, Monkey Style, Scorpion Style, Snake Style, Snapping Turtle Style, Stunning Fist, Weapon Style Mastery, Wolf Style	Combat Style Master, Djinni Style, Dragon Style, Improved Unarmed Strike, Mantis Style, Monkey Moves, Monkey Style, Scorpion Style, Shaitan Style, Snake Style, Snapping Turtle Style, Stunning Fist, Tiger Style, Weapon Style Mastery, Wolf Style

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics +7, Bluff -1, Climb +5, Diplomacy -1, Disguise -1, Escape Artist +7, Fly +3, Heal +4, Intimidate -1, Perception +4, Perform (Untrained) -1, Ride +3, Sense Motive +8, Stealth +7, Survival +4, Swim +1	Acrobatics +16, Bluff -1, Climb +11, Diplomacy -1, Disguise -1, Escape Artist +12, Fly +3, Heal +4, Intimidate -1, Perception +4, Perform (Untrained) -1, Ride +3, Sense Motive +15, Stealth +12, Survival +4, Swim +2	Acrobatics +20, Bluff -1, Climb +15, Diplomacy -1, Disguise -1, Escape Artist +16, Fly +3, Heal +4, Intimidate -1, Perception +4, Perform (Untrained) -1, Ride +3, Sense Motive +19, Stealth +16, Survival +4, Swim +2	Acrobatics +24, Bluff -1, Climb +24, Diplomacy -1, Disguise -1, Escape Artist +20, Fly +3, Heal +4, Intimidate -1, Perception +4, Perform (Untrained) -1, Ride +3, Sense Motive +23, Stealth +20, Survival +4, Swim +3
Languages	Common			
Special Qualities	AC Bonus, Bonus Feat, Bonus Feat, Bonus Ki, Fuse Style, Skilled, Unarmed Strike	AC Bonus, Bonus Feat, Bonus Feat, Bonus Ki (6x), Fast Movement, Fuse Style, High Jump, Maneuver Training, Purity of Body, Skilled, Slow Fall, Unarmed Strike	AC Bonus, Bonus Feat, Bonus Feat, Bonus Ki (10x), Fast Movement, Fuse Style, High Jump, Maneuver Training, Purity of Body, Skilled, Slow Fall, Unarmed Strike, Wholeness of Body	Abundant Step, AC Bonus, Bonus Feat, Bonus Ki (14x), Diamond Body, Diamond Soul, Fast Movement, Fuse Style, High Jump, Maneuver Training, Purity of Body, Skilled, Slow Fall, Unarmed Strike, Wholeness of Body
Treasure	Tiger fork; monk's outfit; monk's kit	Tiger fork; monk's outfit; monk's kit; <i>amulet of natural armor</i> +1	Tiger fork; monk's outfit; monk's kit; <i>amulet of natural armor</i> +2	Tiger fork; monk's outfit; monk's kit; <i>amulet of natural armor</i> +3

Special Abilities

AC Bonus (Ex) When unarmored and unencumbered, you add +5 to your AC and your CMD. These bonuses apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, when you carry a shield, or when you carry a medium or heavy load.

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feat At 1st level, 2nd level, and every four levels thereafter, a master of many styles may select a bonus style feat or the Elemental Fist feat (Advanced Player's Guide 158). He does not need to meet the prerequisites of that feat, except the Elemental Fist feat. Starting at 6th level, a master of many styles can choose to instead gain a wildcard style slot. Whenever he enters one or more styles, he can spend his wildcard style slots to gain feats in those styles' feat paths (such as Earth Child Topple) as long as he meets the prerequisites. Each time he changes styles, he can also change these wildcard style slots. This ability replaces a monk's standard bonus feats.

Bonus Ki (6x) Add +1/4 to the monk's ki pool.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Fast Movement (Ex) You gain a +20 feet enhancement bonus to your land speed. If you wear armor or carry a medium or heavy load, you lose this extra speed.

Fuse Style (Ex) At 1st level, a master of many styles can fuse two of the styles he knows into a more perfect style. The master of many styles can have two style feat stances active at once. Starting a stance provided by a style feat is still a swift action, but when the master of many styles switches to another style feat, he can choose one style whose stance is already active to persist. He may only have two style feat stances active at a time. At 8th level, the master of many styles can fuse three styles at once. He can have the stances of three style feats active at the same time. Furthermore, he can enter up to three stances as a swift action. At 15th level, the master of many styles can fuse four styles at once. He can have the stances of

four style feats active at the same time. Furthermore, he can enter up to four stances as a free action by spending 1 point from his ki pool. He gains a bonus on attack rolls equal to the number of styles whose stances he currently has active. This ability replaces flurry of blows.

High Jump (Ex) You can add +6 to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, you always count as having a running start when making jump checks using Acrobatics. By spending 1 point from your ki pool as a swift action, you gain a +20 bonus on Acrobatics checks made to jump for 1 round.

Immunity to Disease (Ex) You are never subject to disease effects.

Ki Pool (Su) You have a pool of 7 ki points, supernatural energy he can use to accomplish amazing feats. You have a pool of 7 ki points, supernatural energy you can use to accomplish amazing feats. As long as you have at least 1 point in your ki pool, you can make a ki strike. Ki Strike allows your unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction. By spending 1 point from your ki pool, you can make one additional attack at your highest attack bonus when making a Flurry of Blows attack. In addition, you can spend 1 point to increase your speed by 20 feet for 1 round. Finally, you can spend 1 point from your ki pool to give yourself a +4 dodge bonus to AC for 1 round. Each use of these powers is activated as a swift action. The ki pool is replenished after 8 hours of rest or meditation; these hours do not need to be consecutive.

Maneuver Training (Ex) A monk uses his monk level in place of his base attack bonus when calculating his combat maneuver bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

Purity of Body (Ex) You are immune to all diseases, including supernatural and magical diseases.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Slow Fall (Ex) You can use a nearby wall to slow your descent. If you are within arm's reach of a wall, you can use it to slow your descent. You take damage as if the fall were 30 feet shorter than it

actually is.

Still Mind (Ex) You gain a +2 bonus on saving throws against enchantment spells and effects.

Stunning Fist (Ex) You gain Stunning Fist as a bonus feat. You gain Stunning Fist as a bonus feat. You can choose to make the target of your Stunning Fist fatigued. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. You must choose which condition will apply before the attack roll is made. These effects do not stack with themselves, but additional hits do increase the duration.

Unarmed Strike At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table 3-10. The unarmed damage values listed on Table 3-10 is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage; see Small or Large Monk Unarmed Damage on the table given below.

⚡ Feats

Combat Style Master You shift between combat styles, combining them to increased effect. You can switch your style as a free action. At the start of combat, pick one of your styles. You start the combat in that style, even in the surprise round. [Normal] It takes a swift action to begin or switch your styles.

Djinni Style Your hands sheathed in an auras of lightning, you move like the wind. You gain one additional Elemental Fist (Advanced Player's Guide 158) attempt per day. While you are in this style you must use Elemental Fist to deal electricity damage and you gain a bonus on electricity damage rolls equal to your Wisdom bonus (4). Further, while you are using this style and have remaining Elemental Fist attempts, you also gain a +2 dodge bonus to Armor Class against attacks of opportunity. A condition that makes you lose your Dexterity bonus to AC also makes you lose this dodge bonus.

Dragon Style You call upon the spirit of dragonkind, gaining greater resilience, mobility, and fierceness from the blessing of these great beings. While using this style, you gain a +2 bonus on saving throws against sleep effects, paralysis effects, and stunning effects. You ignore difficult terrain when you charge, run, or withdraw. You can also charge through squares that contain allies. Further, you can add 1-1/2 times your Strength bonus on the damage roll for your first unarmed strike on a given round. [Normal] You cannot charge or run through difficult terrain, and you cannot charge through a square that contains an ally. With an unarmed strike, you usually add your Strength bonus on damage rolls.

Improved Unarmed Strike You are skilled while fighting unarmed. You are considered to be armed even when unarmed—you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Mantis Style You have learned to target vital areas with crippling accuracy. You gain one additional Stunning Fist attempt per day. While using this style, you gain a +2 bonus to the DC of effects you deliver with your Stunning Fist.

Monkey Moves You scramble around your foes, moving and striking in an erratic fashion. While using Monkey Style, you gain a Wisdom bonus on Climb checks. You can also climb and crawl at half your speed; you can take a 5-foot step by jumping, crawling, or climbing; and you retain your Dexterity bonus to AC while climbing. Further, while using Monkey Style, when you use your unarmed strike to hit an opponent twice or more on your turn, you can spend a swift action to take a 5-foot step even if you have moved this round.

[Normal] You climb at one-quarter your speed, and you lose your Dexterity bonus to AC while doing so. A 5-foot step is made using your normal movement modes, and you can take one only if you have not otherwise moved this round.

Monkey Style Your unarmed fighting style is nimble and unpredictable, full of ground rolls and short leaps. You add your Wisdom bonus on Acrobatics checks. While using this style, you take no penalty on melee attack rolls or to AC while prone. Further, you can crawl and stand up from lying prone without provoking attacks of opportunity, and you can stand up as a swift action if you succeed at a DC 20 Acrobatics check. [Normal] You take a -4 penalty on attack rolls and AC against melee attacks while prone. Standing up is a standard action that provokes attacks of opportunity.

Scorpion Style You can perform an unarmed strike that greatly hampers your target's movement. To use this feat, you must make a single unarmed attack as a standard action. If this unarmed attack hits, you deal damage normally, and the target's base land speed is reduced to 5 feet for a number of rounds equal to your Wisdom modifier unless it makes a Fortitude saving throw (DC 21).

Shaitan Style You strike with the caustic forces from within the earth. You gain one additional Elemental Fist (Advanced Player's Guide 158) attempt per day. While using the Shaitan Style and Elemental Fist feats to deal acid damage, you gain a bonus on acid damage rolls equal to your Wisdom bonus. Further, if your Elemental Fist melee attack misses while you are using it to deal acid damage, you still deal 1d6 points of acid damage to your target.

Snake Style You watch your foe's every movement and then punch through its defense. You gain a +2 bonus on Sense Motive checks, and you can deal piercing damage with your unarmed strikes. While using the Snake Style feat, when an opponent targets you with a melee or ranged attack, you can spend an immediate action to make a Sense Motive check. You can use the result as your AC or touch AC against that attack. You must be aware of the attack and not flat-footed. [Normal] An unarmed strike deals bludgeoning damage.

Snapping Turtle Style Your deft unarmed style allows you to shield your body from harm. While using the Snapping Turtle Style feat with at least one hand free, you gain a +1 shield bonus to AC.

Stunning Fist You know just where to strike to temporarily stun a foe. 15/day (DC 21) You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 21), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Tiger Style Your unarmed fighting style emulates the strength and ferocity of a tiger. While using this style, you gain a +2 bonus to your CMD against bull rush, overrun, and trip maneuvers. You can also deal slashing damage with your unarmed strikes. Whenever you score a critical hit with your slashing unarmed strike, your opponent also takes 1d4 points of bleed damage at the start of his next two turns. [Normal] Unarmed strikes deal bludgeoning damage.

Weapon Style Mastery You can combine multiple fighting styles together. Choose one weapon style (a style feat that lists Weapon Focus as a prerequisite) that you have. You can have the chosen style and a second style active at once. Starting a stance provided by a style feat is still a swift action, but you can assume both the chosen weapon style's stance and another style's stance simultaneously using this action. This ability doesn't stack with other abilities that allow you to have multiple styles active at the same time. Normal: You can have only one style active at once.

Paladin & Ranger Archetypes

Table 10: Pregenerated Character Summary: Paladin & Ranger Archetype Classes

Archetype	Page	Class	Race	Sex
Combat Healer Squire	284	Paladin	Gnome	M
Battle Scout	288	Ranger	Elf	M
Beast Master	292	Ranger	Half-Orc (Mountain Clan)	F
Deep Walker	298	Ranger	Gnome (Dread)	M
Dungeon Rover	304	Ranger	Dwarf (Deep Delver)	F
Falconer	308	Ranger	Elf (Dusk)	F

Crunch Summary: Paladin & Ranger Archetypes

Skills: *Medium.* Not a great amount of variety, yet it's critically important to spend points where they matter, based on what your character's approach to life is.

Spells: *Low.* Both classes have magic, true—but not a lot of it, and your choices are immensely restrictive. Neither class can rely on magic as a means of being effective, yet both classes become *more, better*, if they pick the right spells.

Weapons: *High.* Both classes should focus on one set of options here, with a backup to be used only as a last resort. The focus should be either melee or ranged, and the backup should be the other one of these; neither Paladins nor Rangers can reliably avoid playing both roles, but both should have a primary focus.

Armor & Other Equipment: *Medium.* Pick the best armor you can afford that doesn't unduly interfere with your chosen approach to combat. Next.

Feats: *High.* Not quite as much as a Fighter, yet the options and focus are very similar: pick combat-related feats almost exclusively, with a smattering of social- and investigatory-related abilities as support.

Ability Scores: *High.* Both roles can wield a large variety of abilities effectively; it really depends on what your character is.

Resist the Urge To: Obviously rehash any particular character from fiction or pop culture. Inspiration is fine; lazily aping is just boring.

Barbarian, you need someone in that sort of close-combat role, and although Paladins and Rangers are excellent and full-featured classes, they're not usually a great substitute for a true damage-dealing melee class.

Finally, I comingle these classes because they're extremely difficult to "get right". It's all too easy to become lost in the variety of options in both cases, and end up with an interesting character that is of minimal effectiveness, particularly at higher levels.

In a way, Paladins and Rangers offer the reverse challenge of more stereotyped classes such as Wizards or Fighters. With Fighters, the challenge is to insert or build character on top of the crunch that you feel will be effective mechanically. With Paladins and Rangers, the challenge is to keep a little focus on mechanical effectiveness while having fun with all the characterization options.

Designer's Soapbox: Paladins & Rangers

X I tend to lump these classes together in my mind as "focused fighters".

Both tend to be combat-effective, but never as much so as Fighters or Barbarians. Both tend to play key roles in social challenges and investigations, and in many parties, the Paladin or Ranger is often the leader of the bunch.

I also group these classes together because I've never seen a normal-sized adventuring party that contains one of each. Typically, you'll see one of these in a group of five or more, but rarely both.

You'll also rarely see either of these classes in smaller parties. This is usually because if you don't have a Fighter or

Combat Healer Squire (Paladin)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Gnome; Small humanoid (gnome)			
Class	Paladin (Combat Healer Squire) 1	Paladin (Combat Healer Squire) 6	Paladin (Combat Healer Squire) 10	Paladin (Combat Healer Squire) 14
Initiative	-1	-1	-1	-1
Senses	Low-Light Vision; Perception +6 Aura Aura of Good	Low-Light Vision; Perception +7 Aura Aura of Courage, Aura of Good	Low-Light Vision; Perception +7 Aura Aura of Courage, Aura of Good, Aura of Resolve	Low-Light Vision; Perception +7 Aura Aura of Courage, Aura of Good, Aura of Resolve, Aura of Justice, Aura of Faith
Defense				
Armor Class	AC 15, touch 10, ff 15 (+1 size; -1 Dex; +4 armored coat; +1 light shield)	AC 17, touch 10, ff 17 (+1 size; -1 Dex; +6 chainmail; +1 light shield)	AC 18, touch 10, ff 18 (+1 size; -1 Dex; +7 banded mail; +1 light shield)	AC 21, touch 10, ff 21 (+1 size; -1 Dex; +8 half-plate armor; +3 heavy shield)
hp / HD	10 (1d10)	37 (6d10)	58 (10d10)	80 (14d10)
Saves	Fort +2, Ref -1, Will +6; +2 vs. illusion spells or effects	Fort +5, Ref +1, Will +10; +2 vs. illusion spells or effects	Fort +7, Ref +4, Will +12; +2 vs. illusion spells or effects	Fort +9, Ref +5, Will +16; +2 vs. illusion spells or effects
Offense				
Movement	15 ft.			
Attacks	Melee morningstar (small) +1 (1d6-1) or Melee shield, light wooden (small) +1 (1d2-1) or Melee dagger (small) +1 (1d3-1/19-20) or Ranged dagger (small/thrown) +1 (1d3-1/19-20)	Melee shield, light wooden (small) +6 (1d2-1) or Melee masterwork morningstar (small) +7/+2 (1d6-1) or Melee dagger (small) +6/+1 (1d3-1/19-20) or Ranged dagger (small/thrown) +6/+1 (1d3-1/19-20)	Melee shield, light wooden (small) +11 (1d2) or Melee +1 morningstar (small) +12/+7 (1d6+1) or Melee dagger (small) +11/+6 (1d3/19-20) or Ranged dagger (small/thrown) +10/+5 (1d3/19-20) or Melee gauntlet +9/+4 (1d3)	Melee +2 morningstar (small) +17 (1d6+2) or Melee shield, heavy wooden (small) +15/+10/+5 (1d3) or Melee dagger (small) +15/+10/+5 (1d3/19-20) or Ranged dagger (small/thrown) +14/+9/+4 (1d3/19-20) or Melee gauntlet +13/+8/+3 (1d3)
Special Attacks	Smite Evil	Channel Positive Energy (3d6, DC 16), Smite Evil	Channel Positive Energy (5d6, DC 18), Smite Evil	Channel Positive Energy (7d6, DC 20), Smite Evil
Space / Reach	5 ft. / 5 ft.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Prepared Spells	Innate Spell-Like Abilities: 1x/day - dancing lights, ghost sound, prestidigitation, speak with animals	Innate Spell-Like Abilities: 1x/day - dancing lights, ghost sound, prestidigitation, speak with animals Paladin (CL 6th): 1st - cure light wounds (2x)	Innate Spell-Like Abilities: 1x/day - dancing lights, ghost sound, prestidigitation, speak with animals Paladin (CL 10th): 3rd - cure moderate wounds 2nd - instant armor, resist energy 1st - cure light wounds (3x)	Innate Spell-Like Abilities: 1x/day - dancing lights, ghost sound, prestidigitation, speak with animals Paladin (CL 14th): 4th - cure serious wounds 3rd - cure moderate wounds (2x) 2nd - instant armor, paladin's sacrifice, resist energy 1st - cure light wounds (4x)

📋 Statistics

Ability Scores	Str 9, Dex 8, Con 11, Int 11, Wis 19, Cha 17	Str 9, Dex 8, Con 11, Int 11, Wis 20, Cha 17	Str 10, Dex 8, Con 11, Int 11, Wis 20, Cha 17	Str 10, Dex 8, Con 11, Int 11, Wis 21, Cha 17
Core Attack	Base Atk +1; CMB -1; CMD 8	Base Atk +6; CMB +4; CMD 13	Base Atk +10; CMB +9; CMD 18	Base Atk +14; CMB +13; CMD 22
Feats	Battlefield Healer	Battlefield Healer, Godless Healing, Word of Healing	Battlefield Healer, Godless Healing, Lightning Reflexes, Skill Focus (Heal), Word of Healing	Battlefield Healer, Godless Healing, Iron Will, Lightning Reflexes, Shield Focus, Skill Focus (Heal), Word of Healing
Skills	Acrobatics -4, Bluff +3, Climb -4, Diplomacy +7, Disguise +3, Escape Artist -4, Fly -2, Heal +8, Intimidate +3, Perception +6, Perform (Untrained) +3, Ride -4, Sense Motive +4, Survival +4, Swim -4	Acrobatics -7, Bluff +3, Climb -7, Diplomacy +12, Disguise +3, Escape Artist -7, Fly -5, Heal +14, Intimidate +3, Perception +7, Perform (Untrained) +3, Ride -7, Sense Motive +5, Stealth -3, Survival +5, Swim -7	Acrobatics -8, Bluff +3, Climb -7, Diplomacy +16, Disguise +3, Escape Artist -8, Fly -6, Heal +24, Intimidate +3, Perception +7, Perform (Untrained) +3, Ride -8, Sense Motive +5, Stealth -4, Survival +5, Swim -7	Acrobatics -10, Bluff +3, Climb -9, Diplomacy +20, Disguise +3, Escape Artist -10, Fly -8, Heal +28, Intimidate +3, Perception +7, Perform (Untrained) +3, Ride -10, Sense Motive +5, Stealth -6, Survival +5, Swim -9
Languages	Common, Gnome, Sylvan			
Special Qualities	Aura of Good, Bonus Lay On Hands Hit Point, Careful Healer, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity	Aura of Courage, Aura of Good, Bonus Lay On Hands Hit Point (6x), Careful Healer, Celestial Spirit, Mercy (Diseased), Dress Wounds, Mercy (Fatigued), Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Lay on Hands, Low-Light Vision, Obsessive, Swift Healer, Weapon Familiarity	Aura of Courage, Aura of Good, Aura of Resolve, Bonus Lay On Hands Hit Point (10x), Careful Healer, Celestial Spirit, Mercy (Diseased), Dress Wounds, Mercy (Exhausted), Mercy (Fatigued), Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Lay on Hands, Low-Light Vision, Obsessive, Swift Healer, Weapon Familiarity	Aura of Courage, Aura of Faith, Aura of Good, Aura of Justice, Aura of Resolve, Bonus Lay On Hands Hit Point (14x), Careful Healer, Celestial Spirit, Mercy (Cursed), Mercy (Diseased), Dress Wounds, Mercy (Exhausted), Mercy (Fatigued), Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Lay on Hands, Low-Light Vision, Obsessive, Swift Healer, Weapon Familiarity
Treasure	Morningstar (small); light wooden shield (small); armored coat (small); soldier's uniform (small); dagger (4x, small)	Masterwork morningstar (small); light wooden shield (small); chainmail (small); soldier's uniform (small); dagger (4x, small)	+1 morningstar (small); light wooden shield (small); banded mail (small); soldier's uniform (small); dagger (4x, small); gauntlet	+2 morningstar (small); heavy wooden shield (small); half-plate armor (small); soldier's uniform (small); dagger (4x, small); gauntlet

🔮 Magic

Spells per Day	-	Paladin: -/2/0/0/0/0/0/0/0 DC: 14+spell level	Paladin: -/3/2/1/0/0/0/0/0 DC: 14+spell level	Paladin: -/4/3/2/1/0/0/0/0 DC: 14+spell level

Special Abilities

Aura of Courage (Su) You are immune to fear (magical or otherwise). Each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious, not if you are unconscious or dead.

Aura of Faith (Su) Your weapons are treated as good-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet of you is treated as good-aligned for the purposes of overcoming damage reduction. This ability functions only while you are conscious, not if you are unconscious or dead.

Aura of Good (Ex) You project an overwhelming good aura.

Aura of Justice (Su) You can expend two uses of your smite ability to grant the ability to smite evil to all allies within 10 feet, using your bonuses. Allies must use this Smite Evil ability by the start of your next turn and the bonuses last for 1 minute. Using this ability is a free action. Evil creatures gain no benefit from this ability.

Aura of Resolve (Su) You are immune to charm spells and spell-like abilities. Each ally within 10 feet of you gains a +4 morale bonus on saving throws against charm effects. This ability functions only while you are conscious, not if you are unconscious or dead.

Bonus Lay on Hands Hit Point (14x) Add +1/2 hp to the paladin's lay on hands ability (whether using it to heal or harm).

Careful Healer (Ex) A combat healer squire provokes no attacks of opportunity when she uses the Heal skill to stabilize a creature or treat poison. In addition, when she administers long-term care with the Heal skill, she can restore a total number of additional hit points equal to her character level, divided as she wishes among those she is tending.

Celestial Spirit (Sp) Your divine bond allows you to enhance your weapon as a standard action by calling upon the aid of a celestial spirit for 14 minutes. When called, the spirit causes the weapon to shed light as a torch. This spirit grants the weapon a +4 enhancement bonus. This bonus can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or it can be used to add any of the following weapon properties: defending, flaming, keen, merciful (+1), axiomatic, disruption, flaming burst, holy (+2), speed (+3), and brilliant energy (+4). Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the weapon is held by anyone other than you but resumes giving bonuses if returned to you. These bonuses apply to only one end of a double weapon. You can use this ability 3 times per day. If a weapon bonded with a celestial spirit is destroyed, you lose the use of this ability for 30 days, or until you gain a level, whichever comes first. During this 30-day period, you take a -1 penalty on attack and weapon damage rolls.

Channel Positive Energy (Su) You can unleash a wave of positive energy dealing 7d6 (DC 20 for half) /day. You can unleash a wave of positive energy. You must choose to deal 7d6 points of positive energy damage to undead creatures or to heal living creatures of 7d6 points of damage. Creatures that take damage from channeled energy receive a DC 20 Will save to halve the damage. Using this ability consumes two uses of her lay on hands ability.

Mercy (Cursed) (Su) Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Remove Curse with a caster level of 14.

Defensive Training (Ex) Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Mercy (Diseased) (Su) Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Remove Disease with a caster level of 14.

Dress Wounds (Su) A combat healer squire can hastily dress a deadly wound for her knight, temporary alleviating his suffering. This ability acts in all ways like using the Heal skill to treat deadly wounds, except the combat healer squire only needs to take a full-round action to use this ability. The hit points healed are temporary,

and only last 10 minutes, but they are not lost first like temporary hit points. A combat healer squire can only use this ability on her knight, not other creatures. A knight cannot benefit from this ability more than once per day, and cannot be treated for deadly wounds with the Heal skill within 24 hours of being subjected to this ability.

Mercy (Exhausted) (Su) Whenever you use Lay on Hands to heal damage to one target, the target is no longer exhausted.

Mercy (Fatigued) (Su) Whenever you use Lay on Hands to heal damage to one target, the target is no longer fatigued.

Gnome Magic (Sp) Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain spell-like abilities.

Hatred (Ex) Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Illusion Resistance (Ex) Gnomes get a +2 racial saving throw bonus against illusion spells or effects.

Keen Senses (Ex) Gnomes receive a +2 bonus on Perception skill checks.

Lay on Hands (Su) You can heal wounds (your own or those of others) by touch. Each day you can use this ability 10 times per day. With one use of this ability, you can heal 7d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 7d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Obsessive (Ex) Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Smite Evil (Su) You can call out to the powers of good to aid you in your struggle against evil 5 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +3 to your attack rolls and +14 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +28. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +3 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.

Swift Healer (Su) A combat healer squire can use the Heal skill to perform first aid or treat poison as a swift action.

Weapon Familiarity (Ex) Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

Feats

Battlefield Healer In even the fiercest battles, you risk life and limb to save your allies. When attempting a concentration check caused by receiving damage (including ongoing damage), you reduce the damage taken by 50% for the purposes of determining the concentration check DC. Goal: Over time, provoke at least 20 attacks of opportunity for casting conjuration (healing) spells on allies. These spells don't have to succeed to count. Completion Benefit: You automatically succeed at concentration checks for conjuration (healing) spells caused by taking damage.

Godless Healing You have mastered a specialized and complex technique to ignore pain by focusing your belief on the self rather than relying on faith. Heal yourself 1d8+(TL) hp 1/day. You have mastered a specialized and complex technique to ignore pain by

focusing your belief on the self rather than relying on faith. 1/day when you have half your total hit points or fewer, you may heal yourself of an amount of damage equal to 1d8 plus your total Hit Dice as a move action. This is a supernatural ability.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Skill Focus (Heal) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Word of Healing Using the same divine energy as your lay on hands ability, you can heal others at a distance. You may use your lay on hands to heal another creature at a range of 30 feet as a standard action that does not provoke an attack of opportunity. You must be able to speak and have a free hand to use this ability. The target heals half the amount they would have healed if you had touched them, but gains the benefits of your mercies as normal.

Battle Scout (Ranger)

	Low	Moderate	Advanced	Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Elf; Medium humanoid (elf)			
Class	Ranger (Battle Scout) 1	Ranger (Battle Scout) 6	Ranger (Battle Scout) 10	Ranger (Battle Scout) 14
Initiative	+2	+6	+6	+6
Senses	Low-Light Vision; Perception +9	Low-Light Vision; Perception +14	Low-Light Vision; Perception +18	Low-Light Vision; Perception +22
Defense				
Armor Class	AC 17, touch 13, ff 14 (+2 Dex; +1 dodge; +3 studded leather armor; +1 light shield)	AC 20, touch 13, ff 17 (+2 Dex; +1 dodge; +4 armored coat; +3 heavy shield)	AC 23, touch 13, ff 20 (+2 Dex; +1 dodge; +6 chainmail; +4 heavy shield)	AC 25, touch 13, ff 22 (+2 Dex; +1 dodge; +7 chainmail +1; +5 heavy shield)
hp / HD	9 (1d10)-1	40 (6d10)-6	59 (10d10)-10	84 (14d10)
Saves	Fort +0, Ref +4, Will +3; +2 vs. enchantment spells and effects	Fort +3, Ref +7, Will +5; +2 vs. enchantment spells and effects	Fort +5, Ref +9, Will +6; +2 vs. enchantment spells and effects	Fort +8, Ref +11, Will +7; +2 vs. enchantment spells and effects
Offense				
Movement	30 ft.	20 ft.	20 ft.; Woodland Stride	
Attacks	Melee gladius +4 (1d6+3/19-20) or Melee shield, light wooden +4 (1d3+1) or Ranged shortbow +3 (1d6/x3) or Melee dagger +4 (1d4+3/19-20) or Ranged dagger (thrown) +3 (1d4+3/19-20)	Melee +1 gladius +11/+6 (1d6+4/19-20) or Melee shield, heavy wooden +9 (1d4+1) or Ranged shortbow +8/+3 (1d6/x3) or Melee dagger +9/+4 (1d4+3/19-20) or Ranged dagger (thrown) +8/+3 (1d4+3/19-20)	Melee shield, heavy wooden +14 (1d4+2) or Melee +2 gladius +17/+12 (1d6+6/19- 20) or Ranged shortbow +12/+7 (1d6/x3) or Melee dagger +14/+9 (1d4+4/19-20) or Ranged dagger (thrown) +12/+7 (1d4+4/19-20)	Melee +3 gladius +22/+17/+12 (1d6+7/19- 20) or Melee +1 heavy wooden shield +19 (1d4+3) or Ranged shortbow +16/+11/+6 (1d6/x3) or Melee dagger +18/+13/+8 (1d4+4/19- 20) or Ranged dagger (thrown) +16/+11/+6 (1d4+4/19- 20)
Special Attacks	Undead +2	Undead +4		
Space / Reach	5 ft. / 5 ft.			
Prepared Spells	-	Ranger (CL 6th): 1st - alarm, anticipate peril	Ranger (CL 10th): 3rd - blade snare 2nd - acute senses, campfire wall 1st - alarm, anticipate peril, cloak of shade	Ranger (CL 14th): 4th - night of blades 3rd - blade snare, nondetection 2nd - acute senses, campfire wall, carry companion 1st - alarm, anticipate peril, cloak of shade, entangle
Statistics				
Ability Scores	Str 16, Dex 15, Con 7, Int 10, Wis 16, Cha 9	Str 17, Dex 15, Con 7, Int 10, Wis 16, Cha 9	Str 18, Dex 15, Con 7, Int 10, Wis 16, Cha 9	Str 18, Dex 15, Con 8, Int 10, Wis 16, Cha 9
Core Attack	Base Atk +1; CMB +4; CMD 17	Base Atk +6; CMB +9; CMD 22	Base Atk +10; CMB +14; CMD 27	Base Atk +14; CMB +18; CMD 31

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Feats	Dodge	Dodge, Endurance, Improved Initiative, Shield Focus, Shield Master, Weapon Focus (Gladius)	Critical Focus, Dodge, Endurance, Greater Shield Focus, Improved Initiative, Missile Shield, Shield Focus, Shield Master, Weapon Focus (Gladius)	Critical Focus, Dodge, Endurance, Greater Shield Focus, Improved Initiative, Improved Shield Bash, Missile Shield, Shield Focus, Shield Master, Weapon Focus (Gladius)
Skills	Bluff -1, Climb +5, Diplomacy -1, Disguise -1, Handle Animal +3, Heal +3, Intimidate -1, Perception +9, Perform (Untrained) -1, Ride +4, Sense Motive +3, Stealth +4, Survival +7, Swim +1	Acrobatics -2, Bluff -1, Climb +8, Diplomacy -1, Disguise -1, Escape Artist -2, Fly -2, Handle Animal +8, Heal +3, Intimidate -1, Perception +14, Perform (Untrained) -1, Ride +7, Sense Motive +3, Stealth +7, Survival +12, Swim -1	Acrobatics -5, Bluff -1, Climb +10, Diplomacy -1, Disguise -1, Escape Artist -5, Fly -5, Handle Animal +12, Heal +3, Intimidate -1, Perception +18, Perform (Untrained) -1, Ride +8, Sense Motive +3, Stealth +8, Survival +16, Swim -3	Acrobatics -3, Bluff -1, Climb +16, Diplomacy -1, Disguise -1, Escape Artist -3, Fly -3, Handle Animal +16, Heal +3, Intimidate -1, Perception +22, Perform (Untrained) -1, Ride +14, Sense Motive +3, Stealth +14, Survival +20, Swim -1
Languages	Common, Elven			
Special Qualities	Elven Immunities, Elven Magic, Keen Senses, Low-Light Vision, Track +1, Weapon Familiarity, Wild Empathy +0	Advantageous Terrain, Combat Style Feat, Elven Immunities, Elven Magic, Favored Terrain (Plains) +2, Hunter's Bond, Hunting Companions, Keen Senses, Low-Light Vision, Track +3, Weapon Familiarity, Wild Empathy +5	Advantageous Terrain, Combat Style Feat, Elven Immunities, Elven Magic, Favored Terrain (Forest) +2, Favored Terrain (Plains) +4, Hunter's Bond, Hunting Companions, Infiltration, Keen Senses, Low-Light Vision, Swift Tracker, Track +5, Weapon Familiarity, Wild Empathy +9, Woodland Stride	Advantageous Terrain, Camouflage, Combat Style Feat, Elven Immunities, Elven Magic, Favored Terrain (Desert) +2, Favored Terrain (Forest) +4, Favored Terrain (Plains) +4, Hunter's Bond, Hunting Companions, Infiltration, Keen Senses, Low-Light Vision, Quarry, Swift Tracker, Track +7, Weapon Familiarity, Wild Empathy +13, Woodland Stride
Treasure	Gladius; light wooden shield; traveler's outfit; studded leather armor; shortbow; arrows (40x); dagger	+1 <i>gladius</i> ; heavy wooden shield; traveler's outfit; armored coat; shortbow; arrows (40x); dagger	+2 <i>gladius</i> ; heavy wooden shield; traveler's outfit; chainmail; shortbow; arrows (40x); dagger	+3 <i>gladius</i> ; +1 <i>heavy wooden shield</i> ; traveler's outfit; +1 <i>chainmail</i> ; shortbow; arrows (40x); dagger
Magic				
Spells per Day	-	Ranger: -/2/0/0/0/0/0/0/0 DC: 14+spell level	Ranger: -/3/2/1/0/0/0/0/0 DC: 14+spell level	Ranger: -/4/3/2/1/0/0/0/0 DC: 14+spell level

Special Abilities

Advantageous Terrain (Ex) At 5th level, when a battle scout is within one of his favorite terrains, he can spend up to 3 consecutive rounds studying an area of terrain to gain the benefits below. Each round of studying terrain is a standard action. During the first round of studying terrain, the battle scout designates a 60-foot-radius-burst area from a single square within line of sight. Depending on how many rounds the battle scout spends studying the area, he or his allies gain the following benefits for 10 minutes per ranger level he possesses. (For example, if he spends 2 rounds, he or his allies gain the first two benefits.) 1st Round - Allies within line of sight and that can hear the battle scout gain a +2 bonus on initiative checks while within the advantageous terrain area. 2nd Round - Allies within line of sight and that can hear the battle scout gain a +2 on Perception, Stealth, and Survival checks while within the

advantageous terrain area. 3rd Round - The battle scout's movement is not hampered by difficult terrain while within the advantageous terrain area. Furthermore, the battle scout can take 10 on Climb and Swim checks and checks to jump while within the area, even when in immediate danger or distracted. This ability replaces the ranger's second favored enemy.

Camouflage (Ex) You can use the Stealth skill to hide in any of your favored terrains, even if the terrain doesn't grant cover or concealment.

Combat Style Feat (Ex) At 2nd level, a ranger must select one of two combat styles to pursue: archery or two weapon combat. The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites. If the ranger selects archery, he can choose from the following

list whenever he gains a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds Improved Precise Shot and Manyshot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list. If the ranger selects two-weapon combat, he can choose from the following list whenever he gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two-Weapon Rend to the list. The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. Once a ranger selects a combat style, it cannot be changed.

Elven Immunities (Ex) Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic (Ex) Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Favored Terrain (Desert) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in desert terrain (sand and wastelands). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Forest) (Ex) You gain a +4 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in forest terrain (coniferous and deciduous). Likewise, you get a +4 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Plains) (Ex) You gain a +4 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in plains terrain. Likewise, you get a +4 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Hunter's Bond (Ex) At 4th level, when a battle scout gains the hunter's bond ability, he must choose to bond with his companions. Battle scouts do not have animal companions.

Hunting Companions (Ex) You form a powerful band with your companions. You may spend a move action to grant half your favored enemy bonus against a single target to all allies within 30 feet who can see or hear you for 3 rounds. This bonus does not stack with any favored enemy bonuses possessed by your allies; they use whichever bonus is higher.

Infiltration (Ex) At 10th level, once per day, a battle scout can choose a single terrain type that is not his favored terrain. For the next hour per ranger level, he treats that terrain as if it were one of his favored terrains. This ability replaces the ranger's third favorite enemy.

Keen Senses (Ex) Elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Quarry (Ex) You can, as a standard action, denote one target within your line of sight as your quarry. Whenever you are following the tracks of your quarry, you can take 10 on Survival skill checks while moving at normal speed, without penalty. In addition, you receive a +2 insight bonus on attack rolls made against your quarry and all critical threats are automatically confirmed. You can have no more than one quarry at a time and the creature's type must correspond to one of your favored enemy types. You can end this effect at any time

as a free action, but you cannot select a new quarry for 24 hours. If your quarry is killed, you can select a new quarry after waiting 1 hour.

Swift Tracker (Ex) You can move at your normal speed while using Survival to follow tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Track (Ex) You gain +7 to Survival checks made to follow tracks.

Undead (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against undead. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Weapon Familiarity (Ex) Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+13 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

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

⚡ Feats

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Greater Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1. This bonus stacks with the bonus granted by Shield Focus.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Shield Bash You can protect yourself with your shield, even if you use it to attack. When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Missile Shield You are skilled at deflecting ranged attacks with your shield. You must be using a light, heavy, or tower shield to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon (not including spell effects, natural attacks, or massive ranged weapons), you may deflect it so that you take no damage, as if you had the Deflect Arrows feat. You must be aware of the attack and not flat-footed.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Shield Master Your mastery of the shield allows you to fight with it without hindrance. You do not suffer any penalties on attack rolls made with a shield while you are wielding another weapon. Add your shield's shield bonus to attacks and damage rolls made with the shield as if it was an enhancement bonus.

Weapon Focus (Gladius) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Beast Master (Ranger)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Half-Orc; Medium humanoid (orc, human)			
Class	Ranger (Beast Master) 1	Ranger (Beast Master) 6	Ranger (Beast Master) 10	Ranger (Beast Master) 14
Initiative	+0	+4	+4	+4
Senses	Darkvision 60 ft.; Perception +8	Darkvision 60 ft.; Perception +13	Darkvision 60 ft.; Perception +19	Darkvision 60 ft.; Perception +23
Defense				
Armor Class	AC 13, touch 10, ff 13 (+3 studded leather armor)	AC 15, touch 10, ff 15 (+5 scale mail)	AC 17, touch 10, ff 17 (+7 chainmail +1)	AC 18, touch 10, ff 18 (+8 chainmail +2)
hp / HD	10 (1d10)	23 (6d10)	45 (10d10)+6	56 (14d10)+6
Saves	Fort +2, Ref +2, Will +2	Fort +5, Ref +5, Will +4	Fort +7, Ref +7, Will +5	Fort +9, Ref +9, Will +6
Special Defenses	-	-	Evasion	
Offense				
Movement	30 ft.	20 ft.	20 ft.; Woodland Stride	
Attacks	Melee heavy flail +3 (2H: 1d10+3/19-20) or Ranged heavy crossbow +1 (1d10/19-20) or Melee light hammer +3 (1d4+2) or Ranged light hammer (thrown) +1 (1d4+2)	Melee masterwork flail, heavy +10/+5 (2H: 1d10+4/19-20) or Melee unarmed strike +9/+4 (1d3+3) or Ranged crossbow, heavy +6/+1 (1d10/19-20) or Melee hammer, light +9/+4 (1d4+3) or Ranged hammer, light (thrown) +6/+1 (1d4+3) or Melee armor spikes +9/+4 (1d6+3)	Melee +1 heavy flail +14/+9 (2H: 1d10+5/19-20) or Melee unarmed strike +13/+8 (1d3+3) or Ranged heavy crossbow +10/+5 (1d10/19-20) or Melee light hammer +13/+8 (1d4+3) or Ranged light hammer (thrown) +10/+5 (1d4+3) or Melee armor spikes +13/+8 (1d6+3)	Melee unarmed strike +18/+13/+8 (1d3+4) or Melee +2 heavy flail +20/+15/+10 (2H: 1d10+8/19-20) or Ranged heavy crossbow +14/+9/+4 (1d10/19-20) or Melee light hammer +18/+13/+8 (1d4+4) or Ranged light hammer (thrown) +14/+9/+4 (1d4+4) or Melee armor spikes +18/+13/+8 (1d6+4)
Special Attacks	Aberration +2	Aberration +4, Magical Beast +2	Aberration +4, Fey +2, Magical Beast +4	Aberration +4, Fey +2, Magical Beast +4
Space / Reach	5 ft. / 5 ft.			
Prepared Spells	-	Ranger (CL 6th): 1st - animal messenger, call animal	Ranger (CL 10th): 2nd - animal aspect, forest friend 1st - animal messenger, call animal, hunter's howl	Ranger (CL 14th): 4th - animal growth 3rd - companion mind link 2nd - animal aspect, forest friend, hunter's friend 1st - animal messenger, call animal, hunter's howl, keep watch
Statistics				
Ability Scores	Str 15, Dex 10, Con 11, Int 8, Wis 14, Cha 16	Str 16, Dex 10, Con 11, Int 8, Wis 14, Cha 16	Str 17, Dex 10, Con 11, Int 8, Wis 14, Cha 16	Str 18, Dex 10, Con 11, Int 8, Wis 14, Cha 16

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Core Attack	Base Atk +1; CMB +3; CMD 13	Base Atk +6; CMB +9 (+11 bullrush); CMD 19 (21 vs. bullrush)	Base Atk +10; CMB +13 (+15 bullrush); CMD 23 (25 vs. bullrush)	Base Atk +14; CMB +18 (+22 bullrush); CMD 28 (30 vs. bullrush)
Feats	Animal Affinity	Animal Affinity, Endurance, Improved Bull Rush, Improved Initiative, Power Attack	Animal Affinity, Bull Rush Strike, Dreadful Carnage, Endurance, Improved Bull Rush, Improved Initiative, Power Attack, Trlbal Scars (Night Hunt)	Animal Affinity, Bull Rush Strike, Cleave, Dreadful Carnage, Endurance, Greater Bull Rush, Improved Bull Rush, Improved Initiative, Power Attack, Quick Bull Rush, Trlbal Scars (Night Hunt)
Skills	Appraise -1, Artistry -1, Bluff +3, Climb +2, Craft (Untrained) -1, Diplomacy +3, Disguise +3, Escape Artist -1, Fly -1, Handle Animal +9, Heal +2, Intimidate +7, Perception +8, Perform (Untrained) +3, Ride +5, Sense Motive +2, Stealth -1, Survival +6, Swim +1	Acrobatics -3, Appraise -1, Artistry -1, Bluff +3, Craft (Untrained) -1, Diplomacy +3, Disguise +3, Escape Artist -4, Fly -4, Handle Animal +14, Heal +2, Intimidate +12, Perception +13, Perform (Untrained) +3, Ride +7, Sense Motive +2, Stealth -4, Survival +11, Swim -1	Acrobatics -3, Appraise -1, Artistry -1, Bluff +3, Craft (Untrained) -1, Diplomacy +3, Disguise +3, Escape Artist -4, Fly -4, Handle Animal +20, Heal +2, Intimidate +16, Perception +19, Perform (Untrained) +3, Ride +13, Sense Motive +2, Stealth -4, Survival +17, Swim -1	Acrobatics -3, Appraise -1, Artistry -1, Bluff +3, Climb +1, Craft (Untrained) -1, Diplomacy +3, Disguise +3, Escape Artist -4, Fly -4, Handle Animal +24, Heal +2, Intimidate +20, Perception +23, Perform (Untrained) +3, Ride +17, Sense Motive +2, Stealth -4, Survival +21, Swim -1
Languages	Common, Orc			
Special Qualities	Bestial, Bonus Animal Companion Hit Point, Class Skills, Darkvision, Mountain Clan, Orc Blood, Rock Climber, Track +1, Weapon Familiarity, Wild Empathy +4	Animal Companion, Bestial, Bonus Animal Companion Hit Point (6x), Class Skills, Combat Style Feat, Darkvision, Favored Terrain (Forest) +2, Improved Empathic Link, Mountain Clan, Orc Blood, Rock Climber, Track +3, Weapon Familiarity, Wild Empathy +9	Animal Companion, Bestial, Bonus Animal Companion Hit Point (10x), Class Skills, Combat Style Feat, Darkvision, Favored Terrain (Forest) +4, Favored Terrain (Plains) +2, Improved Empathic Link, Mountain Clan, Orc Blood, Rock Climber, Swift Tracker, Track +5, Weapon Familiarity, Wild Empathy +13, Woodland Stride	Animal Companion, Bestial, Bonus Animal Companion Hit Point (14x), Class Skills, Combat Style Feat, Darkvision, Favored Terrain (Forest) +4, Favored Terrain (Plains) +4, Favored Terrain (Swamp) +2, Improved Empathic Link, Mountain Clan, Orc Blood, Quarry, Rock Climber, Strong Bond, Swift Tracker, Track +7, Weapon Familiarity, Wild Empathy +17, Woodland Stride
Treasure	Heavy flail; traveler's outfit; studded leather armor; heavy crossbow; crossbow bolts (10x); light hammer (2x)	Masterwork heavy flail; traveler's outfit; spiked scale mail; heavy crossbow; crossbow bolts (10x); light hammer (2x)	+1 <i>heavy flail</i> ; traveler's outfit; +1 <i>spiked scale mail</i> ; heavy crossbow; crossbow bolts (10x); light hammer (2x)	+2 <i>heavy flail</i> ; traveler's outfit; +2 <i>spiked scale mail</i> ; heavy crossbow; crossbow bolts (10x); light hammer (2x)
☞ Magic				
Spells per Day	-	Ranger: -2/0/0/0/0/0/0/0 DC: 13+spell level	Ranger: -3/2/0/0/0/0/0/0 DC: 13+spell level	Ranger: -4/3/1/1/0/0/0/0 DC: 13+spell level

☞ Special Abilities

Aberration (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against aberrations. Likewise, you get a +4 bonus on weapon

attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Animal Companion (Ex) A beast master forms a close bond with an animal companion. This ability functions like the druid

animal companion ability except that the ranger's effective druid level is equal to his ranger level - 3. The ranger gains a +2 bonus on wild empathy and Handle Animal checks made regarding his animal companion. Unlike a normal ranger, a beast master's choice of animal companion is not limited to a subset of all possible animal companion choices—he may choose freely among all animal companion choices, just as a druid can. The beast master may have more than one animal companion, but he must divide up his effective druid level between his companions to determine the abilities of each companion. For example, a beast master with an effective druid level of 4 can have one 4th-level companion, two 2nd-level companions, or one 1st-level and one 3rd-level companion. Each time a beast master's effective druid level increases, he must decide how to allocate the increase among his animal companions (including the option of adding a new 1st-level companion). Once an effective druid level is allocated to a particular companion, it cannot be redistributed while that companion is in the ranger's service (he must release a companion or wait until a companion dies to allocate its levels to another companion). The share spells animal companion ability does not give the ranger the ability to cast a single spell so that it affects all of his animal companions. This ability replaces hunter's bond.

Animal Companion / Primary (14x) Total Levels Assigned to Companion 14

Bestial The orc blood of some half-orcs manifests in the form of particularly prominent orc features, exacerbating their bestial appearances but improving their already keen senses. They gain a +2 racial bonus on Perception checks. This racial trait replaces the orc ferocity racial trait.

Bonus Animal Companion Hit Point (14x) Add +1 hit point to your animal companion. If you ever replace your animal companion, the new animal companion gains these bonus hit points.

Class Skills A beast master's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Wis). These replace the standard ranger class skills.

Combat Style Feat (Ex) At 2nd level, a ranger must select one of two combat styles to pursue: archery or two weapon combat. The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites. If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds Improved Precise Shot and Manyshot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list. If the ranger selects two-weapon combat, he can choose from the following list whenever he gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two-Weapon Rend to the list. The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. Once a ranger selects a combat style, it cannot be changed.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Favored Terrain (Forest) (Ex) You gain a +4 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in forest terrain (coniferous and deciduous). Likewise,

you get a +4 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Plains) (Ex) You gain a +4 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in plains terrain. Likewise, you get a +4 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Swamp) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in swamp terrain. Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Fey (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against fey. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Improved Empathic Link (Su) The beast master gains an empathic link with all of his animal companions. This functions like an empathic link with a familiar, except the ranger can also see through a companion's eyes as a swift action, maintaining this connection as long as he likes (as long as the companion is within 1 mile) and ending it as a free action. The ranger can only see through the eyes of one companion at a time, and is blinded while maintaining this connection. This replaces the 6th-level combat style feat.

Magical Beast (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against magical beasts. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Mountain Clan Half-orcs from the more mountainous regions tend to be more agile and alert to the echoing sounds of their homeland. Mountain clan half-orcs have the bestial and rock climber racial traits.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Quarry (Ex) You can, as a standard action, denote one target within your line of sight as your quarry. Whenever you are following the tracks of your quarry, you can take 10 on Survival skill checks while moving at normal speed, without penalty. In addition, you receive a +2 insight bonus on attack rolls made against your quarry and all critical threats are automatically confirmed. You can have no more than one quarry at a time and the creature's type must correspond to one of your favored enemy types. You can end this effect at any time as a free action, but you cannot select a new quarry for 24 hours. If your quarry is killed, you can select a new quarry after waiting 1 hour.

Rock Climber Half-orcs from mountainous regions are excellent climbers, and sometimes ambush prey by leaping down from above. Half-orcs with this racial trait gain a +1 bonus on Acrobatics and Climb checks. This racial trait replaces the intimidating trait.

Strong Bond (Ex) At 12th level, the ranger strengthens his bond with his animal companions. The ranger's effective druid level for his animal companions is now equal to his ranger level; he may immediately allocate these additional levels to his companions as he sees fit. This ability replaces camouflage.

Swift Tracker (Ex) You can move at your normal speed while using Survival to follow tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Track (Ex) You gain +7 to Survival checks made to follow tracks.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+17 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of

one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

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

⚡ Feats

Animal Affinity You are skilled at working with animals and mounts. You get a +2 bonus on all Handle Animal and Ride skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Bull Rush Strike Your critical hits can push back your foes. Whenever you score a critical hit with a melee attack, you can push your opponent back, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may push your opponent back as if from the bull rush combat maneuver. You do not need to move with the target if successful. This does not provoke an attack of opportunity.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Dreadful Carnage Slaying an enemy demoralizes your other nearby foes. Whenever you reduce an enemy to 0 or fewer hit points, you can make an Intimidate check to demoralize all enemies within 30 feet as a free action. Enemies that cannot see both you and the enemy you reduced to 0 or fewer hit points are unaffected.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made

to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Greater Bull Rush Your bull rush attacks throw enemies off balance. You receive a +2 bonus on checks made to bull rush a foe. This bonus stacks with the bonus granted by Improved Bull Rush. Whenever you bull rush an opponent, his movement provokes attacks of opportunity from all of your allies (but not you).

Improved Bull Rush You are skilled at pushing your foes around. You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Quick Bull Rush You can barrel into your opponent and follow this with an attack. On your turn, you can perform a single bull rush combat maneuver in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the bull rush. [Normal] A bull rush combat maneuver is a standard action.

Tribal Scars (Night Hunt) You endured the grueling coming-of-age rituals of your tribe or following, and proudly bear the scars that grant you the blessings of your tribe's ancestors or totem. You gain 6 hit points. In addition, you gain a +2 bonus on Perception and Survival checks.

Beast Master Companion (Ranger)

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
👤 General				
CR / XP	CR as master; XP as master			
Sex / Race	Female Boar; Small animal companion			
Class	-	Animal 3	Animal 7	Animal 14
Initiative	-	+1	+3	+4
Senses	-	Low-Light Vision Perception +1; Scent	Low-Light Vision Perception +1; Scent	Low-Light Vision Perception +1; Scent
🛡 Defense				
Armor Class	-	AC 21, touch 13, ff 19 (+1 size; +1 Dex; +8 natural; +1 dodge)	AC 25, touch 15, ff 21 (+1 size; +3 Dex; +10 natural; +1 dodge)	AC 31, touch 16, ff 26 (+1 size; +4 Dex; +15 natural; +1 dodge)
hp / HD	-	11 (3d8)+6	36 (7d8)+21	89 (14d8)+42
Saves	-	Fort +5, Ref +4, Will +2	Fort +8, Ref +8, Will +3	Fort +12, Ref +13, Will +5
🔪 Offense				

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Movement	-	40 ft.		
Attacks	-	Melee gore +5 (1d6+3)	Melee gore +9 (1d6+4)	Melee gore +15 (1d8+6)
Space / Reach	-	5 ft. / 5 ft.		
📖 Statistics				
Ability Scores	-	Str 14, Dex 13, Con 15, Int 2, Wis 13, Cha 4	Str 16, Dex 16, Con 17, Int 2, Wis 13, Cha 4	Str 19, Dex 19, Con 17, Int 2, Wis 13, Cha 4
Core Attack	-	Base Atk +2; CMB +3; CMD 15 (19 vs. trip)	Base Atk +5; CMB +7 (+9 bullrush); CMD 21 (23 vs. bullrush, 25 vs. trip)	Base Atk +10; CMB +13 (+15 bullrush); CMD 28 (30 vs. bullrush, 32 vs. trip)
Feats	-	Dodge, Power Attack	Diehard, Dodge, Improved Bull Rush, Power Attack	Diehard, Dodge, Improved Bull Rush, Improved Natural Armor, Improved Natural Attack (Gore), Power Attack
Skills	-	Acrobatics +1, Artistry -4, Climb +2, Escape Artist +1, Fly +3, Intimidate -3, Perception +1, Stealth +11, Survival +1, Swim +2	Acrobatics +3, Artistry -4, Climb +3, Escape Artist +3, Fly +5, Intimidate -3, Perception +1, Stealth +17, Survival +1, Swim +3	Acrobatics +4, Artistry -4, Climb +4, Escape Artist +4, Fly +6, Intimidate -3, Perception +1, Stealth +25, Survival +1, Swim +4
Languages	-			
Special Qualities	-	Hunting, Bonus Tricks 2, Evasion, Link, Low-Light Vision, Scent, Share Spells Animal Tricks Hunting, Attack, Down, Fetch, Heel, Seek, Sneak, Track	Hunting, Bonus Tricks 3, Devotion, Evasion, Link, Low-Light Vision, Scent, Share Spells Animal Tricks Hunting, Attack, Defend, Down, Fetch, Heel, Seek, Sneak, Track	Hunting, Bonus Tricks 5, Devotion, Evasion, Link, Low-Light Vision, Scent, Share Spells Animal Tricks Hunting, Aid, Attack, Break Out, Defend, Down, Fetch, Heel, Seek, Sneak, Track
Treasure	-	-	-	-

Special Abilities

Dodge You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Evasion (Ex) If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Link (Ex) A master can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The master gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Power Attack You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to

damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed—only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Share Spells (Ex) The master may cast a spell with a target of "You"

on her animal companion (as a spell with a range of touch) instead of on herself. A master may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

Feats

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Hunting An animal trained for hunting knows the tricks attack, down, fetch, heel, seek, and track. Training an animal for hunting takes 6 weeks.

Attack The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks. Animal will attack all creatures

Down The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Fetch The animal goes and gets something. If you do not point out a specific item, the animal fetches a random object.

Heel The animal follows you closely, even to places where it normally wouldn't go.

Seek The animal moves into an area and looks around for anything that is obviously alive or animate.

Sneak The animal can be ordered to make Stealth checks in order to stay hidden and to continue using Stealth even when circumstances or its natural instincts would normally cause it to abandon secrecy.

Track The animal tracks the scent presented to it. (This requires the animal to have the scent ability.)

Deep Walker (Ranger)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Gnome (Dread Gnome); Small humanoid (gnome)			
Class	Ranger (Deep Walker) 1	Ranger (Deep Walker) 6	Ranger (Deep Walker) 10	Ranger (Deep Walker) 14
Initiative	+2	+2	+3	+3
Senses	Low-Light Vision; Perception +9	Low-Light Vision; Perception +14	Low-Light Vision; Perception +18	Low-Light Vision; Perception +22
Defense				
Armor Class	AC 16, touch 13, ff 14 (+1 size; +2 Dex; +3 studded leather armor)	AC 19, touch 13, ff 17 (+1 size; +2 Dex; +6 chainmail)	AC 21, touch 14, ff 18 (+1 size; +2 Dex; +7 chainmail +1)	AC 22, touch 14, ff 19 (+1 size; +2 Dex; +8 chainmail +2)
hp / HD	11 (1d10)+1	43 (6d10)+6	75 (10d10)+10	102 (14d10)+14
Saves	Fort +3, Ref +4, Will +3; +2 vs. poison	Fort +6, Ref +7, Will +5; +2 vs. poison	Fort +8, Ref +10, Will +6; +2 vs. poison	Fort +10, Ref +112, Will +7; +2 vs. poison
Special Defenses	-	-	Evasion	
Offense				
Movement	15 ft.			
Attacks	Melee pick, heavy (small) +0 (1d4-2/x4) or Melee hammer, light (small) +0 (1d3-2) or Ranged hammer, light (small/thrown) +4 (1d3-2) or Melee unarmed strike (small) +0 (1d2-2) or Ranged crossbow, light (small) +4 (1d6/19-20) or Ranged blowgun (small) +4 (1d1)	Melee pick, heavy (small) +6/+1 (1d4-1/x4) or Melee hammer, light (small) +6 (1d3-1) or Ranged hammer, light (small/thrown) +9/+4 (1d3-1) or Melee unarmed strike (small) +6/+1 (1d2-1) or Ranged blowgun (small) +9/+4 (1d1) or Ranged +1 light crossbow +10/+5 (1d6+1/19-20)	Melee pick, heavy (small) +10/+5 (1d4-1/x4) or Melee hammer, light (small) +10 (1d3-1) or Ranged hammer, light (small/thrown) +14/+9 (1d3), within 30 ft. +15/+10 (1d3) or Melee unarmed strike (small) +10/+5 (1d2-1) or Ranged blowgun (small) +14/+9 (1d1+1), within 30 ft. +15/+10 (1d1+1) or Ranged +2 light crossbow +16/+11 (1d6+2/19-20), within 30 ft. +17/+12 (1d6+3)	Melee pick, heavy (small) +14/+9/+4 (1d4-1/x4) or Melee hammer, light (small) +14 (1d3-1) or Ranged hammer, light (small/thrown) +18/+13/+8 (1d3), within 30 ft. +19/+14/+9 (1d3) or Melee unarmed strike (small) +14/+9/+4 (1d2-1) or Ranged blowgun (small) +18/+13/+8 (1d1+1), within 30 ft. +19/+14/+9 (1d1+1) or Ranged +3 light crossbow +21/+16/+11 (1d6+3/19-20), within 30 ft. +22/+17/+12 (1d6+4)
Special Attacks	Ooze +2	Ooze +4, Undead +2	Aberration +2, Ooze +4, Undead +4	Aberration +2, Ooze +4, Undead +4
Space / Reach	5 ft. / 5 ft.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Prepared Spells	Innate Spell-Like Abilities: 1x/day - bleed, chill touch, detect poison, touch of fatigue	Innate Spell-Like Abilities: 1x/day - bleed, chill touch, detect poison, touch of fatigue Ranger (CL 6th): 1st - deadeye's arrow, detect snares and pits	Innate Spell-Like Abilities: 1x/day - bleed, chill touch, detect poison, touch of fatigue Ranger (CL 10th): 3rd - blade snare 2nd - barkskin, bloodhound 1st - deadeye's arrow, detect snares and pits, jump	Innate Spell-Like Abilities: 1x/day - bleed, chill touch, detect poison, touch of fatigue Ranger (CL 14th): 4th - darkvision (greater) 3rd - blade snare, burrow 2nd - acute senses, barkskin, bloodhound 1st - deadeye's arrow, detect snares and pits, feather step, jump

📖 Statistics

Ability Scores	Str 7, Dex 15, Con 12, Int 13, Wis 16, Cha 11	Str 8, Dex 15, Con 12, Int 13, Wis 16, Cha 11	Str 8, Dex 16, Con 12, Int 13, Wis 16, Cha 11	Str 8, Dex 17, Con 12, Int 13, Wis 16, Cha 11
Core Attack	Base Atk +1; CMB -2; CMD 10	Base Atk +6; CMB +7; CMD 16	Base Atk +10; CMB +12; CMD 22	Base Atk +14; CMB +16; CMD 26
Feats	Endurance	Agile Maneuvers, Crossbow Mastery, Endurance, Prone Shooter, Rapid Reload (Crossbow (Light))	Agile Maneuvers, Crossbow Mastery, Dodge, Endurance, Point-Blank Shot, Prone Shooter, Rapid Reload (Crossbow (Light)), Rapid Shot, Shot on the Run	Agile Maneuvers, Artful Dodge, Crossbow Mastery, Dodge, Endurance, Focused Shot, Point-Blank Shot, Prone Shooter, Rapid Reload (Crossbow (Light)), Rapid Shot, Shot on the Run
Skills	Acrobatics -1, Appraise +1, Artistry +1, Climb -1, Craft (Untrained) +1, Escape Artist -1, Fly +1, Heal +3, Knowledge (Dungeoneering) +5, Perception +9, Profession (Miner) +7, Ride -1, Sense Motive +3, Stealth +7, Survival +7, Swim -1	Acrobatics -3, Appraise +1, Artistry +1, Climb +3, Craft (Untrained) +1, Escape Artist -3, Fly -1, Heal +3, Knowledge (Dungeoneering) +10, Perception +14, Profession (Miner) +12, Ride -3, Sense Motive +3, Stealth +10, Survival +12, Swim +3	Acrobatics -1, Appraise +1, Artistry +1, Climb +8, Craft (Untrained) +1, Escape Artist -1, Fly +1, Heal +3, Knowledge (Dungeoneering) +14, Perception +18, Profession (Miner) +16, Ride -1, Sense Motive +3, Stealth +16, Survival +16, Swim +8	Acrobatics -1, Appraise +1, Artistry +1, Climb +12, Craft (Untrained) +1, Escape Artist -1, Fly +1, Heal +3, Knowledge (Dungeoneering) +18, Perception +22, Profession (Miner) +20, Ride -1, Sense Motive +3, Stealth +20, Survival +20, Swim +12
Languages	Common, Gnome, Goblin, Sylvan			
Special Qualities	Bonus Animal Companion Damage Resistance, Dread Gnome, Fell Magic, Hatred, Keen Senses, Low-Light Vision, Track +1, Weapon Familiarity, Wild Empathy +1	Animal Companion, Bonus Animal Companion Damage Resistance (6x), Combat Style Feat, Deep Knowledge, Dread Gnome, Fell Magic, Hatred, Keen Senses, Low-Light Vision, Track +3, Weapon Familiarity, Wild Empathy +6	Animal Companion, Bonus Animal Companion Damage Resistance (10x), Combat Style Feat, Deep Knowledge, Dread Gnome, Fell Magic, Hatred, Keen Senses, Low-Light Vision, Rock Hopper, Swift Tracker, Track +5, Weapon Familiarity, Wild Empathy +10	Animal Companion, Bonus Animal Companion Damage Resistance (14x), Combat Style Feat, Deep Knowledge, Deep Walker Camouflage, Dread Gnome, Fell Magic, Hatred, Keen Senses, Low-Light Vision, Quarry, Rock Hopper, Swift Tracker, Track +7, Weapon Familiarity, Wild Empathy +14

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Treasure	Heavy pick (small); light hammer (4x, small); explorer's outfit (small); studded leather armor (small); light crossbow (small); crossbow bolts (10x); blowgun (small); blowgun darts (10x)	Heavy pick (small); light hammer (4x, small); explorer's outfit (small); chainmail (small); +1 light crossbow (small); crossbow bolts (10x); blowgun (small); blowgun darts (10x)	Heavy pick (small); light hammer (4x, small); explorer's outfit (small); +1 chainmail (small); +2 light crossbow (small); crossbow bolts (10x); blowgun (small); blowgun darts (10x)	Heavy pick (small); light hammer (4x, small); explorer's outfit (small); +2 chainmail (small); +3 light crossbow (small); crossbow bolts (10x); blowgun (small); blowgun darts (10x)
☞ Magic				
Spells per Day	-	Ranger: -2/0/0/0/0/0/0/0 DC: 14+spell level	Ranger: -3/2/1/0/0/0/0/0 DC: 14+spell level	Ranger: -4/3/2/1/0/0/0/0 DC: 14+spell level

☞ Special Abilities

Aberration (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against aberrations. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Bonus Animal Companion Damage Resistance (14x) Add DR 1/magic to the ranger's animal companion. Each time the ranger selects this benefit, the DR/magic increases by +1/2 (maximum DR 10/magic). If the gnome ever replaces his animal companion, the new companion gains this DR.

Combat Style Feat (Ex) At 2nd level, a ranger must select one of two combat styles to pursue: archery or two weapon combat. The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites. If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds Improved Precise Shot and Manyshot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list. If the ranger selects two-weapon combat, he can choose from the following list whenever he gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two-Weapon Rend to the list. The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. Once a ranger selects a combat style, it cannot be changed.

Deep Knowledge (Ex) At 3rd level, a deep walker gains a +2 bonus on initiative checks and Knowledge (dungeoneering), Perception, Stealth, and Survival skill checks while underground (in caves and dungeons). Every 5 levels thereafter, the deep walker gains an additional +3 on each of those checks while underground (to a maximum of +11 at 18th level). This ability replaces favored terrain. The current bonus is 8.

Deep Walker Camouflage (Ex) At 12th level, a deep walker can use the Stealth skill to hide in underground environments, even if the terrain does not grant cover or concealment. This ability replaces camouflage.

Defensive Training (Ex) Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Dread Gnome Moodier, less forgiving, and often crueler than other gnomes, dread gnomes trace their heritage to the darker, more bloodthirsty lines of fey. Though not all dread gnomes are evil, they all find humor in watching others suffer, and have little use for the bright colors and joyful pursuits of their more cheerful cousins. Dread gnomes have the fell magic and knack for poison alternate racial traits.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that

normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Fell Magic Gnomes add +1 to the DC of any saving throws against necromancy spells that they cast. Gnomes with Wisdom scores of 11 or higher also gain the following spell-like abilities: 1/day:bleed, chill touch, detect poison, and touch of fatigue.

Hatred (Ex) Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Keen Senses (Ex) Gnomes receive a +2 bonus on Perception skill checks.

Knack With Poison Some gnomes have an instinctive understanding of poisons and their uses. Gnomes gain a +2 racial bonus on Fortitude saves against poison and a +2 bonus on Craft (alchemy) checks to make poison. The bonus on Fortitude saving throws against poisons increases to +4 if the gnome accidentally poisons himself when applying or readying the substance. This racial trait replaces illusion resistance and obsessive.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Ooze (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against oozes. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Quarry (Ex) You can, as a standard action, denote one target within your line of sight as your quarry. Whenever you are following the tracks of your quarry, you can take 10 on Survival skill checks while moving at normal speed, without penalty. In addition, you receive a +2 insight bonus on attack rolls made against your quarry and all critical threats are automatically confirmed. You can have no more than one quarry at a time and the creature's type must correspond to one of your favored enemy types. You can end this effect at any time as a free action, but you cannot select a new quarry for 24 hours. If your quarry is killed, you can select a new quarry after waiting 1 hour.

Rock Hopper (Ex) At 7th level, a deep walker instinctively grasps for the most stable surfaces and holds on tighter while moving over underground rock and stone. The deep walker gains a +5 bonus on all Acrobatics and Climb checks made to traverse underground terrain. Furthermore, the deep walker ignores difficult terrain created by underground terrain and subterranean flora. This ability replaces woodland stride.

Swift Tracker (Ex) You can move at your normal speed while using Survival to follow tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at

up to twice normal speed while tracking.

Track (Ex) You gain +7 to Survival checks made to follow tracks.

Undead (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against undead. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Weapon Familiarity (Ex) Gnomes treat any weapon with the word “gnome” in its name as a martial weapon.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+14 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

⚡ Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Artful Dodge You are practiced at avoiding attacks when outnumbered. If you are the only character threatening an opponent, you gain a +1 dodge bonus to AC against that opponent. Special: The Artful Dodge feat acts as the Dodge feat for the purpose of satisfying prerequisites that require Dodge. You can use Intelligence, rather than Dexterity, for feats with a minimum Dexterity prerequisite.

Crossbow Mastery You can load crossbows with blinding speed and even fire them in melee with little fear of reprisal. The time required for you to reload any type of crossbow is reduced to a free action, regardless of the type of crossbow used. You can fire a crossbow as many times in a full attack action as you could attack if you were using a bow. Reloading a crossbow for the type of crossbow you chose when you took Rapid Reload no longer provokes attacks of opportunity.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Focused Shot Your anatomical insight adds deadliness to your shots. As a standard action, you may make an attack with a bow or crossbow and add your Intelligence modifier on the damage roll. You must be within 30 feet of your target to deal this extra damage. Creatures immune to critical hits and sneak attacks are immune to this extra damage.

Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Prone Shooter Take a reduced penalty to your AC against melee attacks while prone. If you have been prone since the end of your last turn, the penalty to your Armor Class against melee attacks made against you is reduced to -2. In addition, the bonus to your Armor Class against ranged attacks made against you is increased to +6.

Rapid Reload (Crossbow (Light)) You can reload your chosen type of crossbow quickly. Choose a type of crossbow (hand, light, heavy) or a single type of one-handed or two-handed firearm that you are proficient with. You can reload such a weapon quickly. (revised to include firearms in Ultimate Combat p.115) You can reload your chosen type of weapon quickly. The time required for you to reload your chosen type of crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity. If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow. The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for heavy crossbow or onehanded firearm), or a standard action (two-handed firearm). Reloading a crossbow or firearm still provokes attacks of opportunity. If you have selected this feat for a hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow. [Normal] A character without this feat needs a move action to reload a hand or light crossbow, a standard action to reload a one-handed firearm, or a full-round action to load a heavy crossbow or a two-handed firearm. [Special] You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow or a new type of firearm. The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for a heavy crossbow or one-handed firearm), or a standard action (for a two-handed firearm). Reloading a crossbow or firearm still provokes an attack of opportunity. If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.

Rapid Shot You can make an additional ranged attack. When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Shot on the Run You can move, fire a ranged weapon, and move again before your foes can react. As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.

Deep Walker Companion (Ranger)

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
👤 General				
CR / XP	CR as master; XP as master			
Sex / Race	Male Dire Rat; Small animal companion			
Class	-	Animal 3	Animal 6	Animal 9
Initiative	-	+4	+10	+10

	 Low	 Moderate	 Advanced	 Elite
Senses	-	Low-Light Vision Perception +1; Scent	Low-Light Vision Perception +1; Scent	Low-Light Vision Perception +1; Scent
Defense				
Armor Class	-	AC 18, touch 16, ff 13 (+1 size; +4 Dex; +2 natural; +1 dodge)	AC 22, touch 18, ff 15 (+1 size; +6 Dex; +4 natural; +1 dodge)	AC 25, touch 18, ff 18 (+1 size; +6 Dex; +7 natural; +1 dodge)
hp / HD		15 (3d8)+3	31 (6d8)+12	51 (9d8)+18
Saves	-	Fort +4, Ref +7, Will +2	Fort +7, Ref +11, Will +3	Fort +8, Ref +12, Will +4
Defenses	-	DR 3/magic	DR 5/magic	DR 7/magic
Offense				
Movement	-	40 ft.; Climb 20 ft.; Swim 20 ft.		
Attacks	-	Melee bite +3 (1d4)	Melee bite +6 (1d4+1)	Melee bite +9 (1d6+4)
Space / Reach	-	5 ft. / 5 ft.		
Statistics				
Ability Scores	-	Str 11, Dex 18, Con 13, Int 2, Wis 13, Cha 4	Str 12, Dex 22, Con 15, Int 2, Wis 13, Cha 4	Str 14, Dex 23, Con 15, Int 2, Wis 13, Cha 4
Core Attack	-	Base Atk +2; CMB +1; CMD 16 (20 vs. trip)	Base Atk +4; CMB +4; CMD 21 (25 vs. trip)	Base Atk +6; CMB +7; CMD 24 (28 vs. trip)
Feats	-	Dodge, Stealthy	Dodge, Improved Initiative, Stealthy	Dodge, Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite), Stealthy
Skills	-	Acrobatics +4, Artistry -4, Climb +8, Escape Artist +6, Fly +6, Intimidate -3, Perception +1, Stealth +16, Survival +1, Swim +8	Acrobatics +6, Artistry -4, Climb +9, Escape Artist +8, Fly +8, Intimidate -3, Perception +1, Stealth +21, Survival +1, Swim +9	Acrobatics +6, Artistry -4, Climb +10, Escape Artist +8, Fly +8, Intimidate -3, Perception +1, Stealth +24, Survival +1, Swim +10
Languages	-			
Special Qualities	-	Hunting, AC Bonus, Bonus Tricks 2, Evasion, Link, Low-Light Vision, Scent, Share Spells, Stat Bonus Animal Tricks Hunting, Attack, Down, Fetch, Flee, Heel, Seek, Sneak, Track	Hunting, Ability Score Increase, AC Bonus, Bonus Tricks 3, Devotion, Evasion, Link, Low-Light Vision, Scent, Share Spells, Stat Bonus Animal Tricks Hunting, Attack, Detect, Down, Fetch, Flee, Heel, Seek, Sneak, Track	Hunting, Ability Score Increase, AC Bonus, Bonus Tricks 4, Devotion, Evasion, Link, Low-Light Vision, Multiattack, Scent, Share Spells, Stat Bonus Animal Tricks Hunting, Attack, Detect, Down, Fetch, Flank, Flee, Heel, Seek, Sneak, Track
Treasure	-	-	-	-

🧙 Special Abilities

Devotion (Ex) An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Dodge You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Evasion (Ex) If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Improved Initiative You get a +4 bonus on initiative checks.

Improved Natural Armor The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite) Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Link (Ex) A master can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The master gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multiattack An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with one of its natural weapons, albeit at a -5 penalty. You have 1 natural attacks. You gain a second attack with one of your natural weapons at -5.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Share Spells (Ex) The master may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A master may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

Stealthy You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

⚡ Feats

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus

increases to +4 for that skill.

Hunting An animal trained for hunting knows the tricks attack, down, fetch, heel, seek, and track. Training an animal for hunting takes 6 weeks.

Attack The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Detect The animal is trained to seek out the smells of explosives and poisons, unusual noises or echoes, air currents, and other common elements signifying potential dangers or secret passages.

Down The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Fetch The animal goes and gets something. If you do not point out a specific item, the animal fetches a random object.

Flank You can instruct an animal to attack a foe you point to and always attempt to be adjacent to (and threatening) that foe.

Flee The animal attempts to run away or hide as best it can, returning only when its handler commands it to do so.

Heel The animal follows you closely, even to places where it normally wouldn't go.

Seek The animal moves into an area and looks around for anything that is obviously alive or animate.

Sneak The animal can be ordered to make Stealth checks in order to stay hidden and to continue using Stealth even when circumstances or its natural instincts would normally cause it to abandon secrecy.

Track The animal tracks the scent presented to it. (This requires the animal to have the scent ability.)

Dungeon Rover (Ranger)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Dwarf (Deep Delver); Medium humanoid (dwarf)			
Class	Ranger (Dungeon Rover) 1	Ranger (Dungeon Rover) 6	Ranger (Dungeon Rover) 10	Ranger (Dungeon Rover) 14
Initiative	+1	+1	+1	+1
Senses	Perception +9	Perception +15	Perception +21	Perception +32
Defense				
Armor Class	AC 14, touch 11, ff 13 (+1 Dex; +3 studded leather armor)	AC 17, touch 11, ff 16 (+1 Dex; +6 chainmail); Combat Expertise	AC 17, touch 11, ff 16 (+1 Dex; +6 chainmail); Combat Expertise	AC 17, touch 11, ff 16 (+1 Dex; +6 chainmail); Combat Expertise
hp / HD	9 (1d10)-1	26 (6d10)-6	42 (10d10)-10	73 (14d10)-14
Saves	Fort +1, Ref +3, Will +3; +2 vs. poison, spells, and spell-like abilities; -2 vs. effects with the Light descriptor	Fort +4, Ref +6, Will +6; +2 vs. poison, spells, and spell-like abilities; -2 vs. effects with the Light descriptor	Fort +6, Ref +8, Will +7; +2 vs. poison, spells, and spell-like abilities; -2 vs. effects with the Light descriptor	Fort +8, Ref +10, Will +8; +2 vs. poison, spells, and spell-like abilities; -2 vs. effects with the Light descriptor
Special Defenses	-	-	Evasion	
Offense				
Movement	20 ft.			
Attacks	Melee earth breaker +3 (2H: 2d6+3/x3) or Ranged light crossbow +2 (1d8/19-20) or Melee light hammer +3 (1d4+2) or Ranged light hammer (thrown) +2 (1d4+2)	Melee masterwork earth breaker +9/+4 (2H: 2d6+3/x3) or Ranged light crossbow +7/+2 (1d8/19-20) or Melee light hammer +8/+3 (1d4+2) or Ranged light hammer (thrown) +7/+2 (1d4+2)	Melee +1 earth breaker +15/+10 (2H: 2d6+5/x3) or Ranged light crossbow +11/+6 (1d8/19-20) or Melee light hammer +13/+8 (1d4+3) or Ranged light hammer (thrown) +11/+6 (1d4+3)	Melee +3 earth breaker +21/+16/+11 (2H: 2d6+7/x3) or Ranged light crossbow +15/+10/+5 (1d8/19-20) or Melee light hammer +17/+12/+7 (1d4+3) or Ranged light hammer (thrown) +15/+10/+5 (1d4+3)
Special Attacks	Vermin +2	Aberration +4, Vermin +2	Aberration +4, Monstrous Humanoid +4, Vermin +2	
Space / Reach	5 ft. / 5 ft.			
Prepared Spells	-	Ranger (CL 6th): 1st - air bubble, dancing lantern	Ranger (CL 10th): 3rd - burrow 2nd - acute senses, campfire wall 1st - air bubble, dancing lantern, keen senses	Ranger (CL 14th): 4th - freedom of movement 3rd - burrow, see through stone 2nd - acute senses, campfire wall, create treasure map 1st - air bubble, dancing lantern, keen senses, keep watch
Statistics				
Ability Scores	Str 15, Dex 12, Con 8, Int 14, Wis 17, Cha 6	Str 15, Dex 12, Con 8, Int 14, Wis 18, Cha 6	Str 16, Dex 12, Con 8, Int 14, Wis 18, Cha 6	Str 17, Dex 12, Con 8, Int 14, Wis 18, Cha 6

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Core Attack	Base Atk +1; CMB +3; CMD 14 (18 vs. bullrush or trip)	Base Atk +6; CMB +8; CMD 19 (23 vs. bullrush or trip)	Base Atk +10; CMB +13; CMD 24 (28 vs. bullrush or trip)	Base Atk +14; CMB +17; CMD 28 (32 vs. bullrush or trip)
Feats	Alertness	Alertness, Cleave, Combat Expertise, Endurance, Power Attack, Shield of Swings	Alertness, Cleave, Combat Expertise, Critical Focus, Endurance, Great Cleave, Power Attack, Shield of Swings, Weapon Focus (Earth Breaker)	Alertness, Cleave, Combat Expertise, Critical Focus, Dreadful Carnage, Endurance, Great Cleave, Power Attack, Shield of Swings, Skill Focus (Perception), Uncanny Alertness, Weapon Focus (Earth Breaker)
Skills	Appraise +2, Artistry +2, Bluff -2, Climb +5, Craft (Untrained) +2, Diplomacy -2, Disguise -2, Heal +3, Intimidate -2, Knowledge (Dungeoneering) +6, Knowledge (Geography) +6, Knowledge (Nature) +6, Perception +9, Perform (Untrained) -2, Sense Motive +5, Stealth +4, Survival +7, Swim +5	Acrobatics -4, Appraise +2, Artistry +2, Bluff -2, Climb +6, Craft (Untrained) +2, Diplomacy -2, Disguise -2, Escape Artist -4, Fly -4, Heal +4, Intimidate -2, Knowledge (Dungeoneering) +11, Knowledge (Engineering) +11, Knowledge (Geography) +11, Knowledge (Nature) +11, Perception +15, Perform (Untrained) -2, Ride -4, Sense Motive +6, Stealth +5, Survival +10, Swim +3	Acrobatics -4, Appraise +2, Artistry +2, Bluff -2, Climb +11, Craft (Untrained) +2, Diplomacy -2, Disguise -2, Escape Artist -4, Fly -4, Heal +4, Intimidate -2, Knowledge (Dungeoneering) +15, Knowledge (Engineering) +15, Knowledge (Geography) +15, Knowledge (Nature) +15, Perception +21, Perform (Untrained) -2, Ride -4, Sense Motive +6, Stealth +9, Survival +12, Swim +6	Acrobatics -4, Appraise +2, Artistry +2, Bluff -2, Climb +15, Craft (Untrained) +2, Diplomacy -2, Disguise -2, Escape Artist -4, Fly -4, Heal +4, Intimidate -2, Knowledge (Dungeoneering) +19, Knowledge (Engineering) +19, Knowledge (Geography) +19, Knowledge (Nature) +19, Perception +32, Perform (Untrained) -2, Ride -4, Sense Motive +7, Stealth +13, Survival +14, Swim +8
Languages	Common, Dwarven, Orc, Undercommon			
Special Qualities	Bonus Wild Empathy (Underground) +0 on Wild Empathy checks with animals and magical beasts that live underground, Class Skills, Deep Delver, Greed, Hardy, Hatred, Minesight, Stability, Steady, Stonecunning, Stone Scouting, Vermin Affinity, Weapon Familiarity	Bonus Wild Empathy (Underground) (6x) +3 on Wild Empathy checks with animals and magical beasts that live underground, Class Skills, Combat Style Feat, Deep Delver, Dungeon Ally, Favored Terrain (Underground) +2, Greed, Hardy, Hatred, Hunting Companions, Minesight, Stability, Steady, Stonecunning, Stone Scouting, Vermin Affinity, Weapon Familiarity	Bonus Wild Empathy (Underground) (10x) +5 on Wild Empathy checks with animals and magical beasts that live underground, Class Skills, Combat Style Feat, Deep Delver, Dungeon Ally, Favored Terrain (Mountain) +2, Favored Terrain (Underground) +4, Greed, Hardy, Hatred, Hunting Companions, Improved Stone Scouting, Minesight, Stability, Steady, Stonecunning, Stone Scouting, Subterranean Stride, Vermin Affinity, Weapon Familiarity	Bonus Wild Empathy (Underground) (14x) +7 on Wild Empathy checks with animals and magical beasts that live underground, Camouflage, Class Skills, Combat Style Feat, Deep Delver, Dungeon Ally, Favored Terrain (Cold) +2, Favored Terrain (Mountain) +2, Favored Terrain (Underground) +6, Greed, Hardy, Hatred, Hunting Companions, Improved Stone Scouting, Minesight, Quarry, Stability, Steady, Stonecunning, Stone Scouting, Subterranean Stride, Vermin Affinity, Weapon Familiarity
Treasure	Earth breaker; traveler's outfit; studded leather armor; light crossbow; crossbow bolts (10x); light hammer (2x)	Masterwork earth breaker; traveler's outfit; chainmail; light crossbow; crossbow bolts (10x); light hammer (2x)	+1 <i>earth breaker</i> ; traveler's outfit; +1 <i>chainmail</i> ; light crossbow; crossbow bolts (10x); light hammer (2x)	+3 <i>earth breaker</i> ; traveler's outfit; +2 <i>chainmail</i> ; light crossbow; crossbow bolts (10x); light hammer (2x)
☞ Magic				
Spells per Day	-	Ranger: -2/0/0/0/0/0/0/0 DC: 15+spell level	Ranger: -3/2/1/0/0/0/0/0 DC: 15+spell level	Ranger: -4/3/2/2/0/0/0/0 DC: 15+spell level

Special Abilities

Aberration (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against aberrations. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Bonus Wild Empathy (Underground) (14x) Add a +1/2 bonus on wild empathy checks to influence animals and magical beasts that live underground.

Camouflage (Ex) You can use the Stealth skill to hide in any of your favored terrains, even if the terrain doesn't grant cover or concealment.

Class Skills A Dungeon Rover gains Disable Device and Knowledge (engineering) as class skills and loses Ride as a class skill.

Combat Style Feat (Ex) At 2nd level, a ranger must select one of two combat styles to pursue: archery or two weapon combat. The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites. If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds Improved Precise Shot and Manyshot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list. If the ranger selects two-weapon combat, he can choose from the following list whenever he gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two-Weapon Rend to the list. The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. Once a ranger selects a combat style, it cannot be changed.

Deep Delver Dwarves living far below the earth have the minesight and deep warrior racial traits. Deep delver spellcasters may exchange stonemasonry for the stonemason trait.

Deep Warrior (Ex) Dwarves with this racial trait grew up facing the abominations that live deep beneath the surface. They receive a +2 dodge bonus to AC against monsters of the aberration type and a +2 racial bonus to their CMB on attempts made to grapple such creatures (or to continue a grapple).

Dungeon Ally (Ex) A Dungeon Rover may select a giant slug, a giant centipede, a goblin dog, a giant scorpion, or any poisonous snake as his animal companion, in addition to the usual animal companion options available to rangers with the hunter's bond class feature.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Favored Terrain (Cold) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in cold terrain (ice, glaciers, snow, and tundra). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Mountain) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in mountain terrain (including hills). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Underground) (Ex) You gain a +6 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in underground terrain (caves and dungeons). Likewise, you get a +6 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that

contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Hunting Companions (Ex) You form a powerful band with your companions. You may spend a move action to grant half your favored enemy bonus against a single target to all allies within 30 feet who can see or hear you for 4 rounds. This bonus does not stack with any favored enemy bonuses possessed by your allies; they use whichever bonus is higher.

Improved Stone Scouting (Ex) A Dungeon Rover's bonus on Perception checks to notice underground environmental hazards increases to +4. Additionally, the rover receives a check to notice these irregularities whenever he passes within 15 feet of them.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Minesight (Ex) Dwarves with this racial trait increase the range of their darkvision to 90 feet; however, they are automatically dazzled in bright light and take a -2 penalty on saving throws against effects with the light descriptor.

Monstrous Humanoid (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against monstrous humanoids. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Quarry (Ex) You can, as a standard action, denote one target within your line of sight as your quarry. Whenever you are following the tracks of your quarry, you can take 10 on Survival skill checks while moving at normal speed, without penalty. In addition, you receive a +2 insight bonus on attack rolls made against your quarry and all critical threats are automatically confirmed. You can have no more than one quarry at a time and the creature's type must correspond to one of your favored enemy types. You can end this effect at any time as a free action, but you cannot select a new quarry for 24 hours. If your quarry is killed, you can select a new quarry after waiting 1 hour.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonemasonry (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Stone Scouting (Ex) A Dungeon Rover gains a +2 bonus on Perception checks to notice underground environmental hazards, including traps, potential cave-ins, and dangerous flora. A dungeon rover receives a check to notice these hazards whenever he passes within 10 feet of them, whether or not he is actively looking.

Subterranean Stride (Ex) A Dungeon Rover is never slowed by difficult terrain while underground. However, areas that are enchanted or magically manipulated to impede motion still affect him.

Vermin (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against vermin. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Vermin Affinity (Ex) A Dungeon Rover gains the ability to improve the attitude of mindless subterranean creatures. This ability functions as the wild empathy class feature, except a dungeon rover can influence any vermin (even those without Intelligence scores) instead of animals. Additionally, a dungeon rover can influence oozes with a -4 penalty on his vermin affinity check.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon.

⚡ Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Combat Expertise You can increase your defense at the expense of your accuracy. You can choose to take a -4 penalty on melee attack rolls and combat maneuver checks to gain a +4 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dreadful Carnage Slaying an enemy demoralizes your other nearby foes. Whenever you reduce an enemy to 0 or fewer hit points, you can make an Intimidate check to demoralize all enemies within 30 feet as a free action. Enemies that cannot see both you and the enemy you reduced to 0 or fewer hit points are unaffected.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Shield of Swings A wild frenzy of attacks serves to bolster your defenses. When you take a full-attack action while wielding a two-handed weapon, you can choose to reduce the damage by 1/2 to gain a +4 shield bonus to AC and CMD until the beginning of your next turn. The reduction in damage applies until the beginning of your next turn.

Skill Focus (Perception) You are particularly adept at your chosen

skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Uncanny Alertness Your research into arcana and the nature of reality has given you heightened senses. This feat gives you an additional +1 bonus on Perception and Sense Motive checks, and you gain a +2 bonus on saving throws against sleep and charm effects.

Weapon Focus (Earth Breaker) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Falconer (Ranger)

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
👤 General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Elf (Dusk Elf); Medium humanoid (elf)			
Class	Ranger (Falconer) 1	Ranger (Falconer) 6	Ranger (Falconer) 10	Ranger (Falconer) 14
Initiative	+2	+2	+3	+7
Senses	Darkvision 60 ft.; Perception +9	Darkvision 60 ft.; Low-Light Vision; Perception +14	Darkvision 60 ft.; Low-Light Vision; Perception +18	Darkvision 60 ft.; Low-Light Vision; Perception +22
🛡 Defense				
Armor Class	AC 14, touch 12, ff 12 (+2 Dex; +2 leather armor)	AC 15, touch 12, ff 13 (+2 Dex; +3 studded leather armor)	AC 15, touch 12, ff 13 (+1 Dex; +1 dodge; +3 studded leather armor)	AC 15, touch 12, ff 13 (+1 Dex; +1 dodge; +3 studded leather armor)
hp / HD	8 (1d10)-2	20 (6d10)-12	35 (10d10)-20	42 (14d10)-28
Saves	Fort +0, Ref +4, Will +3	Fort +3, Ref +7, Will +5	Fort +5, Ref +10, Will +6	Fort +7, Ref +14, Will +7
Special Defenses	-	-	Evasion	
🗡 Offense				
Movement	20 ft.		20 ft.; Woodland Stride	
Attacks	Ranged longbow +3 (1d8-1/x3) or	Melee gauntlet +5/+0 (1d3-1) or	Melee gauntlet +9/+4 (1d3-1) or	Melee gauntlet +13/+8/+3 (1d3-1) or
	Melee gauntlet +0 (1d3-1) or	Ranged masterwork longbow +9/+4 (1d8-1/x3), within 30 ft. +10/+5 (1d8) or	Ranged +1 longbow +14/+9 (1d8/x3), within 30 ft. +15/+10 (1d8+1) or	Ranged +1 longbow +18/+13/+8 (1d8/x3), within 30 ft. +19/+14/+9 (1d8+1) or
	Melee dagger +0 (1d4-1/19-20) or	Melee dagger +5/+0 (1d4-1/19-20) or	Melee dagger +9/+4 (1d4-1/19-20) or	Melee dagger +13/+8/+3 (1d4-1/19-20) or
	Ranged dagger (thrown) +3 (1d4-1/19-20) or	Ranged dagger (thrown) +8/+3 (1d4/19-20), within 30 ft. +9/+4 (1d4) or	Ranged dagger (thrown) +13/+8 (1d4/19-20), within 30 ft. +14/+9 (1d4) or	Ranged dagger (thrown) +17/+12/+7 (1d4/19-20), within 30 ft. +18/+13/+8 (1d4) or
	Melee sword, short +0 (1d6-1/19-20)	Melee shortsword +5/+0 (1d6-1/19-20)	Melee shortsword +9/+4 (1d6-1/19-20)	Melee shortsword +13/+8/+3 (1d6-1/19-20)
Special Attacks	Animal +2	Animal +4, Magical Beast +2	Animal +4, Fey +2, Magical Beast +4	
Space / Reach	5 ft. / 5 ft.			
Prepared Spells	-	Ranger (CL 6th): 1st - aspect of the falcon, longshot	Ranger (CL 10th): 3rd - burrow 2nd - acute senses, campfire wall 1st - aspect of the falcon, longshot	Ranger (CL 14th): 4th - freedom of movement 3rd - burrow, see through stone 2nd - acute senses, campfire wall, create treasure map 1st - aspect of the falcon, longshot
📊 Statistics				
Ability Scores	Str 8, Dex 14, Con 6, Int 9, Wis 16, Cha 18	Str 8, Dex 15, Con 6, Int 9, Wis 16, Cha 18	Str 8, Dex 16, Con 6, Int 9, Wis 16, Cha 18	Str 8, Dex 17, Con 6, Int 9, Wis 16, Cha 18
Core Attack	Base Atk +1; CMB +0; CMD 12	Base Atk +6; CMB +5; CMD 17	Base Atk +10; CMB +9; CMD 23	Base Atk +14; CMB +13; CMD 27

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Feats	Animal Affinity	Animal Affinity, Endurance, Far Shot, Point-Blank Shot, Rapid Shot	Animal Affinity, Dodge, Endurance, Far Shot, Manyshot, Point-Blank Shot, Rapid Shot, Stabbing Shot	Animal Affinity, Dodge, Endurance, Far Shot, Improved Initiative, Lightning Reflexes, Manyshot, Point-Blank Shot, Rapid Shot, Shot on the Run, Stabbing Shot
Skills	Acrobatics -1, Appraise -1, Artistry -1, Bluff +4, Climb -4, Craft (Untrained) -1, Diplomacy +4, Disguise +4, Escape Artist -1, Fly -1, Handle Animal +10, Heal +3, Intimidate +8, Perception +9, Perform (Untrained) +4, Ride +1, Sense Motive +3, Stealth +3, Survival +7, Swim -4	Acrobatics -1, Appraise -1, Artistry -1, Bluff +4, Climb -4, Craft (Untrained) -1, Diplomacy +4, Disguise +4, Escape Artist -1, Fly -1, Handle Animal +15, Heal +3, Intimidate +13, Knowledge (Nature) +4, Perception +14, Perform (Untrained) +4, Ride +1, Sense Motive +3, Stealth +8, Survival +12, Swim -4	Acrobatics -3, Appraise -1, Artistry -1, Bluff +4, Climb -7, Craft (Untrained) -1, Diplomacy +4, Disguise +4, Escape Artist -3, Fly -3, Handle Animal +21, Heal +3, Intimidate +17, Knowledge (Nature) +8, Perception +18, Perform (Untrained) +4, Ride -1, Sense Motive +3, Stealth +10, Survival +16, Swim -7	Acrobatics -3, Appraise -1, Artistry -1, Bluff +4, Climb -7, Craft (Untrained) -1, Diplomacy +4, Disguise +4, Escape Artist -3, Fly -3, Handle Animal +25, Heal +3, Intimidate +21, Knowledge (Nature) +12, Perception +22, Perform (Untrained) +4, Ride -1, Sense Motive +3, Stealth +14, Survival +20, Swim -7
Languages	Common, Elven			
Special Qualities	Arcane Focus, Darkvision, Dreamspeaker, Dusk Elf, Feathered Companion, Keen Senses, Silent Hunter, Track +1	Animal Companion, Arcane Focus, Combat Style Feat, Darkvision, Dreamspeaker, Dusk Elf, Favored Terrain (Forest) +2, Feathered Companion, Hunter's Bond, Keen Senses, Low-Light Vision, Silent Hunter, Swoop for the Kill, Track +3	Animal Companion, Arcane Focus, Combat Style Feat, Darkvision, Dreamspeaker, Dusk Elf, Favored Terrain (Forest) +4, Favored Terrain (Plains) +2, Feathered Companion, Hunter's Bond, Keen Senses, Low-Light Vision, Silent Hunter, Swift Tracker, Swoop for the Kill, Track +5, Woodland Stride	Animal Companion, Arcane Focus, Camouflage, Combat Style Feat, Darkvision, Dreamspeaker, Dusk Elf, Favored Terrain (Forest) +4, Favored Terrain (Plains) +2, Favored Terrain (Underground) +4, Feathered Companion, Hunter's Bond, Keen Senses, Low-Light Vision, Quarry, Silent Hunter, Swift Tracker, Swoop for the Kill, Track +7, Woodland Stride
Treasure	Falconry gauntlet; leather armor; soldier's uniform; longbow; arrows (40x); dagger (2x); shortsword	Falconry gauntlet; studded leather armor; soldier's uniform; masterwork longbow; arrows (40x); dagger (2x); shortsword	Falconry gauntlet; +1 studded leather armor; soldier's uniform; +1 longbow; arrows (40x); dagger (2x); shortsword	Falconry gauntlet; +1 studded leather armor; soldier's uniform; +1 longbow; arrows (40x); dagger (2x); shortsword
☞ Magic				
Spells per Day	-	Ranger: -2/0/0/0/0/0/0/0 DC: 14+spell level	Ranger: -3/2/1/0/0/0/0/0 DC: 14+spell level	Ranger: -4/3/2/1/0/0/0/0 DC: 14+spell level

☞ Special Abilities

Animal (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against animals. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Arcane Focus (Ex) Some elven families have such long traditions of producing wizards (and other arcane spellcasters) that they raise their children with the assumption each is destined to be a powerful magic user, with little need for mundane concerns such as skill with weapons. Elves with this racial trait gain a +2 racial bonus on concentration checks made to cast arcane spells defensively.

Camouflage (Ex) You can use the Stealth skill to hide in any of your favored terrains, even if the terrain doesn't grant cover or concealment.

Combat Style Feat (Ex) At 2nd level, a ranger must select one of two combat styles to pursue: archery or two weapon combat. The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites. If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds Improved Precise Shot and Manyshot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list. If the ranger selects two-weapon combat, he can choose from the following list whenever he gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two-Weapon Rend to the list. The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of

his combat style feats when wearing heavy armor. Once a ranger selects a combat style, it cannot be changed.

Darkvision (Ex) Though uncommon, some groups of elves are born with darkvision, rather than low-light vision. In many cases this is taken as a sign of a drow in the elf 's ancestry, and can lead to persecution within the elf 's home community. Elves with this racial trait gain darkvision with a range of 60 feet, but also gain sensitivity to light and are dazzled in areas of bright light or within the radius of a daylight spell.

Dreamspeaker (Ex) A few elves have the ability to tap into the power of sleep, dreams, and prescient reverie. Elves with this racial trait add +1 to saving throw DCs for spells of the divination school and sleep effects they cast. In addition, elves with a Charisma of 15 or higher may use dream once per day as a spell-like ability.

Dusk Elf Rather than being tied to the terrain around them, some elves are linked to the night itself. Though not tied to demon worship and evil as drow are, these elves are similarly attuned to the magical concepts of darkness and shadow. These elves have the arcane focus, darkvision, dreamspeaker, and silent hunter alternate racial traits.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Favored Terrain (Forest) (Ex) You gain a +4 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in forest terrain (coniferous and deciduous). Likewise, you get a +4 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Plains) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in plains terrain. Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Underground) (Ex) You gain a +4 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in underground terrain (caves and dungeons). Likewise, you get a +4 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Feathered Companion (Ex) At 1st level, a falconer earns the trust and companionship of a bird of prey. The bird can be of any type of large hunting or scavenging bird (even a vulture). This ability functions like the druid animal companion ability (which is part of the nature bond class feature), but the falconer must take the bird animal companion, and that companion has only half the normal hit points. The falconer cannot teach the bird of prey the work trick, but can teach it either the roam or distract trick for free. Whichever trick the falconer does not pick then can be picked as a trick later. Roam (DC 15) - The falconer can let his animal companion loose to roam and forage. He must let it roam for no more than a week. When the falconer lets it roam, it agrees to return to the place he let it loose within the time period he designates. Distract (DC 20; bird only) - The animal companion flutters wildly around any enemy it would normally attack with the attack trick. It makes an attack roll against that enemy. On a hit, the enemy is shaken for 1 round. This ability replaces wild empathy.

Fey (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against fey. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Hunter's Bond (Ex) At 4th level, a falconer must select an animal companion when he gains hunter's bond. He does not gain a new companion at 4th level; rather, his feathered companion gains full hit points.

Keen Senses (Ex) Elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are

so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Magical Beast (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against magical beasts. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Quarry (Ex) You can, as a standard action, denote one target within your line of sight as your quarry. Whenever you are following the tracks of your quarry, you can take 10 on Survival skill checks while moving at normal speed, without penalty. In addition, you receive a +2 insight bonus on attack rolls made against your quarry and all critical threats are automatically confirmed. You can have no more than one quarry at a time and the creature's type must correspond to one of your favored enemy types. You can end this effect at any time as a free action, but you cannot select a new quarry for 24 hours. If your quarry is killed, you can select a new quarry after waiting 1 hour.

Silent Hunter (Ex) Elves are renowned for their subtlety and skill. Elves with this racial trait reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a -20 penalty (this number includes the penalty reduction from this racial trait).

Swift Tracker (Ex) You can move at your normal speed while using Survival to follow tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Swoop for the Kill (Ex) At 6th level, when outdoors, a falconer can direct his feathered companion to strike an enemy from high above. His feathered companion gains the following trick as a bonus trick. Swooping Charge (DC 20; bird) - The falconer's bird companion flies up and then swoops down into a charge. To perform this trick, the companion must be able to fly, and it must be outdoors or someplace with enough room for the bird to fly great distances in (a grand cathedral may have enough room, but dungeons usually do not). It spends a full-round action flying to a high vantage point, and on the next round makes a charge attack upon an enemy the falconer designates. If that charge attack hits, the bird deals 2d4 points of damage instead of 1d4 with its bite and gains a ?4 critical modifier when making the attack. If the bird hits, the target is staggered for 1 round. This ability replaces the combat style feat the ranger gains at 6th level.

Track (Ex) You gain +7 to Survival checks made to follow tracks.

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

Feats

Animal Affinity You are skilled at working with animals and mounts. You get a +2 bonus on all Handle Animal and Ride skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light

or medium armor without becoming fatigued.

Far Shot You are more accurate at longer ranges. You only suffer a -1 penalty per full range increment between you and your target when using a ranged weapon.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Manyshot You can fire multiple arrows at a single target. When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from using a composite bow with a high Strength bonus apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.

Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Rapid Shot You can make an additional ranged attack. When

making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Shot on the Run You can move, fire a ranged weapon, and move again before your foes can react. As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.

Stabbing Shot You can clear the way to continue using your bow. When adjacent to an opponent and making a full-attack action with a longbow or shortbow (including composite bows), you may choose to make a melee attack against that opponent with a drawn arrow rather than firing it. If the attack hits-whether or not it does damage-your target is pushed back 5 feet away from you. You can then fire arrows from your bow normally, at the original target, or at another target within range. This melee attack replaces the extra attack from Rapid Shot, and all of your attack rolls for the round (the melee attack and the ranged attacks) take a -2 penalty. If your initial attack leaves you with no enemies threatening you, you can make the subsequent ranged attack or attacks without provoking attacks of opportunity.

Falconer Companion (Ranger)

	 Low	 Moderate	 Advanced	 Elite
 General				
CR / XP	CR as master; XP as master			
Sex / Race	Male Bird (Owl); Small animal feathered companion			
Class	Animal 2	Animal 7	Animal 13	Animal 19
Initiative	+2	+6	+12	+15
Senses	Low-Light Vision Perception +2	Low-Light Vision Perception +2	Low-Light Vision Perception +2	Low-Light Vision Perception +2
 Defense				
Armor Class	AC 15, touch 14, ff 12 (+1 size; +2 Dex; +1 natural; +1 dodge)	AC 29, touch 18, ff 22 (+1 size; +6 Dex; +11 natural; +1 dodge)	AC 37, touch 20, ff 28 (+1 size; +8 Dex; +17 natural; +1 dodge)	AC 48, touch 23, ff 36 (+1 size; +11 Dex; +25 natural; +1 dodge)
hp / HD	12 (2d8)+2	48 (7d8)+14	105 (13d8)+39	144 (19d8)+57
Saves	Fort +4, Ref +5, Will +2	Fort +7, Ref +11, Will +4	Fort +10, Ref +16, Will +6	Fort +13, Ref +22, Will +8
 Offense				
Movement	10 ft.; Fly 80 ft. (Average)			
Attacks	Melee bite +2 (1d4) or Melee talons +2/+2 (1d4)	Melee bite +9 (1d6+3) or Melee talons +9/+9 (1d6+3)	Melee bite +15 (1d6+5) or Melee talons +15/+15 (1d6+5)	Melee bite +24 (1d6+8) or Melee talons +24/+24 (1d6+8)
Space / Reach	5 ft. / 5 ft.			
 Statistics				
Ability Scores	Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6	Str 17, Dex 23, Con 14, Int 2, Wis 14, Cha 6	Str 21, Dex 27, Con 14, Int 2, Wis 14, Cha 6	Str 26, Dex 32, Con 14, Int 2, Wis 14, Cha 6
Core Attack	Base Atk +1; CMB +0; CMD 13	Base Atk +5; CMB +7; CMD 24	Base Atk +9; CMB +13; CMD 32	Base Atk +14; CMB +24; CMD 43

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Feats	-Dodge	Dodge, Improved Natural Attack (Bite, Talons), Multiattack, Power Attack	Dodge, Improved Initiative, Improved Natural Attack (Bite, Talons), Multiattack, Power Attack, Stealthy, Toughness	Agile Maneuvers, Dodge, Improved Initiative, Improved Natural Attack (Bite, Talons), Multiattack, Power Attack, Stealthy, Toughness, Weapon Focus (Bite, Talons)
Skills	Acrobatics +2, Artistry -4, Escape Artist +2, Fly +9, Intimidate -2, Perception +2, Stealth +6, Survival +2	Acrobatics +6, Artistry -4, Climb +3, Escape Artist +6, Fly +18, Intimidate -2, Perception +2, Stealth +10, Survival +2, Swim +3	Acrobatics +8, Artistry -4, Climb +5, Escape Artist +10, Fly +26, Intimidate -2, Perception +2, Stealth +14, Survival +2, Swim +5	Acrobatics +11, Artistry -4, Climb +8, Escape Artist +13, Fly +35, Intimidate -2, Perception +2, Stealth +17, Survival +2, Swim +8
Languages	-			
Special Qualities	Hunting, Bonus Tricks 1, Half HP, Link, Low-Light Vision, Share Spells Animal Tricks Hunting, Attack, Down, Fetch, Heel, Hunt, Seek, Track	Hunting, Ability Score Increase, AC Bonus, Bonus Tricks 5, Devotion, Evasion, Half HP, Link, Low-Light Vision, Multiattack, Share Spells, Stat Bonus Animal Tricks Hunting, Attack, Come, Detect, Down, Fetch, Heel, Hunt, Maneuver, Seek, Swooping Charge, Track	Hunting, Ability Score Increase, AC Bonus, Bonus Tricks 7, Devotion, Evasion, Half HP, Improved Evasion, Link, Low-Light Vision, Multiattack, Share Spells, Spell Resistance, Stat Bonus Animal Tricks Hunting, Attack, Come, Detect, Down, Fetch, Heel, Hunt, Maneuver, Menace, Seek, Sneak, Swooping Charge, Track	Hunting, Ability Score Increase, AC Bonus, Bonus Tricks 9, Devotion, Evasion, Half HP, Improved Evasion, Link, Low-Light Vision, Multiattack, Share Spells, Spell Resistance, Stat Bonus Animal Tricks Hunting, Aid, Attack, Break Out, Come, Detect, Down, Fetch, Heel, Hunt, Maneuver, Menace, Seek, Sneak, Swooping Charge, Track
Treasure	-	-	-	-

Special Abilities

Dodge You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Link (Ex) A master can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The master gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Share Spells (Ex) The master may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A master may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

Feats

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you

lose the benefits of this feat.

Hunting An animal trained for hunting knows the tricks attack, down, fetch, heel, seek, and track. Training an animal for hunting takes 6 weeks.

Attack The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Down The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Fetch The animal goes and gets something. If you do not point out a specific item, the animal fetches a random object.

Heel The animal follows you closely, even to places where it normally wouldn't go.

Hunt This trick allows an animal to use its natural stalking or foraging instincts to find food and return it to the animal's handler.

Seek The animal moves into an area and looks around for anything that is obviously alive or animate.

Track The animal tracks the scent presented to it. (This requires the animal to have the scent ability.)

Rogue, Cavalier, & Gunslinger Archetypes

Table 11: Pregenerated Character Summary: Rogue, Cavalier, & Gunslinger Archetype Classes

Archetype	Page	Class	Race	Sex
Acrobat	316	Rogue	Half-Elf (Human-Raised)	M
Bandit	319	Rogue	Gnome (Traveler)	F
Burglar	322	Rogue	Half-Orc	M
Beast Rider	325	Cavalier	Tiefling	F
Buccaneer	330	Gunslinger	Human	F
Gunner Squire	336	Gunslinger	Dwarf (Mountain)	M

Crunch Summary: Rogue, Cavalier, & Gunslinger Archetypes

 **Skills:** *Extremely high.* This is your reason for being, in most gaming groups, particularly Rogues.

 **Spells:** *Zero.* Though all three can be effective multi-classing, either with truly arcane/divine classes like Clerics or Wizards, or with other classes in this category.

 **Weapons:** *Medium.* Lots of options, but much more so than Fighters or Barbarians, your choices really have to match your abilities. No rogue should have a greatsword, for starters.

 **Armor & Other Equipment:** *Low.* Studded leather armor, for the most part. Next.

 **Feats:** *Extremely high.* Lots of options here, and the true challenge here is to keep yourself restrained: Make choices that support your role in the game and in the party, not ones that seem cool. The options are so varied and interesting, no matter what you pick will give you a chance to imbue your character with interesting traits.

 **Ability Scores:** *Medium.* Dexterity. Anything else will also allow things to be interesting.

 **Resist the Urge To:** Make a Half-Elven Rogue who's a thief with a heart of gold. Or, really, any other stereotype from pop culture—for example, the Gunslinger from the *Dark Tower* series of books.

Tap into it.

Designer's Soapbox: Rogues, Cavaliers, & Gunslingers

 I mention the “no pop culture incarnations” advice above because I’m guilty of that specific example. I even named the guy Roland. Not my proudest moment of creativity.

It’s also a good example of a trap that’s all too easy to fall into: Rogues, Cavaliers, and Gunslingers all tend to lend themselves to easy creations of Dexterity and pop culture iconography.

Which is a real shame, because the images we conjure in our brains when we think of these classes, these professions, are rich and deep and varied. Han Solo is different than Mapes from *Dune*, yet I’d consider both to be Rogues. Game of Thrones is rife with characters that could be considered Cavaliers, yet they’re varied and different.

There’s a huge variety of opportunity in all these classes.

Acrobat (Rogue)

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
👤 General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Half-Elf; Medium humanoid (elf, human)			
Class	Rogue (Acrobat) 1	Rogue (Acrobat) 6	Rogue (Acrobat) 10	Rogue (Acrobat) 14
Initiative	+5	+5	+6	+6
Senses	Low-Light Vision; Perception +3	Low-Light Vision; Perception +8	Low-Light Vision; Perception +12	Low-Light Vision; Perception +16
🛡 Defense				
Armor Class	AC 16, touch 15, ff 11 (+5 Dex; +1 padded armor)	AC 18, touch 16, ff 18 (+5 Dex; +1 dodge; +2 leather armor)	AC 19, touch 16, ff 19 (+5 Dex; +1 dodge; +3 studded leather armor)	AC 21, touch 16, ff 21 (+5 Dex; +1 dodge; +4 studded leather armor +1); Two-Weapon Defense
hp / HD	-	Evasion, Uncanny Dodge	Evasion, Improved Uncanny Dodge, Uncanny Dodge	
Saves	Fort -1, Ref +7, Will -1; +2 vs. enchantment spells and effects	Fort +1, Ref +10, Will +1; +2 vs. enchantment spells and effects	Fort +2, Ref +13, Will +2; +2 vs. enchantment spells and effects	Fort +4, Ref +15, Will +3; +2 vs. enchantment spells and effects
Special Defenses	-	Evasion, Uncanny Dodge	Evasion, Improved Uncanny Dodge, Uncanny Dodge	
🗡 Offense				
Movement	30 ft.			
Attacks	Melee masterwork short sword +2 (1d6+1/19-20) or Melee shortsword +1 (1d6/19-20) or Melee dagger +1 (1d4+1/19-20) or Ranged dagger (thrown) +5 (1d4+1/19-20)	Melee shortsword +9 (1d6/19-20) or Melee +1 short sword +10 (1d6+2/19-20) or Melee dagger +9 (1d4+1/19-20) or Ranged dagger (thrown) +9 (1d4+1/19-20)	Melee +1 short sword +14/+9 (1d6+2/19-20) or Melee +2 short sword +15/+10 (1d6+2/19-20) or Melee dagger +13/+8 (1d4+1/19-20) or Ranged dagger (thrown) +13/+8 (1d4+1/19-20)	Melee +2 short sword +18/+13 (1d6+2/19-20) or Melee +3 short sword +19/+14 (1d6+4/19-20) or Melee dagger +16/+11 (1d4+1/19-20) or Ranged dagger (thrown) +16/+11 (1d4+1/19-20)
Special Attacks	Sneak Attack 1d6	Sneak Attack 3d6	Sneak Attack 5d6	Positioning Attack, Sneak Attack 7d6
Space / Reach	5 ft. / 5 ft.			
📋 Statistics				
Ability Scores	Str 12, Dex 20, Con 9, Int 13, Wis 8, Cha 13	Str 12, Dex 21, Con 9, Int 13, Wis 8, Cha 13	Str 12, Dex 22, Con 9, Int 13, Wis 8, Cha 13	Str 12, Dex 22, Con 10, Int 13, Wis 8, Cha 13
Core Attack	Base Atk +0; CMB +1; CMD 16	Base Atk +4; CMB +5; CMD 21	Base Atk +7; CMB +8; CMD 25	Base Atk +10; CMB +11; CMD 28
Feats	Acrobatic	Acrobatic, Artful Dodge, Dodge, Weapon Finesse	Acrobatic, Artful Dodge, Dodge, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Finesse	Acrobatic, Artful Dodge, Dodge, Improved Two-Weapon Fighting, Skill Focus (Acrobatics), Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics +11, Appraise +1, Artistry +1, Bluff +7, Climb +5, Craft (Untrained) +1, Diplomacy +1, Disguise +6, Escape Artist +9, Fly +7, Heal -1, Intimidate +1, Perception +3, Perform (Act) +5, Perform (Comedy) +5, Perform (Untrained) +1, Ride +5, Sleight of Hand +9, Stealth +5, Survival -1, Swim +1	Acrobatics +16, Appraise +1, Artistry +1, Bluff +12, Climb +10, Craft (Untrained) +1, Diplomacy +1, Disguise +11, Escape Artist +14, Fly +7, Heal -1, Intimidate +1, Perception +8, Perform (Act) +10, Perform (Comedy) +10, Perform (Untrained) +1, Ride +5, Sleight of Hand +14, Stealth +5, Survival -1, Swim +1	Acrobatics +22, Appraise +1, Artistry +1, Bluff +16, Climb +13, Craft (Untrained) +1, Diplomacy +1, Disguise +15, Escape Artist +18, Fly +7, Heal -1, Intimidate +1, Perception +12, Perform (Act) +14, Perform (Comedy) +14, Perform (Untrained) +1, Ride +5, Sleight of Hand +18, Stealth +5, Survival -1	Acrobatics +33, Appraise +1, Artistry +1, Bluff +20, Climb +18, Craft (Untrained) +1, Diplomacy +1, Disguise +19, Escape Artist +23, Fly +8, Heal -1, Intimidate +1, Perception +16, Perform (Act) +18, Perform (Comedy) +18, Perform (Untrained) +1, Ride +6, Sleight of Hand +23, Stealth +6, Survival -1, Swim +1
Languages	Common, Elven, Gnome			
Special Qualities	Bonus Skills (Feint & Gather Information), Elf Blood, Elven Immunities, Expert Acrobat, Human-Raised, Integrated, Low-Light Vision, Multitalented, Wary	Acrobatic Stunt, Bonus Skills (Feint & Gather Information) (6x), Elf Blood, Elven Immunities, Expert Acrobat, Expert Leaper, Human-Raised, Integrated, Low-Light Vision, Multitalented, Second Chance, Wary	Acrobatic Stunt, Bonus Skills (Feint & Gather Information) (10x), Elf Blood, Elven Immunities, Expert Acrobat, Expert Leaper, Human-Raised, Integrated, Low-Light Vision, Multitalented, Rogue Crawl, Second Chance, Stand Up, Wary	Acrobatic Stunt, Bonus Skills (Feint & Gather Information) (14x), Elf Blood, Elven Immunities, Expert Acrobat, Expert Leaper, Human-Raised, Integrated, Ledge Walker, Low-Light Vision, Multitalented, Rogue Crawl, Second Chance, Stand Up, Wary
Treasure	Masterwork short sword; short sword; padded armor; entertainer's outfit; dagger (4x)	+1 short sword; short sword; leather armor; entertainer's outfit; dagger (4x)	+2 short sword; +1 short sword; studded leather armor; entertainer's outfit; dagger (4x)	+3 short sword; +2 short sword; +1 studded leather armor; entertainer's outfit; dagger (4x)

Special Abilities

Acrobatic Stunt (Ex) Once per day, when flanked by at least two opponents, a rogue with this talent can, as an immediate action when any of the threatening opponents attacks her, attempt an Acrobatics check against the highest CMD of the threatening creatures plus 2 per threatening creature beyond the second. If successful, the rogue may take a 5-foot step in any direction, so long as she remains within the reach of the attacker triggering the movement. The rogue's final position is used to determine whether the attacker benefits from flanking. On a failed check, the rogue falls prone in her original position and the attack resolves as normal (the opponent gains a +4 bonus for attacking a prone target). A rogue may use this ability one additional time per day for every 5 rogue levels she possesses. A rogue must be trained in Acrobatics to select this talent.

Bonus Skills (Feint & Gather Information) (14x) Add a +1/2 bonus on Bluff checks to feint and Diplomacy checks to gather information.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Expert Acrobat (Ex) At 1st level, an acrobat does not suffer any armor check penalties on Acrobatics, Climb, Fly, Sleight of Hand,

or Stealth skill checks while wearing light armor. When she is not wearing armor, she gains a +2 competency bonus on Acrobatics and Fly skill checks. This ability replaces trapfinding.

Expert Leaper (Ex) When making jump checks, the rogue is always considered to have a running start. Also, when the rogue deliberately falls, a DC 15 Acrobatics check allows her to ignore the first 20 feet fallen, instead of the first 10 feet.

Human-Raised These half-elves were born and raised into accepting human communities, often raised by generations of a single family, or through the charity of churches and temples. These half-elves have the integrated and wary racial traits.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 18.

Integrated Many half-elves are skilled in the art of ingratiating themselves into a community as if they were natives. Half-elves with this racial trait gain a +1 bonus on Bluff, Disguise, and Knowledge (local) checks. This racial trait replaces the adaptability racial trait.

Ledge Walker (Ex) This ability allows you to move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, you are not flat-footed when using Acrobatics to move along narrow surfaces.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Positioning Attack (Ex) Once per day, when a rogue with this talent hits a creature with a melee attack, she can move up to 30 feet without provoking attacks of opportunity. The movement must end in a space adjacent to the creature hit with the melee attack.

Rogue Crawl (Ex) While prone, you can move at half speed. This movement provokes attacks of opportunity as normal. You cannot take a 5-foot steps while crawling.

Second Chance (Ex) At 3rd level, an acrobat can reroll any Acrobatics, Climb, or Fly skill check she has just made. This reroll is made at a -5 penalty. She must take the second result, even if it is worse. An acrobat can use this ability only once on any given skill check. She can use this ability once per day at 3rd level, plus one additional time per day for every 3 levels beyond 3rd. This ability replaces trap sense.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 7d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Stand Up (Ex) You can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Wary Many half-elves have spent their long lives moving from place to place, often driven out by the hostility of others. Such experiences have made them wary of others' motivations. Half-elves with this trait gain a +1 racial bonus on Sense Motive and Bluff checks.

⚡ Feats

Acrobatic You are skilled at leaping, jumping, and flying. You get a +2 bonus on all Acrobatics and Fly skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Artful Dodge You are practiced at avoiding attacks when outnumbered. If you are the only character threatening an opponent, you gain a +1 dodge bonus to AC against that opponent. Special: The Artful Dodge feat acts as the Dodge feat for the purpose of satisfying prerequisites that require Dodge. You can use Intelligence, rather than Dexterity, for feats with a minimum Dexterity prerequisite.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Two-Weapon Fighting You are skilled at fighting with two weapons. In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Skill Focus (Acrobatics) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Two-Weapon Defense You are skilled at defending yourself while fighting with two weapons. When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you

gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Two-Weapon Fighting You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon. Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Bandit (Rogue)

	Low	Moderate	Advanced	Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Gnome (Traveler Gnome); Small humanoid (gnome)			
Class	Rogue (Bandit) 1	Rogue (Bandit) 6	Rogue (Bandit) 10	Rogue (Bandit) 14
Initiative	+4	+4	+4	+5
Senses	Low-Light Vision; Perception +1	Low-Light Vision; Perception +1	Low-Light Vision; Perception +1	Low-Light Vision; Perception +1
Defense				
Armor Class	AC 17, touch 15, ff 13 (+1 size; +4 Dex; +2 leather armor)	AC 19, touch 16, ff 14 (+1 size; +4 Dex; +1 dodge; +3 studded leather armor)	AC 20, touch 16, ff 15 (+1 size; +4 Dex; +1 dodge; +4 <i>studded leather armor +1</i>)	AC 22, touch 17, ff 16 (+1 size; +5 Dex; +1 dodge; +5 <i>studded leather armor +2</i>)
hp / HD	9 (1d8)+1	31 (6d8)+6	57 (10d8)+10	81 (14d8)+14
Saves	Fort +1, Ref +6, Will -1; +2 vs. spells with the language-dependent descriptor or those that create glyphs, symbols, or other magical writings	Fort +3, Ref +9, Will +1; +2 vs. spells with the language-dependent descriptor or those that create glyphs, symbols, or other magical writings +2 Reflex to avoid traps	Fort +4, Ref +11, Will +2; +2 vs. spells with the language-dependent descriptor or those that create glyphs, symbols, or other magical writings +3 Reflex to avoid traps	Fort +5, Ref +14, Will +3; +2 vs. spells with the language-dependent descriptor or those that create glyphs, symbols, or other magical writings +4 Reflex to avoid traps
Special Defenses	-	Evasion, Trap Sense +2	Evasion, Trap Sense +3	Evasion, Trap Sense +4
Offense				
Movement	20 ft.	25 ft.		
Attacks	Melee shortspear (small) +0 (1d4-1) or Ranged shortspear (small/thrown) +5 (1d4-1) or Melee dagger (small) +0 (1d3-1/19-20) or Ranged dagger (small/thrown) +5 (1d3-1/19-20) or Melee unarmed strike (small) +0 (1d2-1)	Melee dagger (small) +4 (1d3-1/19-20) or Ranged dagger (small/thrown) +9 (1d3-1/19-20) or Melee unarmed strike (small) +4 (1d2-1) or Melee masterwork shortspear (small) +5 (1d4-1) or Ranged masterwork shortspear (small/thrown) +10 (1d4-1)	Melee dagger (small) +7 (1d3-1/19-20) or Ranged dagger (small/thrown) +12/+7 (1d3-1/19-20) or Melee unarmed strike (small) +7/+2 (1d2-1) or Melee +1 <i>shortspear</i> (small) +8/+3 (1d4) or Ranged +1 <i>shortspear</i> (small/thrown) +13/+8 (1d4) or Melee masterwork shortspear (small) +8/+3 (1d4-1) or Ranged masterwork shortspear (small/thrown) +13/+8 (1d4-1)	Melee dagger (small) +10 (1d3-1/19-20) or Ranged dagger (small/thrown) +16/+11 (1d3-1/19-20) or Melee unarmed strike (small) +10/+5 (1d2-1) or Melee +1 <i>shortspear</i> (small) +11/+6 (1d4) or Ranged +1 <i>shortspear</i> (small/thrown) +17/+12 (1d4) or Melee +2 <i>shortspear</i> (small) +12/+7 (1d4+1) or Ranged +2 <i>shortspear</i> (small/thrown) +18/+13 (1d4+1)
Special Attacks	Sneak Attack 1d6	Sneak Attack 3d6	Sneak Attack 5d6	Sneak Attack 7d6
Prepared Spells	Innate Spell-Like Abilities: 1x/day - arcane mark, comprehend languages, message, read magic			
Space / Reach	5 ft. / 5 ft.			
Statistics				
Ability Scores	Str 8, Dex 18, Con 12, Int 9, Wis 8, Cha 18	Str 8, Dex 18, Con 12, Int 10, Wis 8, Cha 18	Str 8, Dex 19, Con 12, Int 10, Wis 8, Cha 18	Str 8, Dex 20, Con 12, Int 10, Wis 8, Cha 18

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Core Attack	Base Atk +0; CMB -2; CMD 12	Base Atk +4; CMB +2; CMD 17	Base Atk +7; CMB +5; CMD 20	Base Atk +10; CMB +8; CMD 24
Feats	Stealthy	Dodge, Fleet, Stealthy	Dodge, Fleet, Run, Stealthy, Sure Grasp	Deceitful, Deft Hands, Dodge, Fleet, Run, Stealthy, Sure Grasp
Skills	Acrobatics +8, Appraise -1, Artistry -1, Bluff +4, Climb +3, Craft (Untrained) -1, Diplomacy +4, Disable Device +9, Disguise +8, Escape Artist +10, Fly +6, Heal -1, Intimidate +4, Perception +1, Perform (Untrained) +4, Profession (Gambler) +5, Ride +4, Sense Motive -1, Sleight of Hand +8, Stealth +14, Survival -1, Swim -1	Acrobatics +12, Appraise +4, Bluff +4, Climb +7, Diplomacy +4, Disable Device +15, Disguise +13, Escape Artist +14, Fly +5, Heal -1, Intimidate +12, Perception +1, Perform (Untrained) +4, Profession (Gambler) +10, Ride +3, Sense Motive -1, Sleight of Hand +12, Stealth +18, Survival -1, Swim -2	Acrobatics +17, Appraise +4, Bluff +4, Climb +12, Diplomacy +4, Disable Device +22, Disguise +17, Escape Artist +21, Fly +6, Heal -1, Intimidate +16, Perception +1, Perform (Untrained) +4, Profession (Gambler) +14, Ride +4, Sense Motive -1, Sleight of Hand +17, Stealth +25, Survival -1, Swim -1	Acrobatics +22, Appraise +4, Bluff +6, Climb +16, Diplomacy +4, Disable Device +33, Disguise +25, Escape Artist +26, Fly +7, Heal -1, Intimidate +20, Perception +1, Perform (Untrained) +4, Profession (Gambler) +18, Ride +5, Sense Motive -1, Sleight of Hand +26, Stealth +30, Survival -1, Swim -1
Languages	Common, Gnome, Sylvan			
Special Qualities	Advanced Talents, Hatred, Keen Senses, Low-Light Vision, Obsessive, Rogue Talents, Trapfinding, Traveler Gnome, Weapon Familiarity	Advanced Talents, Ambush, Camouflage, Climbing Stunt, Escaping Stunt, Hatred, Keen Senses, Low-Light Vision, Obsessive, Rogue Talents, Trapfinding, Traveler Gnome, Weapon Familiarity	Advanced Talents, Ambush, Black Market Connections, Camouflage, Climbing Stunt, Escaping Stunt, Fearsome Strike, Hatred, Keen Senses, Low-Light Vision, Obsessive, Rogue Talents, Skill Mastery (Disable Device, Profession (Gambler), Stealth), Trapfinding, Traveler Gnome, Weapon Familiarity	Advanced Talents, Ambush, Black Market Connections, Camouflage, Climbing Stunt, Convincing Lie, Deft Palm, Escaping Stunt, Fearsome Strike, Hatred, Keen Senses, Low-Light Vision, Obsessive, Rogue Talents, Skill Mastery (Disable Device, Profession (Gambler), Stealth), Trapfinding, Traveler Gnome, Weapon Familiarity
Treasure	Shortspear (2x, small); dagger (4, small); leather armor (small); pickpocket's outfit (small)	Masterwork shortspear (small); shortspear (small); dagger (4, small); studded leather armor (small); pickpocket's outfit (small)	+1 <i>shortspear</i> (small); masterwork shortspear (small); dagger (4, small); +1 <i>studded leather armor</i> (small); pickpocket's outfit (small)	+2 <i>shortspear</i> (small); +1 <i>shortspear</i> (small); dagger (4, small); +2 <i>studded leather armor</i> (small); pickpocket's outfit (small)

Special Abilities

Advanced Talents The following advanced rogue talents complement the bandit archetype - hide in plain sight*, knock-out blow**, and opportunist.

Ambush (Ex) At 4th level, a bandit becomes fully practiced in the art of ambushing. When she acts in the surprise round, she can take a move action, standard action, and swift action during the surprise round, not just a move or standard action. This ability replaces uncanny dodge.

Black Market Connections (Ex) A rogue with this talent gains better access to magic items from black market connections. She treats every settlement as one size greater (see Table 15-1 on page 461 of the Core Rulebook) for the purpose of determining the gp limit of the base value of items for sale, as well as the number of minor, medium, and major magic items for sale in the settlement. If the settlement is already a metropolis, all minor and medium magic items are for sale, as well as 3d8 major magic items. With a

successful Diplomacy check, the rogue can treat the settlement as two sizes larger. If the settlement is already a metropolis and she succeeds at the check, all magic items are for sale. If the settlement is already a large city and she succeeds at the check, all minor and medium magic items are for sale, as well as 3d8 major magic items. With a successful check, the rogue can also sell stolen items on the black market. If the check fails by 5 or more, the rogue does something to spook the market, and treats the city as normal for 1 week. Furthermore, those in control of the black market may alert the authorities to the rogue's presence in an act of reprisal for spooking the market or to divert attention away from their illicit activities.

Camouflage (Ex) Once per day, a rogue with this talent can craft simple but effective camouflage from the surrounding foliage. The rogue needs 1 minute to prepare the camouflage, but once she does, it is good for the rest of the day or until the rogue fails a saving throw against an area effect spell that deals fire, cold, or acid damage, whichever comes first. The rogue gains a +4 bonus on

Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

Climbing Stunt (Ex) A rogue with this talent can take a -10 penalty on a Climb check to move at full speed while climbing. A rogue must be trained in Climb to select this talent.

Convincing Lie (Ex) When a rogue with this talent lies, she creates fabrications so convincing that others treat them as truth. When a rogue with this talent successfully uses the Bluff skill to convince someone that what she is saying is true, if that individual is questioned later about the statement or story, that person uses the rogue's Bluff skill modifier to convince the questioner, rather than his own. If his Bluff skill modifier is better than the rogue's, the individual can use his own modifier and gain a +2 bonus on any check to convince others of the lie. This effect lasts for a number of days equal to 1/2 the rogue's level + the rogue's Charisma modifier.

Defensive Training (Ex) Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Deft Palm (Ex) A rogue with this talent can make a Sleight of Hand check to conceal a weapon while holding it in plain sight, even while she is being observed.

Escaping Stunt (Ex) A rogue with this talent can, as an immediate action, attempt an Escape Artist check in place of a Reflex saving throw against any effect that would impose the entangled condition on her. Additionally, once per day when she is the target of a grapple combat maneuver, a rogue with this talent can attempt an Escape Artist check as an immediate action, using the result of the skill check in place of her CMD against that combat maneuver attempt. A rogue can use this second ability one additional time per day for every 5 rogue levels she possesses. A rogue must be trained in Escape Artist to select this talent.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Fearsome Strike (Ex) At 8th level, a bandit can terrify an opponent with a single hit. A number of times per day equal to her Charisma modifier (minimum 1), when a bandit confirms a critical hit and deals sneak attack damage to an opponent, she can choose to make the opponent frightened for a number of rounds equal to her Charisma modifier (minimum 1). She cannot use this ability in conjunction with a critical feat. This ability replaces improved uncanny dodge.

Hatred (Ex) Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Keen Senses (Ex) Gnomes receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Magical Linguist Gnomes study languages in both their mundane and supernatural manifestations. Gnomes with this racial trait add +1 to the DC of spells they cast with the language-dependent descriptor or those that create glyphs, symbols, or other magical writings. They gain a +2 racial bonus on saving throws against such spells. Gnomes with a Charisma of 11 or higher also gain the following spell-like abilities: 1/day - arcane mark, comprehend languages, message, read magic. The caster level for these effects is equal to the gnome's level. This racial trait replaces the gnome magic and illusion resistance racial traits.

Obsessive (Ex) Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Rogue Talents The following rogue talents complement the bandit archetype - assault leader **, combat trick, cunning trigger**, snap shot**, strong impression**, surprise attack, terrain master*,

underhanded*, and weapon training.

Skill Mastery (Disable Device, Profession (Gambler), Stealth) You become so confident in the use of certain skills that you can use them reliably even under adverse conditions. When making a skill check with one of these skills, you may take 10 even if stree and distraction would normally prevent you from doing so.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 7d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Trapfinding (Ex) You add +7 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Traveler Gnome These gnomes were born on the move, their families living on a ship or in a caravan wagon. These gnomes have the magical linguist and either the explorer or the gift of tongues alternate racial traits.

Weapon Familiarity (Ex) Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

⚡ Feats

Deceitful You are skilled at deceiving others, both with the spoken word and with physical disguises. You get a +2 bonus on all Bluff and Disguise skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Deft Hands You have exceptional manual dexterity. You get a +2 bonus on Disable Device and Sleight of Hand skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Sure Grasp Your quick reflexes and skill at climbing keep you from falling to your doom. Roll twice while climbing or when making a Reflex save to avoid falling, and take the higher result.

Burglar (Rogue)

☒ Low	☒ Moderate	☒ Advanced	☒ Elite

General

CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Half-Orc; Medium humanoid (orc, human)			
Class	Rogue (Burglar) 1	Rogue (Burglar) 6	Rogue (Burglar) 10	Rogue (Burglar) 14
Initiative	+3	+3	+4	+4
Senses	Darkvision 60 ft.; Perception +3	Darkvision 60 ft.; Perception +8	Darkvision 60 ft.; Perception +12	Darkvision 60 ft.; Perception +16

Defense

Armor Class	AC 15, touch 13, ff 12 (+3 Dex; +2 leather armor)	AC 17, touch 14, ff 13 (+3 Dex; +1 dodge; +3 studded leather armor)	AC 19, touch 15, ff 14 (+4 Dex; +1 dodge; +4 studded leather armor +1)	AC 20, touch 15, ff 15 (+4 Dex; +1 dodge; +5 studded leather armor +2)
hp / HD	8 (1d8)	36 (6d8)	63 (10d8)	87 (14d8)
Saves	Fort +0, Ref +5, Will -1	Fort +2, Ref +8, Will +1; +2 Reflex to avoid traps	Fort +3, Ref +11, Will +2; +3 Reflex to avoid traps	Fort +4, Ref +13, Will +3; +4 Reflex to avoid traps
Special Defenses	-	Evasion, Trap Sense +2	Evasion, Trap Sense +3	Evasion, Trap Sense +4

Offense

Movement	30 ft.		35 ft.	
Attacks	Melee morningstar +2 (1d8+2) or Melee shortsword +2 (1d6+1/19-20) or Ranged shortbow +3 (1d6/x3) or Melee dagger +2 (1d4+2/19-20) or Ranged dagger (thrown) +3 (1d4+2/19-20)	Melee shortsword +6 (1d6+1/19-20) or Melee masterwork morningstar +7 (1d8+2) or Ranged shortbow +7 (1d6/x3) or Melee dagger +6 (1d4+2/19-20) or Ranged dagger (thrown) +7 (1d4+2/19-20)	Melee shortsword +9 (1d6+1/19-20) or Melee +1 morningstar +10/+5 (1d8+3) or Ranged shortbow +11/+6 (1d6/x3) or Melee dagger +9/+4 (1d4+2/19-20) or Ranged dagger (thrown) +11/+6 (1d4+2/19-20)	Melee shortsword +12 (1d6+1/19-20) or Melee +2 morningstar +14/+9 (1d8+4) or Ranged shortbow +14/+9 (1d6/x3) or Melee dagger +12/+7 (1d4+2/19-20) or Ranged dagger (thrown) +14/+9 (1d4+2/19-20)
Special Attacks	Sneak Attack 1d6	Sneak Attack 3d6	Sneak Attack 5d6	Sneak Attack 7d6
Space / Reach	5 ft. / 5 ft.			

Statistics

Ability Scores	Str 14, Dex 16, Con 10, Int 13, Wis 8, Cha 12	Str 14, Dex 17, Con 10, Int 13, Wis 8, Cha 12	Str 14, Dex 18, Con 10, Int 13, Wis 8, Cha 12	Str 14, Dex 19, Con 10, Int 13, Wis 8, Cha 12
Core Attack	Base Atk +0; CMB +2; CMD 15	Base Atk +4; CMB +6; CMD 20	Base Atk +7; CMB +9; CMD 24	Base Atk +10; CMB +12; CMD 27
Feats	Athletic	Athletic, Deft Hands, Dodge	Athletic, Deft Hands, Disorienting Maneuver, Dodge, Fleet	Athletic, Combat Expertise, Deft Hands, Disorienting Maneuver, Dodge, Fleet, Improved Dirty Trick

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics +7, Appraise +1, Artistry +1, Bluff +1, Climb +8, Craft (Untrained) +1, Diplomacy +1, Disable Device +8, Disguise +5, Escape Artist +7, Fly +3, Heal -1, Intimidate +7, Perception +3, Perform (Untrained) +1, Ride +3, Sense Motive -1, Sleight of Hand +7, Stealth +7, Survival -1, Swim +4	Acrobatics +11, Appraise +1, Artistry +1, Bluff +1, Climb +12, Craft (Untrained) +1, Diplomacy +1, Disable Device +16, Disguise +10, Escape Artist +11, Fly +2, Heal -1, Intimidate +12, Perception +8, Perform (Untrained) +1, Ride +2, Sense Motive -1, Sleight of Hand +13, Stealth +11, Survival -1, Swim +3	Acrobatics +17, Appraise +1, Artistry +1, Bluff +1, Climb +19, Craft (Untrained) +1, Diplomacy +1, Disable Device +26, Disguise +14, Escape Artist +17, Fly +4, Heal -1, Intimidate +16, Perception +12, Perform (Untrained) +1, Ride +4, Sense Motive -1, Sleight of Hand +21, Stealth +17, Survival -1, Swim +4	Acrobatics +21, Appraise +1, Artistry +1, Bluff +1, Climb +23, Craft (Untrained) +1, Diplomacy +1, Disable Device +32, Disguise +18, Escape Artist +21, Fly +4, Heal -1, Intimidate +20, Perception +16, Perform (Untrained) +1, Ride +4, Sense Motive -1, Sleight of Hand +25, Stealth +21, Survival -1, Swim +4
Languages	Common, Orc	Common, Goblin, Orc		
Special Qualities	Bonus Rogue Talent, Darkvision, Intimidating, Orc Blood, Orc Ferocity, Trapfinding, Weapon Familiarity	Bonus Rogue Talent (6x), Camouflage, Careful Disarm, Darkvision, Disabling Stunt, Escaping Stunt, Expert Leaper, Intimidating, Orc Blood, Orc Ferocity, Trapfinding, Weapon Familiarity	Bonus Rogue Talent (10x), Camouflage, Careful Disarm, Darkvision, Disabling Stunt, Distraction, Escaping Stunt, Expert Leaper, Intimidating, Orc Blood, Orc Ferocity, Quick Disable, Trapfinding, Wall Scramble, Weapon Familiarity	Bonus Rogue Talent (14x), Camouflage, Careful Disarm, Climbing Stunt, Darkvision, Disabling Stunt, Distraction, Escaping Stunt, Expert Leaper, Fast Fingers, Fast Picks, Intimidating, Orc Blood, Orc Ferocity, Quick Disable, Trapfinding, Wall Scramble, Weapon Familiarity
Treasure	Morningstar; shortsword; pickpocket's outfit; leather armor; shortbow; arrows (40x); dagger (3x)	Masterwork morningstar; shortsword; pickpocket's outfit; studded leather armor; shortbow; arrows (40x); dagger (3x)	+1 <i>morningstar</i> ; shortsword; pickpocket's outfit; +1 <i>studded leather armor</i> ; shortbow; arrows (40x); dagger (3x)	+2 <i>morningstar</i> ; shortsword; pickpocket's outfit; +2 <i>studded leather armor</i> ; shortbow; arrows (40x); dagger (3x)

Special Abilities

Bonus Rogue Talent (14x) The human gains +1/6 of a new rogue talent.

Camouflage (Ex) Once per day, a rogue with this talent can craft simple but effective camouflage from the surrounding foliage. The rogue needs 1 minute to prepare the camouflage, but once she does, it is good for the rest of the day or until the rogue fails a saving throw against an area effect spell that deals fire, cold, or acid damage, whichever comes first. The rogue gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

Careful Disarm (Ex) Whenever you attempt to disarm a trap using Disable Device, you do not spring the trap unless you fail by 10 or more. If you do set off a trap you were attempting to disarm, you adds double your trap sense bonus to avoid the trap. This ability replaces uncanny dodge.

Climbing Stunt (Ex) A rogue with this talent can take a -10 penalty on a Climb check to move at full speed while climbing. A rogue must be trained in Climb to select this talent.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Disabling Stunt (Ex) A rogue with this talent can attempt a Disable Device check against a construct's CMD as a standard action that

does not provoke attacks of opportunity. If the check is successful, the rogue can ignore the construct's damage reduction when dealing sneak attack damage for 1 minute. The normal penalties apply to this check if the rogue attempts it without using thieves' tools. A rogue must be trained in Disable Device to select this talent.

Distraction (Ex) At 8th level, whenever a burglar is detected while using Stealth, she can immediately attempt a Bluff skill check opposed by the Sense Motive skill of the creature that spotted her. If this check succeeds, the target assumes that the noise was something innocent and disregards the detection. This only functions if the creature cannot see the rogue. This ability can only be used once during a given Stealth attempt. If the same creature detects the rogue's presence again, the ability has no effect. This ability replaces improved uncanny dodge.

Escaping Stunt (Ex) A rogue with this talent can, as an immediate action, attempt an Escape Artist check in place of a Reflex saving throw against any effect that would impose the entangled condition on her. Additionally, once per day when she is the target of a grapple combat maneuver, a rogue with this talent can attempt an Escape Artist check as an immediate action, using the result of the skill check in place of her CMD against that combat maneuver attempt. A rogue can use this second ability one additional time per day for every 5 rogue levels she possesses. A rogue must be trained in Escape Artist to select this talent.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Expert Leaper (Ex) When making jump checks, the rogue is always considered to have a running start. Also, when the rogue deliberately

falls, a DC 15 Acrobatics check allows her to ignore the first 20 feet fallen, instead of the first 10 feet.

Fast Fingers (Ex) 3/day, a rogue with this talent can roll two dice while making a Sleight of Hand check and take the better result. She must choose to use this talent before making the Sleight of Hand check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

Fast Picks (Ex) A rogue with this talent can use the Disable Device skill to attempt to open a lock as a standard action instead of a full-round action.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) 1/day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Quick Disable (Ex) It takes you half the normal amount of time to disable a trap using the Disable Device skill (minimum 1 round).

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 7d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Trapfinding (Ex) You add +7 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Wall Scramble (Ex) A rogue with this talent rolls twice when making Climb checks and takes the better of the two rolls. If she already rolls twice while making a Climb check because of another ability or effect, she gains a +2 insight bonus on both of those rolls instead. If the rogue is under the effect of a spell or ability that forces her to roll two dice and take the worse result, she only needs to roll 1d20 while making Climb checks.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word “orc” in its name as a martial weapon.

⚡ Feats

Athletic You possess inherent physical prowess. You get a +2 bonus on Climb and Swim skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Combat Expertise You can increase your defense at the expense of your accuracy. You can choose to take a -3 penalty on melee attack rolls and combat maneuver checks to gain a +3 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Deft Hands You have exceptional manual dexterity. You get a +2 bonus on Disable Device and Sleight of Hand skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Disorienting Maneuver Your erratic movements disorient your opponent. If you successfully use Acrobatics to tumble through an opponent's space, you gain a +2 circumstance bonus on attack rolls against that opponent until the start of your next turn. If you choose to make a trip attempt against that opponent, you gain a +4 circumstance bonus on your combat maneuver check. This bonus on

trip also lasts until the start of your next turn.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Improved Dirty Trick You are skilled at pulling dirty tricks on your foes. You do not provoke an attack of opportunity when performing a dirty trick combat maneuver. In addition, you receive a +2 bonus on checks made to attempt a dirty trick. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries a dirty trick on you.

Beast Rider (Cavalier)

	Low	Moderate	Advanced	Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Tiefling; Medium outsider (native)			
Class	Cavalier (Beast Rider) 1	Cavalier (Beast Rider) 6	Cavalier (Beast Rider) 10	Cavalier (Beast Rider) 14
Initiative	+3	+3	+3	+3
Senses	Darkvision 60 ft.; Perception +0	Darkvision 60 ft.; Perception +0	Darkvision 60 ft.; Perception +0	Darkvision 60 ft.; Perception +0
Defense				
Armor Class	AC 18, touch 13, ff 15 (+3 Dex; +2 heavy shield; +3 studded leather armor)	AC 20, touch 12, ff 18 (+2 Dex; +2 heavy shield; +6 chainmail)	AC 21, touch 13, ff 18 (+3 Dex; +2 heavy shield; +6 agile breastplate)	AC 22, touch 13, ff 19 (+3 Dex; +2 heavy shield; +7 agile breastplate +1)
hp / HD	9 (1d10)-1	26 (6d10)-6	48 (10d10)-10	60 (14d10)-14
Saves	Fort +1, Ref +3, Will +0	Fort +4, Ref +5, Will +2	Fort +6, Ref +6, Will +3	Fort +8, Ref +7, Will +4
Special Defenses	Resistances Cold 5, Electricity 5, Fire 5			
Offense				
Movement	30 ft.	20 ft.		
Attacks	Melee warhammer +3 (1d8+2/x3) or	Melee shield, heavy wooden +9 (1d4+1) or	Melee shield, heavy wooden +13 (1d4+1) or	Melee shield, heavy wooden +17 (1d4+1) or
	Melee shield, heavy wooden +3 (1d4+1) or	Melee +1 warhammer +10/+5 (1d8+4/x3) or	Melee +2 warhammer +15/+10 (1d8+5/x3) or	Melee +3 warhammer +21/+16/+11 (1d8+6/x3) or
	Ranged light crossbow +4 (1d8/19-20)	Ranged light crossbow +9/+4 (1d8/19-20)	Ranged crossbow, light +13/+8 (1d8/19-20)	Ranged light crossbow +17/+12/+7 (1d8/19-20)
Special Attacks	Challenge	Cavalier's Charge, Challenge		Cavalier's Charge, Challenge, Demanding Challenge, Mighty Charge
Prepared Spells	Innate Spell-Like Abilities: 1x/day - darkness			
Space / Reach	5 ft. / 5 ft.			
Statistics				
Ability Scores	Str 15, Dex 16, Con 8, Int 9, Wis 10, Cha 14	Str 16, Dex 16, Con 8, Int 9, Wis 10, Cha 14	Str 16, Dex 16, Con 8, Int 10, Wis 10, Cha 14	Str 17, Dex 16, Con 8, Int 10, Wis 10, Cha 14
Core Attack	Base Atk +1; CMB +3; CMD 16	Base Atk +6; CMB +9; CMD 22	Base Atk +10; CMB +13; CMD 26	Base Atk +14; CMB +17; CMD 30
Feats	Animal Affinity, Coordinated Charge	Animal Affinity, Catch Off-Guard, Coordinated Charge, Mounted Combat, Ride-By Attack, Trample	Animal Affinity, Catch Off-Guard, Combat Medic, Coordinated Charge, Monstrous Mount Mastery, Mounted Combat, Ride-By Attack, Spirited Charge, Trample	Agile Maneuvers, Animal Affinity, Catch Off-Guard, Combat Medic, Coordinated Charge, Monstrous Mount Mastery, Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (Warhammer)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Appraise -1, Artistry -1, Bluff +8, Climb -1, Craft (Untrained) -1, Diplomacy +6, Disguise +2, Handle Animal +8, Intimidate +6, Perform (Untrained) +2, Ride +2, Stealth +2, Swim -1	Acrobatics -4, Appraise -1, Artistry -1, Bluff +10, Climb -4, Craft (Untrained) -1, Diplomacy +11, Disguise +2, Escape Artist -4, Fly -4, Handle Animal +13, Intimidate +11, Perform (Untrained) +2, Ride +4, Stealth -2, Swim -4	Acrobatics -3, Bluff +10, Diplomacy +15, Disguise +2, Escape Artist -3, Fly -3, Handle Animal +19, Intimidate +15, Perform (Untrained) +2, Ride +14, Stealth -1, Survival +6, Swim -3	Acrobatics -2, Bluff +10, Climb +1, Diplomacy +19, Disguise +2, Escape Artist -2, Fly -2, Handle Animal +23, Intimidate +19, Perform (Untrained) +2, Ride +19, Survival +10, Swim -2
Languages	Abyssal, Common			
Special Qualities	Armor Proficiency, Challenge, Darkvision, Edicts, Exotic Mount, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Order, Order Abilities, Order of the Land, Skilled, Skills, Spell-Like Ability, Tactician (Coordinated Charge)	Adaptive Strike, Armor Proficiency, Banner, Bonus Feat, Challenge, Darkvision, Edicts, Exotic Mount, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Order, Order Abilities, Order of the Land, Skilled, Skills, Spell-Like Ability, Tactician (Coordinated Charge)	Adaptive Strike, Armor Proficiency, Banner, Bonus Feat, Challenge, Darkvision, Edicts, Exotic Mount, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Greater Tactician, Order, Order Abilities, Order of the Land, Skilled, Skills, Spell-Like Ability, Tactician (Combat Medic, Coordinated Charge), Terrain Training	Adaptive Strike, Armor Proficiency, Banner, Bonus Feat, Challenge, Darkvision, Edicts, Exotic Mount, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Greater Banner, Greater Tactician, Order, Order Abilities, Order of the Land, Skilled, Skills, Spell-Like Ability, Tactician (Combat Medic, Coordinated Charge), Terrain Training
Treasure	Warhammer; heavy wooden shield; traveler's outfit; studded leather armor; light crossbow; crossbow bolts (10x)	+1 <i>warhammer</i> ; heavy wooden shield; traveler's outfit; chainmail; light crossbow; crossbow bolts (10x)	+2 <i>warhammer</i> ; heavy wooden shield; traveler's outfit; agile breastplate; light crossbow; crossbow bolts (10x)	+3 <i>warhammer</i> ; heavy wooden shield; traveler's outfit; +1 <i>agile breastplate</i> ; light crossbow; crossbow bolts (10x)

Special Abilities

Adaptive Strike (Ex) The cavalier receives Catch Off-Guard as a bonus feat. As a swift action, he can cause an armed opponent to become flat-footed against any attacks he makes during that round with an improvised weapon. This ability can be used once per combat.

Armor Proficiency A beast rider is proficient with light and medium armor, and with shields (with the exception of tower shields).

Banner (Ex) A cavalier's banner becomes a symbol of inspiration to his allies and companions. As long as the cavalier's banner is clearly visible, all allies within 60 feet receive a +3 morale bonus on saving throws against fear and a +2 morale bonus on attack rolls made as part of a charge. The banner must be at least Small or larger and must be carried or displayed by the cavalier or his mount to function.

Bonus Feat (Ex) A cavalier gains 2 bonus feat(s) in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. The cavalier must meet the prerequisites of these bonus feats.

Cavalier's Charge (Ex) A cavalier learns to make more accurate charge attacks while mounted. The cavalier receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the cavalier does not suffer any penalty to his AC after making a charge attack while mounted.

Challenge (Ex) 5/day [Swift Action], you can challenge a foe to combat. Choose one target within sight to challenge. Your melee attacks deal 14 extra damage whenever the attacks are made against the target of the challenge. Challenging a foe requires much of the

cavalier's concentration. The cavalier takes a -2 penalty to his Armor Class, except against attacks made by the target of his challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends. Each cavalier's challenge also includes another effect which is listed in the section describing the cavalier's order.

Challenge Whenever an order of the land cavalier issues a challenge, he receives a +1 morale bonus on ranged attack rolls against the target of his challenge. This bonus increases by +1 for every four levels the cavalier possesses.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Demanding Challenge (Ex) At 12th level, whenever a cavalier declares a challenge, his target must pay attention to the threat he poses. As long as the target is within the threatened area of the cavalier, it takes a -2 penalty to its AC from attacks made by anyone other than the cavalier.

Edicts The cavalier must always strive to protect the common folk from the depredations of oppressive regimes. He must not decline any duty or mission because he is not properly equipped for it.

Exotic Mount (Ex) At 1st level, a beast rider forms a bond with a strong, loyal companion that permits him to ride it as a mount. This mount functions as a druid's animal companion, using the

beast rider's level as his effective druid level. The animal chosen as a mount must be large enough to carry the beast rider (Medium or Large for a Small character; Large or Huge for a Medium character). The beast rider does not take an armor check penalty on Ride checks while riding his mount. The mount is always considered combat trained, and begins play with Endurance as a bonus feat. A beast rider's mount does not gain the share spells special ability. Each time the beast rider increases in level, he can choose to select a new, more impressive mount better suited to his increased power. Small-sized beast riders can choose a pony or wolf mount at 1st level. At 4th level, a Small beast rider can also choose an allosaurus, ankylosaurus, arsinotherium, aurochs, bison, boar, brachiosaurus, elephant, glyptodon, hippopotamus, mastodon, megaloceros, riding dog, snapping turtle (giant), triceratops, or tyrannosaurus. At 7th level, he can also choose a dinosaur (deinonychus or velociraptor). Medium beast riders can choose a camel or horse mount at 1st level. At 4th level, a Medium beast rider can also choose an allosaurus, ankylosaurus, arsinotherium, aurochs, bison, brachiosaurus, elephant, glyptodon, hippopotamus, lion, mastodon, megaloceros, snapping turtle (giant), tiger, triceratops, or tyrannosaurus as his mount. Additional mounts might be available with GM approval. In addition, a 7th-level or higher Medium beast rider can select any creature whose natural size is Large or Huge, provided that creature is normally available as a Medium-sized animal companion at 7th level (like a bear). To generate statistics for such a mount, apply the following modifications - Size Large; Ability Scores Str +2, Dex -2, Con +2. Increase the damage of each of the mount's natural attacks by one die size. A beast rider cannot choose a mount that is not capable of bearing his weight, that has fewer than four legs, or that has a fly speed (although the GM may allow mounts with a swim speed in certain environments). Anytime a feat or ability allows a mount to make a hoof attack, it can make a claw, slam, or other analogous attack instead. This ability replaces the standard cavalier's mount and expert trainer abilities.

Fiendish Language (Ex) Tieflings speak either Abyssal or Infernal.

Fiendish Resistance (Ex) Tieflings have cold resistance 5, electricity resistance 5, and fire resistance 5.

Fiendish Sorcery (Ex) Tiefling sorcerers with the Abyssal or Infernal bloodlines treat their Charisma score as 2 points higher for all sorcerer class abilities.

Greater Banner (Ex) At 14th level, the cavalier's banner becomes a rallying call to his allies. All allies within 60 feet receive a +2 morale bonus on saving throws against charm and compulsion spells and effects. In addition, while his banner is displayed, the cavalier can spend a standard action to wave the banner through the air, granting all allies within 60 feet an additional saving throw against any one spell or effect that is targeting them. This save is made at the original DC. Spells and effects that do not allow saving throws are unaffected by this ability. An ally cannot benefit from this ability more than once per day.

Greater Tactician (Ex) At 9th level, the cavalier receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The cavalier can grant this feat to his allies using the tactician ability. Using the tactician ability is a swift action.

Mighty Charge (Ex) At 11th level, a cavalier learns to make devastating charge attacks while mounted. Double the threat range of any weapons wielded during a charge while mounted. This increase does not stack with other effects that increase the threat range of the weapon. In addition, the cavalier can make a free bull rush, disarm, sunder, or trip combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.

Order (Ex) A cavalier must pledge himself to a specific order. The order grants the cavalier a number of bonuses, class skills, and special abilities. In addition, each order includes a number of edicts that the cavalier must follow. If he violates any of these edicts, he loses the benefits from his order's challenge ability for 24 hours. The violation of an edict is subject to GM interpretation. A cavalier cannot change his order without undertaking a lengthy process to dedicate himself to a new cause. When this choice is made, he immediately loses all of the benefits from his old order. He must then follow the edicts of his new order for one entire level without

gaining any benefits from that order. Once accomplished, he gains all of the bonuses from his new order. Note that the names of these orders might vary depending upon the campaign setting or GM's preference.

Order of the Land There are some cavaliers who dedicate themselves to the land and the people who inhabit the rural areas. These cavaliers often lead untrained militias of revolutionaries in backwoods towns. Self-reliance and the ability to make do with sparse resources are hallmarks of a cavalier who follows the order of the land.

Resistance to Cold (Ex) You may ignore 5 points of Cold damage each time you take cold damage.

Resistance to Electricity (Ex) You may ignore 5 points of Electricity damage each time you take electricity damage.

Resistance to Fire (Ex) You may ignore 5 points of Fire damage each time you take fire damage.

Skilled (Ex) Tieflings have a +2 racial bonus on Bluff and Stealth checks.

Skills An order of the land cavalier adds Knowledge (local) and Survival to his list of class skills. In addition, whenever an order of the land cavalier makes a Survival check to avoid getting lost, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1).

Spell-Like Ability (Sp) Tieflings can use darkness 1/day as a spell-like ability.

Tactician A cavalier receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the cavalier can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 10 rounds. Allies do not need to meet the prerequisites of these bonus feats. The cavalier can use this ability 3 times per day.

Terrain Training (Ex) The cavalier may select a terrain type from the ranger Favored Terrains table (CRB 65). As a standard action, he can shout orders that grant all allies within 60 feet a competence bonus equal to his Charisma modifier on initiative checks and Knowledge (geography), Perception, and Survival checks while they are in this terrain for a number of rounds equal to 1/2 his cavalier level. At 12th level and every four levels thereafter, the cavalier may select a new terrain type that this ability can affect.

⚡ Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Animal Affinity You are skilled at working with animals and mounts. You get a +2 bonus on all Handle Animal and Ride skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Catch Off-Guard Foes are surprised by your skilled use of unorthodox and improvised weapons. You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed against any attacks you make with an improvised melee weapon.

Combat Medic You know the urgency of treating wounds in the heat of battle, applying first aid to your allies with such speed that you assure no one gets left behind. Whenever you use Heal to provide first aid, treat caltrop wounds, or treat poison on an ally who also has this feat, you provoke no attacks of opportunity, and can take 10 on the check. Unlike with other teamwork feats, allies that are paralyzed, stunned, unconscious, or cannot otherwise act still count for the purposes of this feat.

Coordinated Charge You are an expert at leading your allies into the fray. When an ally with this feat charges a creature that is no further away from you than your speed, you can, as an immediate action, charge that creature. You must be able to follow all of the normal charge rules.

Monstrous Mount Mastery Your monstrous mount has developed an ability that only its wild kin would normally possess. Your

monstrous mount gains the abilities and bonuses listed under Mastery in its stat block. You must be of at least the indicated level for the mount to use these abilities, so if you dismiss a mount and gain a new mount of a different type, you retain the feat but might not yet be of sufficient level for the new mount to gain its Mastery benefits. Normal: A monstrous mount is unable to use its Mastery abilities regardless of its advancement.

Mounted Archery You are skilled at making ranged attacks while mounted. The penalty you take when using a ranged weapon while mounted is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

Mounted Combat You are adept at guiding your mount through combat. Once per round when your mount is hit in combat, you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

Ride-By Attack While mounted, you can move, strike at a foe, and then continue moving. When you are mounted and use the charge

action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Spirited Charge Your mounted charge deals a tremendous amount of damage. When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Trample While mounted, you can ride down opponents and thrample them under your mount. When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Weapon Focus (Warhammer) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Beast Rider Companion (Cavalier)

	 Low	 Moderate	 Advanced	 Elite
 General				
CR / XP	CR as master; XP as master			
Sex / Race	Male Camel; Large animal companion	Male Aurochs; Large animal companion		
Class	Animal 2	Animal 6	Animal 9	Animal 12
Initiative	+3	+6	+7	+8
Senses	Low-Light Vision; Perception +5; Scent	Low-Light Vision; Perception +0; Scent	Low-Light Vision; Perception +0; Scent	Low-Light Vision; Perception +0; Scent
 Defense				
Armor Class	AC 14, touch 12, ff 11 (-1 size; +3 Dex; +2 natural)	AC 18, touch 13, ff 15 (-1 size; +2 Dex; +5 natural; +1 dodge)	AC 21, touch 14, ff 17 (-1 size; +3 Dex; +7 natural; +1 dodge)	AC 24, touch 15, ff 19 (-1 size; +4 Dex; +9 natural; +1 dodge)
hp / HD	15 (2d8)+4	22 (6d8)+6	52 (9d8)+18	70 (12d8)+24
Saves	Fort +5, Ref +6, Will +0	Fort +6, Ref +7, Will +2	Fort +8, Ref +9, Will +3	Fort +10, Ref +12, Will +4
 Offense				
Movement	50 ft.	40 ft.		
Attacks	Melee bite +4 (1d8+6)	Melee gore +7 (1d8+4)	Melee gore +10 (1d8+6)	Melee gore +14 (1d8+7)
Space / Reach	10 ft. / 10 ft.			
 Statistics				
Ability Scores	Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4	Str 17, Dex 14, Con 12, Int 2, Wis 11, Cha 4	Str 19, Dex 17, Con 14, Int 2, Wis 11, Cha 4	Str 21, Dex 18, Con 14, Int 2, Wis 11, Cha 4
Core Attack	Base Atk +1; CMB +6; CMD 19 (23 vs. trip)	Base Atk +4; CMB +7; CMD 29 (24 vs. trip)	Base Atk +6; CMB +10; CMD 24 (28 vs. trip)	Base Atk +9; CMB +14 (+16 overrun); CMD 29 (31 vs. overrun, 33 vs. trip)
Feats	Endurance, Improved Natural Armor	Dodge, Endurance, Improved Initiative, Improved Natural Attack (Gore)	Dodge, Endurance, Improved Initiative, Improved Natural Attack (Gore), Power Attack, Run	Dodge, Endurance, Improved Initiative, Improved Natural Attack (Gore), Improved Overrun, Power Attack, Run

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics +3, Artistry -4, Climb +4, Escape Artist +3, Fly +1, Intimidate -3, Perception +5, Stealth -1, Swim +4	Acrobatics +2, Artistry -4, Climb +3, Escape Artist +2, Fly +2, Intimidate -3, Stealth +2, Swim +12	Acrobatics +3, Artistry -4, Climb +4, Escape Artist +3, Fly +3, Intimidate -3, Stealth +3, Swim +16	Acrobatics +4, Artistry -4, Climb +5, Escape Artist +4, Fly +4, Intimidate -3, Stealth +4, Swim +20
Languages	-			
Special Qualities	Combat Training, Bonus Tricks 1, Link, Low-Light Vision, Scent, Share Spells Animal Tricks Combat Training, Attack, Come, Defend, Down, Guard, Heel, Menace	Combat Training, Bonus Tricks 3, Devotion, Evasion, Link, Low-Light Vision, Scent, Share Spells Animal Tricks Combat Training, Attack, Come, Defend, Down, Guard, Heel, Hunt, Seek	Combat Training, Bonus Tricks 4, Devotion, Evasion, Link, Low-Light Vision, Multiattack, Scent, Share Spells Animal Tricks Combat Training, Attack, Come, Defend, Down, Guard, Heel, Hunt, Menace, See	Combat Training, Bonus Tricks 5, Devotion, Evasion, Link, Low-Light Vision, Multiattack, Scent, Share Spells Animal Tricks Combat Training, Attack, Come, Defend, Down, Guard, Heel, Hunt, Menace, Seek, Watch
Treasure	-	-	-	-

Special Abilities

Improved Natural Armor The creature's natural armor bonus increases by +1. **Special:** A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Link (Ex) A master can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The master gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Share Spells (Ex) The master may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A master may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

Feats

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Combat Training An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes 6 weeks. You may also "upgrade" an animal trained for riding to one trained for combat by spending 3 weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Many horses and riding dogs are trained in this way.

Attack The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Come The animal comes to you, even if it normally would not do so.

Defend The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend another specific character.

Down The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Guard The animal stays in place and prevents others from approaching.

Heel The animal follows you closely, even to places where it normally wouldn't go.

Menace A menacing animal attempts to keep a creature you indicate from moving.

Buccaneer (Gunslinger)

	Low	Moderate	Advanced	Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Human; Medium humanoid (human)			
Class	Gunslinger (Buccaneer) 1	Gunslinger (Buccaneer) 6	Gunslinger (Buccaneer) 10	Gunslinger (Buccaneer) 14
Initiative	+3	+3	+3	+4
Senses	Perception +1	Perception +1	Perception +1	Perception +1
Defense				
Armor Class	AC 16, touch 14, ff 12 (+3 Dex; +1 dodge; +2 leather armor)	AC 17, touch 14, ff 13 (+3 Dex; +1 dodge; +3 studded leather armor)	AC 18, touch 14, ff 14 (+3 Dex; +1 dodge; +4 chain shirt)	AC 19, touch 14, ff 15 (+3 Dex; +1 dodge; +5 chain shirt +1)
hp / HD	8 (1d10)-2	25 (6d10)-12	48 (10d10)-20	62 (14d10)-28
Saves	Fort +0, Ref +5, Will +1	Fort +3, Ref +8, Will +3	Fort +5, Ref +10, Will +4	Fort +7, Ref +13, Will +5
Offense				
Movement	20 ft.			
Attacks	Melee rapier +0 (1d6-1/18-20) or Ranged buckler gun +4 (1d6/x4) or Melee dagger +0 (1d4-1/19-20) or Ranged dagger (thrown) +4 (1d4-1/19-20)	Melee rapier +7/+2 (1d6/18-20) or Ranged pistol +10 (1d8/x4) or Melee dagger +6/+1 (1d4/19-20) or Ranged dagger (thrown) +9/+4 (1d4/19-20)	Ranged +1 pistol +15/+10 (1d8+2/x4), within 30 ft. +16/+11 (1d8+2) or Melee dagger +10/+5 (1d4/19-20) or Ranged dagger (thrown) +13/+8 (1d4+1/19-20), within 30 ft. +14/+9 (1d4+1) or Melee +1 rapier +12/+7 (1d6+1/18-20)	Ranged +2 pistol +21/+16/+11 (1d8+7/x4), within 30 ft. +22/+17/+12 (1d8+7) or Melee +2 rapier +21 (1d6+2/18-20) or Melee dagger +18/+13/+8 (1d4/19-20) or Ranged dagger (thrown) +18/+13/+8 (1d4+1/19-20), within 30 ft. +19/+14/+9 (1d4+1)
Special Attacks				
Prepared Spells	-			Innate Spell-Like Abilities: At Will - <i>old salt's curse</i> (DC 28)
Space / Reach	5 ft. / 5 ft.			
Statistics				
Ability Scores	Str 9, Dex 16, Con 7, Int 12, Wis 13, Cha 18	Str 10, Dex 16, Con 7, Int 12, Wis 13, Cha 18	Str 10, Dex 17, Con 7, Int 12, Wis 13, Cha 18	Str 10, Dex 18, Con 7, Int 12, Wis 13, Cha 18
Core Attack	Base Atk +1; CMB +0; CMD 14	Base Atk +6; CMB +6; CMD 20	Base Atk +10; CMB +10; CMD 24	Base Atk +14; CMB +14; CMD 29

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Feats	Armor Proficiency, Light, Dodge, Exotic Weapon Proficiency (Firearms), Gunsmithing, Martial Weapon Proficiency, Sea Legs, Simple Weapon Proficiency, Skilled Driver (Longship)	Armor Proficiency, Light, Dazzling Display, Dodge, Exotic Weapon Proficiency (Firearms), Gunsmithing, Martial Weapon Proficiency, Sea Legs, Simple Weapon Proficiency, Skilled Driver (Longship), Weapon Focus (Pistol, Rapier)	Armor Proficiency, Light, Dazzling Display, Desperate Battler, Dodge, Exotic Weapon Proficiency (Firearms), Gunsmithing, Martial Weapon Proficiency, Point-Blank Shot, Prone Shooter, Sea Legs, Simple Weapon Proficiency, Skilled Driver (Longship), Sword and Pistol, Weapon Focus (Pistol, Rapier)	Armor Proficiency, Light, Dazzling Display, Desperate Battler, Dodge, Exotic Weapon Proficiency (Firearms), Gunsmithing, Martial Weapon Proficiency, Point-Blank Shot, Prone Shooter, Rapid Shot, Sea Legs, Simple Weapon Proficiency, Skilled Driver (Longship), Snap Shot, Sword and Pistol, Weapon Finesse, Weapon Focus (Pistol, Rapier)
Skills	Acrobatics +6, Appraise +1, Artistry +1, Bluff +8, Climb +2, Craft (Untrained) +1, Diplomacy +4, Disguise +4, Heal +1, Intimidate +8, Perception +1, Perform (Untrained) +4, Sense Motive +1, Sleight of Hand +4, Survival +1, Swim +2	Acrobatics +14, Appraise +1, Artistry +1, Bluff +15, Climb +8, Craft (Untrained) +1, Diplomacy +4, Disguise +4, Heal +1, Intimidate +15, Perception +1, Perform (Untrained) +4, Sense Motive +1, Sleight of Hand +9, Survival +1, Swim +8	Acrobatics +18, Appraise +1, Artistry +1, Bluff +19, Climb +12, Craft (Untrained) +1, Diplomacy +4, Disguise +4, Heal +1, Intimidate +19, Perception +1, Perform (Untrained) +4, Sense Motive +1, Sleight of Hand +13, Survival +1, Swim +12	Acrobatics +23, Appraise +1, Artistry +1, Bluff +23, Climb +16, Craft (Untrained) +1, Diplomacy +4, Disguise +4, Escape Artist +1, Fly +1, Heal +1, Intimidate +23, Perception +1, Perform (Untrained) +4, Ride +1, Sense Motive +1, Sleight of Hand +18, Stealth +1, Survival +1, Swim +16
Languages	Common, Dwarven			
Special Qualities	Bonus Feat, Bonus Feat, Bonus Grit, Gunsmith, Grit, Deeds, Deadeye, Gunslinger's Dodge, Deeds, Grit, Seadog's Gait, Skilled	Bonus Feat, Bonus Feat, Bonus Grit (6x), Gunsmith, Grit, Bonus Feats, Gun Training, Deeds, Deadeye, Gunslinger's Dodge, Gunslinger Initiative, Utility Shot, Deeds, Exotic Pet, Grit, Liquid Courage, Pirate's Jargon, Seadog's Gait, Skilled	Bonus Feat, Bonus Feat, Bonus Grit (10x), Gunsmith, Grit, Bonus Feats, Gun Training, Deeds, Deadeye, Gunslinger's Dodge, Gunslinger Initiative, Utility Shot, Startling Shot, Targeting, Deeds, Exotic Pet, Grit, Liquid Courage, Pirate's Jargon, Rope Swing, Seadog's Gait, Skilled, Sword and Pistol	Bonus Feat, Bonus Feat, Bonus Grit (14x), Captain's Curse, Gunsmith, Grit, Bonus Feats, Gun Training, Gun Training Choice (Pistol), Deeds, Deadeye, Gunslinger's Dodge, Gunslinger Initiative, Utility Shot, Startling Shot, Targeting, Bleeding Wound, Expert Loading, Deeds, Exotic Pet, Grit, Gun Training, Liquid Courage, Pirate's Jargon, Rope Swing, Seadog's Gait, Skilled, Sword and Pistol
Treasure	Rapier; leather armor; explorer's outfit; firearm bullet (30x); dagger (2x); buckler gun	Rapier; studded leather armor; explorer's outfit; firearm bullet (30x); dagger (2x); pistol	+1 rapier; chain shirt; explorer's outfit; firearm bullet (30x); dagger (2x); +1 pistol	+2 rapier; +1 chain shirt; explorer's outfit; firearm bullet (30x); dagger (2x); +2 pistol

Special Abilities

Bonus Feat In addition to combat and grit feats, a buccaneer can select from the following feats as her bonus feats: Expert Driver (water vehicles only; Ultimate Combat 100), Master Siege Engineer (Ultimate Combat 109), Siege Engineer (Ultimate Combat 118), Siege Gunner (Ultimate Combat 118), Skilled Driver (water vehicles only; Ultimate Combat 119).

Bonus Feat Humans select one extra feat at 1st level.

Bonus Grit (14x) Gunslinger: Add +1/4 to the number of grit points in the gunslinger's grit pool.

Captain's Curse (Sp) A buccaneer can spend 2 grit points to use old salt's curse as a spell-like ability. The caster level for this spell-like ability is equal to 14, and the save DC is equal to 28.

Gunsmith At 1st level, a gunslinger gains one of the following firearms of her choice: blunderbuss, musket, or pistol. Her starting weapon is battered, and only she knows how to use it properly. All other creatures treat her gun as if it had the broken condition. If the

weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold). The gunslinger also gains Gunsmithing as a bonus feat.

Grit (Ex) A gunslinger makes her mark upon the world with daring deeds. Some gunslingers claim they belong to a mystical way of the gun, but it's more likely that the volatile nature of firearms simply prunes the unlucky and careless from their ranks. Whatever the reason, all gunslingers have grit. In game terms, grit is a fluctuating measure of a gunslinger's ability to perform amazing actions in combat. At the start of each day, a gunslinger gains 7 grit points. Her grit goes up or down throughout the day, but usually cannot go higher than 7, though some feats and magic items may affect this maximum. A gunslinger spends grit to accomplish deeds, and regains grit in the following ways. *Critical Hit with a Firearm* ~ Each time the gunslinger confirms a critical hit with a firearm attack while in the heat of combat, she regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the gunslinger's character level does not restore grit. *Killing Blow with a Firearm* ~ When the gunslinger reduces a creature to 0 or fewer hit points with a firearm attack while in the heat of combat, she regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the gunslinger's character level to 0 or fewer hit points does not restore any grit.

Bonus Feats At 4th level, and every four levels thereafter, a gunslinger gains a bonus feat in addition to those gained by normal advancement. These bonus feats must be combat or grit feats.

Gun Training (Ex) Starting at 5th level, a gunslinger can select one specific type of firearm (such as an axe musket, blunderbuss, musket, or pistol). She gains a bonus equal to her Dexterity modifier on damage rolls when firing that type of firearm. Furthermore, when she misfires with that type of firearm, the misfire value of that firearm increases by 2 instead of 4. Every four levels thereafter (9th, 13th, and 17th), the gunslinger picks up another type of firearm, gaining these bonuses for those types as well.

Deeds Gunslingers spend grit points to accomplish deeds. Most deeds grant the gunslinger some momentary bonus or effect, but there are some that provide longerlasting effects. Some deeds stay in effect as long as the gunslinger has at least 1 grit point. The following is the list of base gunslinger deeds. A gunslinger can only perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of grit is spent to perform the deed.

Deadeye (Ex) At 1st level, the gunslinger can resolve an attack against touch AC instead of normal AC when firing beyond her firearm's first range increment. Performing this deed costs 1 grit point per range increment beyond the first. The gunslinger still takes the -2 penalty on attack rolls for each range increment beyond the first when she performs this deed.

Gunslinger's Dodge (Ex) At 1st level, the gunslinger gains an uncanny knack for getting out of the way of ranged attacks. When a ranged attack is made against the gunslinger, she can spend 1 grit point to move 5 feet as an immediate action; doing so grants the gunslinger a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, the gunslinger can drop prone to gain a +4 bonus to AC against the triggering attack. The gunslinger can only perform this deed while wearing medium or light armor, and while carrying no more than a light load.

Gunslinger Initiative (Ex) At 3rd level, as long as the gunslinger has at least 1 grit point, she gains the following benefits. First, she gains a +2 bonus on initiative checks. Furthermore, if she has the Quick Draw feat, her hands are free and unrestrained, and the firearm is not hidden, she can draw a single firearm as part of the initiative check.

Utility Shot (Ex) At 3rd level, if the gunslinger has at least 1 grit point, she can perform all of the following utility shots. Each utility shot can be applied to any single attack with a firearm, but the gunslinger must declare the utility shot she is using before firing the shot.

Blast Lock: The gunslinger makes an attack roll against a lock within the first range increment of her firearm. A Diminutive lock usually has AC 7, and larger locks have a lower AC. The lock gains a bonus to its AC against this attack based on its quality. A simple lock has a +10 bonus to AC, an average lock has a +15 bonus to AC, a good lock has a +20 bonus to AC, and a superior lock has a +30 bonus to AC. Arcane lock grants a +10 bonus to the AC of a lock against this attack. On a hit, the lock is destroyed, and the object can be opened as if it were unlocked. On a miss, the lock is destroyed, but the object is jammed and still considered locked. It can still be unlocked by successfully performing this deed, by using the Disable Device skill, or with the break DC, though the DC for either break or Disable Device or the AC increases by 10. A key, combination, or similar mechanical method of unlocking the lock no longer works, though knock can still be employed to bypass the lock, and the creator of an arcane lock can still bypass the wards of that spell.

Scoot Unattended Object: The gunslinger makes an attack roll against a Tiny or smaller unattended object within the first range increment of her firearm. A Tiny unattended object has an AC of 5, a Diminutive unattended object has an AC of 7, and a Fine unattended object has an AC of 11. On a hit, the gunslinger does not damage the object with the shot, but can move it up to 15 feet farther away from the shot's origin. On a miss, she damages the object normally.

Stop Bleeding: The gunslinger makes a firearm attack and then presses the hot barrel against herself or an adjacent creature to staunch a bleeding wound. Instead of dealing damage, the shot ends a single bleed condition affecting the creature. The gunslinger does not have to make an attack roll when performing the deed in this way; she can instead shoot the firearm into the air, but that shot still uses up ammunition normally.

Startling Shot (Ex) At 7th level, a gunslinger with least 1 grit point can spend a standard action to purposely miss a creature that she could normally hit with a firearm attack. When she does, that creature becomes flat-footed until the start of its next turn.

Targeting (Ex) At 7th level, as a full-round action, the gunslinger can make a single firearm attack and choose part of the body to target. She gains the following effects depending on the part of the body targeted. If a creature does not have one of the listed body locations, that part cannot be targeted. This deed costs 1 grit point to perform no matter which part of the creature she targets. Creatures that are immune to sneak attacks are immune to these effects. *Arms* - On a hit, the target takes no damage from the hit but drops one carried item of the gunslinger's choice, even if the item is wielded with two hands. Items held in a locked gauntlet are not dropped on a hit. *Head* - On a hit, the target is damaged normally, and is also confused for 1 round. This is a mind-affecting effect. *Legs* - On a hit, the target is damaged normally and knocked prone. Creatures that have four or more legs or that are immune to trip attacks are immune to this effect. *Torso* - Targeting the torso threatens a critical on a 19-20. *Wings* - On a hit, the target is damaged normally, and must make a DC 20 Fly check or fall 20 ft.

Bleeding Wound (Ex) At 11th level, when the gunslinger hits a living creature with a firearm attack, she can spend 1 grit point as a free action to have that attack deal extra bleed damage. The amount of bleed damage is equal to the gunslinger's Dexterity modifier. Alternatively, the gunslinger can spend 2 grit points to deal 1 point of Strength, Dexterity, or Constitution bleed damage (gunslinger's choice) instead. Creatures that are immune to sneak attacks are also immune to these types of bleed damage.

Expert Loading (Ex) At 11th level, whenever the gunslinger rolls a misfire with a gun that has the broken condition, she can spend 1 grit point to keep the gun from exploding, though it retains the broken condition.

Deeds A buccaneer swaps four of the normal gunslinger deeds for the following deeds.

Exotic Pet (Ex) A buccaneer gains a familiar as a wizard of half the buccaneer's class level (though the exotic pet never gains the ability to deliver touch spells or share spells). This pet is typically a monkey or parrot (use the stats for a raven familiar). Such animals are useful scouts, even in the thick of combat. As long as the pet is within 30 feet of the buccaneer, the buccaneer also gains the benefit of evasion.

Grit (Ex) Like the sea itself, a buccaneer is a force of nature. Instead of using her Wisdom modifier to determine the number of grit points she gains at the start of each day, she uses her Charisma modifier. This ability works in all other ways like the gunslinger's grit class feature.

Gun Training (Ex) A buccaneer gains this ability only at 13th level with a single type of firearm.

Liquid Courage (Ex) A buccaneer gains the ability to fortify her grit with strong drink. The act of drinking is a standard action that provokes attacks of opportunity, and each drink provides 1 grog point. Grog points can be used in place of grit points to fuel deeds or grit feats (including those requiring a minimum of 1 grit point to use). The buccaneer can gain a maximum number of grog points each day

Pirate's Jargon (Ex) The buccaneer's baffling palaver of nautical jargon and piratical cant provides a +2 bonus on Bluff and Intimidate checks. Furthermore, she can spend a swift action and 1 grit point to cause a single living creature within 30 feet to make a Will saving throw (DC = 9) or become confused for 1 round. This is a mind-affecting language dependent effect.

Rope Swing (Ex) As long as the buccaneer has at least 1 grit point, she gains a bonus on Acrobatics and Climb checks equal to her gunslinger level when climbing or swinging on a rope. If she spends 1 grit point, her move while climbing or swinging on a rope does not provoke attacks of opportunity.

Seadog's Gait (Ex) The buccaneer gains Sea Legs as a bonus feat. If she spends 1 grit point, she can ignore difficult terrain until the end of her turn.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Sword and Pistol A buccaneer gains Sword and Pistol as a bonus feat even if she does not meet the prerequisites.

⚡ Feats

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Dazzling Display Your skill with your favored weapon can frighten enemies. While wielding the weapon in which you have Weapon Focus, you can perform a bewildering show of prowess as a full-round action. Make an Intimidate check to demoralize all foes within 30 feet who can see your display.

Desperate Battler Your experiences fighting against numerous foes that have already overwhelmed your allies, friends, and family have forced you to excel at fighting on your own. Gain +1 morale bonus on melee attack and damage when alone. Your experiences fighting against numerous foes that have already overwhelmed your allies, friends, and family have forced you to excel at fighting on your own. When no ally is within 10 ft. of you and you are not receiving benefits from the aid another action, you gain a +1 morale bonus on melee attack and damage rolls.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Exotic Weapon Proficiency (Firearms) You understand how to use your chosen exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow. You make attack rolls with the weapon normally.

Gunsmithing You know the secrets of repairing and restoring firearms. If you have access to a gunsmith's kit, you can create and restore firearms, craft bullets, and mix black powder for all types of firearms. You do not need to make a Craft check to create firearms and ammunition or to restore firearms. *Crafting Firearms* - You can craft any early firearm for a cost in raw materials equal to half the price of the firearm. At your GM's discretion, you can craft advanced firearms for a cost in raw materials equal to half the price of the firearm. Crafting a firearm in this way takes 1 day of work for every 1,000 gp of the firearm's price (minimum 1 day). *Crafting*

Ammunition - You can craft bullets, pellets, and black powder for a cost in raw materials equal to 10% of the price. If you have at least 1 rank in Craft (alchemy), you can craft alchemical cartridges for a cost in raw materials equal to half the price of the cartridge. At your GM's discretion, you can craft metal cartridges for a cost in raw materials equal to half the cost of the cartridge. Crafting bullets, black powder, or cartridges takes 1 day of work for every 1,000 gp of ammunition (minimum 1 day). *Restoring a Broken Firearm* - Each day, with an hour's worth of work, you can use this feat to repair a single firearm with the broken condition. You can take time during a rest period to restore a broken firearm with this feat. [Special] If you are a gunslinger, this feat grants the following additional benefit. You can use this feat to repair and restore your initial, battered weapon. It costs 300 gp and 1 day of work to upgrade it to a masterwork firearm of its type.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Prone Shooter Take a reduced penalty to your AC against melee attacks while prone. If you have been prone since the end of your last turn, the penalty to your Armor Class against melee attacks made against you is reduced to -2. In addition, the bonus to your Armor Class against ranged attacks made against you is increased to +6.

Rapid Shot You can make an additional ranged attack. When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Sea Legs You have a sailor's instincts for moving about while aboard seagoing vessels. You gain a +2 bonus on Acrobatics, Climb, and Swim checks.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Skilled Driver (Longship) Choose a type of vehicle (either air, land, or water). You are more skilled when driving that vehicle. You gain a +4 bonus on driving checks with your chosen vehicle (chosen vehicle: Longship).

Snap Shot With a ranged weapon, you can take advantage of any opening in your opponent's defenses. While wielding a ranged weapon with which you have Weapon Focus, you threaten squares within 5 feet of you. You can make attacks of opportunity with that ranged weapon. You do not provoke attacks of opportunity when making a ranged attack as an attack of opportunity. [Normal] While wielding a ranged weapon, you threaten no squares and can make no attacks of opportunity with that weapon.

Sword and Pistol You effortlessly pair melee and ranged weaponry. When you use the Two-Weapon Fighting feat while wielding a melee weapon and a crossbow or firearm, your attacks with the crossbow or firearm provoke no attacks of opportunity from foes that you threaten with your melee weapon. [Normal] Making a ranged attack provokes attacks of opportunity.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Pistol, Rapier) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Buccaneer Companion (Gunslinger)

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
👤 General				
CR / XP	CR as master; XP as master			
Sex / Race	Male Monkey; Tiny Familiar			
Class	-	Animal 1	Animal 1	Animal 1
Initiative	-	+2	+2	+2
Senses	-	Low-Light Vision; Perception +5	Low-Light Vision; Perception +5	Low-Light Vision; Perception +5
🛡️ Defense				
Armor Class	-	AC 16, touch 14, ff 14 (+2 size; +2 Dex; +2 natural)	AC 17, touch 14, ff 15 (+2 size; +2 Dex; +3 natural)	AC 18, touch 14, ff 16 (+2 size; +2 Dex; +4 natural)
hp / HD	-	12 (1d8)	24 (1d8)	31 (1d8)
Saves	-	Fort +5, Ref +7, Will +3	Fort +7, Ref +9, Will +4	Fort +9, Ref +11, Will +5
✔️ Offense				
Movement	-	30 ft.; Climb 30 ft.		
Attacks		Melee bite +10 (1d3-4)	Melee bite +14 (1d3-4)	Melee bite +18 (1d3-4)
Space / Reach	-	2.5 ft. / 0 ft.		
📋 Statistics				
Ability Scores	-	Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 5	Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5	Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 5
Core Attack	-	Base Atk +6; CMB +6; CMD 12	Base Atk +10; CMB +10; CMD 16	Base Atk +14; CMB +14; CMD 20
Feats	-	Weapon Finesse	Weapon Finesse	Weapon Finesse
Skills	-	Acrobatics +19, Appraise -2, Artistry -2, Bluff +3, Climb +25, Craft (Untrained) -2, Diplomacy -3, Disguise -3, Escape Artist +2, Fly +6, Heal +1, Intimidate +3, Perception +5, Perform (Untrained) -3, Ride +2, Sense Motive +1, Sleight of Hand +8, Stealth +10, Survival +1, Swim +11	Acrobatics +29, Appraise -1, Artistry -1, Bluff +13, Climb +35, Craft (Untrained) -1, Diplomacy -3, Disguise -3, Escape Artist +2, Fly +6, Heal +1, Intimidate +13, Perception +5, Perform (Untrained) -3, Ride +2, Sense Motive +1, Sleight of Hand +18, Stealth +10, Survival +1, Swim +21	Acrobatics +29, Appraise -1, Artistry -1, Bluff +13, Climb +35, Craft (Untrained) -1, Diplomacy -3, Disguise -3, Escape Artist +2, Fly +6, Heal +1, Intimidate +13, Perception +5, Perform (Untrained) -3, Ride +2, Sense Motive +1, Sleight of Hand +18, Stealth +10, Survival +1, Swim +21
Languages	-	Empathic Link	Empathic Link, Speak with Master	Empathic Link, Speak with Animals of Its Kind, Speak with Master
Special Qualities	-	Empathic Link, Low- Light Vision	Empathic Link, Low- Light Vision, Speak with Master	Empathic Link, Low- Light Vision, Speak with Animals of Its Kind, Speak with Master
Treasure	-	-	-	-

Special Abilities

Empathic Link (Su) The master has an empathic link with his familiar to a 1 mile distance. The master can communicate emphatically with the familiar, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The master has the same connection to an item or place that his familiar does.

Improved Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex save against an attack

that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can

see outdoors on a moonlit night as well as they can during the day.

Speak with Animals of Its Kind (Ex) If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties), bats with bats, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, monkeys with other simians, rats with rodents, toads with amphibians, and weasels with ermines and minks. Such communication is limited by the intelligence of the conversing creatures.

Speak with Master (Ex) If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Feats

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Gunner Squire (Gunslinger)

	Low	Moderate	Advanced	Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Dwarf (Mountain Dwarf); Medium humanoid (dwarf)			
Class	Gunslinger (Gunner Squire) 1	Gunslinger (Gunner Squire) 6	Gunslinger (Gunner Squire) 10	Gunslinger (Gunner Squire) 14
Initiative	+7	+7	+7	+8
Senses	Darkvision 60 ft.; Perception +8	Darkvision 60 ft.; Perception +13	Darkvision 60 ft.; Perception +17	Darkvision 60 ft.; Perception +21
Defense				
Armor Class	AC 16, touch 13, ff 13 (+3 Dex; +3 studded leather armor)	AC 17, touch 13, ff 14 (+3 Dex; +4 chain shirt)	AC 18, touch 13, ff 15 (+3 Dex; +5 chain shirt +1)	AC 20, touch 14, ff 16 (+3 Dex; +1 dodge; +6 chain shirt +2)
hp / HD	9 (1d10)-1	39 (6d10)	60 (10d10)	86 (14d10)
Saves	Fort +1, Ref +5, Will +4; +2 vs. poison, spells, and spell-like abilities	Fort +5, Ref +8, Will +6; +2 vs. poison, spells, and spell-like abilities	Fort +7, Ref +10, Will +7; +2 vs. poison, spells, and spell-like abilities	Fort +9, Ref +13, Will +8; +2 vs. poison, spells, and spell-like abilities
Offense				
Movement	20 ft.			
Attacks	Ranged musket +4 (1d12/x4) or Melee shortsword +2 (1d6+1/19-20) or Melee dagger +2 (1d4+1/19-20) or Ranged dagger (thrown) +4 (1d4+1/19-20)	Ranged double-barreled musket +10/+5 (1d12+3/x4), within 30 ft. +11/+6 (1d12+4) or Melee shortsword +7/+2 (1d6+1/19-20) or Melee dagger +7/+2 (1d4+1/19-20) or Ranged dagger (thrown) +9/+4 (1d4+2/19-20), within 30 ft. +10/+5 (1d4+2)	Ranged +1 musket (double-barreled) +15/+10 (1d12+4/x4), within 30 ft. +16/+11 (1d12+5) or Melee shortsword +11/+6 (1d6+1/19-20) or Melee dagger +11/+6 (1d4+1/19-20) or Ranged dagger (thrown) +13/+8 (1d4+2/19-20), within 30 ft. +14/+9 (1d4+2) or Ranged double-barreled pistol +13/+8 (1d8+4/x4), within 30 ft. +14/+9 (1d8+4)	Ranged +2 musket (double-barreled) +21/+16/+11 (1d12+6/x4), within 30 ft. +22/+17/+12 (1d12+7) or Melee shortsword +15/+10/+5 (1d6+1/19-20) or □dagger +15/+10/+5 (1d4+1/19-20) or Ranged dagger (thrown) +18/+13/+8 (1d4+2/19-20), within 30 ft. +19/+14/+9 (1d4+2) or Ranged +1 pistol (double-barreled) +19/+14/+9 (1d8+6/x4), within 30 ft. +20/+15/+10 (1d8+6)
Space / Reach	5 ft. / 5 ft.			
Statistics				
Ability Scores	Str 12, Dex 16, Con 9, Int 7, Wis 18, Cha 10	Str 12, Dex 16, Con 10, Int 7, Wis 18, Cha 10	Str 12, Dex 17, Con 10, Int 7, Wis 18, Cha 10	Str 12, Dex 18, Con 10, Int 7, Wis 18, Cha 10
Core Attack	Base Atk +1; CMB +2; CMD 15	Base Atk +6; CMB +7; CMD 20	Base Atk +10; CMB +11; CMD 24	Base Atk +14; CMB +15; CMD 30

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Feats	Armor Proficiency, Light, Exotic Weapon Proficiency (Firearms), Gunsmithing, Improved Initiative, Martial Weapon Proficiency, Simple Weapon Proficiency	Armor Proficiency, Light, Exotic Weapon Proficiency (Firearms), Gunsmithing, Improved Initiative, Martial Weapon Proficiency, Point-Blank Shot, Rapid Shot, Simple Weapon Proficiency, Weapon Focus (Musket (Double-Barreled))	Armor Proficiency, Light, Exotic Weapon Proficiency (Firearms), Gunsmithing, Impact Critical Shot, Improved Initiative, Improved Snap Shot, Martial Weapon Proficiency, Point-Blank Shot, Rapid Shot, Simple Weapon Proficiency, Snap Shot, Weapon Focus (Musket (Double-Barreled))	Armor Proficiency, Light, Dodge, Exotic Weapon Proficiency (Firearms), Greater Snap Shot, Gunsmithing, Impact Critical Shot, Improved Initiative, Improved Snap Shot, Martial Weapon Proficiency, Point-Blank Shot, Rapid Shot, Simple Weapon Proficiency, Snap Shot, Weapon Focus (Musket (Double-Barreled)), Whip-Shot Deed
Skills	Acrobatics +2, Appraise -2, Artistry -2, Craft (Untrained) -2, Escape Artist +2, Fly +2, Heal +4, Intimidate +4, Perception +8, Ride +2, Sense Motive +4, Stealth +2, Survival +4	Appraise -2, Artistry -2, Climb -2, Craft (Untrained) -2, Heal +4, Intimidate +9, Perception +13, Sense Motive +4, Survival +4, Swim -2	Appraise -2, Artistry -2, Climb -2, Craft (Untrained) -2, Heal +4, Intimidate +13, Perception +17, Sense Motive +4, Survival +4, Swim -2	Acrobatics +1, Appraise -2, Artistry -2, Climb -2, Craft (Untrained) -2, Escape Artist +1, Fly +1, Heal +4, Intimidate +17, Perception +21, Ride +1, Sense Motive +4, Stealth +1, Survival +4, Swim -2
Languages	Common, Dwarven			
Special Qualities	Bonus Misfire Chance Reduction, Gunsmith, Grit, Deeds, Deadeye, Gunslinger's Dodge, Quick Clear, Spotter, Darkvision, Greed, Hardy, Hatred, Mountain Dwarf, Mountaineer, Steady, Stonecunning, Weapon Familiarity	Bonus Misfire Chance Reduction (6x), Gunsmith, Grit, Bonus Feats, Gun Training, Gun Training Choice (Musket (Double-Barreled)), Deeds, Deadeye, Gunslinger's Dodge, Quick Clear, Spotter, Gunslinger Initiative, Pistol-Whip, Side Arm, Utility Shot, Darkvision, Greed, Hardy, Hatred, Mountain Dwarf, Mountaineer, Safe Handling, Steady, Stonecunning, Weapon Familiarity	Bonus Misfire Chance Reduction (10x), Gunsmith, Grit, Bonus Feats, Gun Training, Gun Training Choice (Musket (Double-Barreled)), Pistol (Double-Barreled)), Deeds, Deadeye, Gunslinger's Dodge, Quick Clear, Spotter, Gunslinger Initiative, Pistol-Whip, Side Arm, Utility Shot, Dead Shot, Startling Shot, Targeting, Darkvision, Greed, Hardy, Hatred, Mountain Dwarf, Mountaineer, Safe Handling, Steady, Stonecunning, Weapon Familiarity	Bonus Misfire Chance Reduction (14x), Gunsmith, Grit, Bonus Feats, Gun Training, Gun Training Choice (Musket (Double-Barreled)), Pistol (Double-Barreled), Rifle, Deeds, Deadeye, Gunslinger's Dodge, Quick Clear, Spotter, Gunslinger Initiative, Pistol-Whip, Side Arm, Utility Shot, Dead Shot, Startling Shot, Targeting, Bleeding Wound, Expert Loading, Lightning Reload, Darkvision, Greed, Hardy, Hatred, Mountain Dwarf, Mountaineer, Safe Handling, Steady, Stonecunning, Weapon Familiarity
Treasure	Studded leather armor; traveler's outfit; firearm bullet (60x); shortsword; dagger (2x); musket	Chain shirt; traveler's outfit; firearm bullet (60x); shortsword; dagger (2x); double-barreled musket	+1 chain shirt; traveler's outfit; firearm bullet (60x); shortsword; dagger (2x); +1 double-barreled musket; double-barreled pistol	+2 chain shirt; traveler's outfit; firearm bullet (60x); shortsword; dagger (2x); +2 double-barreled musket; +1 double-barreled pistol

Special Abilities

Bonus Misfire Chance Reduction (14x) Gunslinger: Reduce the misfire chance for one type of firearm by 1/4. You cannot reduce the misfire chance of a firearm below 1.

Gunsmith At 1st level, a gunslinger gains one of the following firearms of her choice: blunderbuss, musket, or pistol. Her starting weapon is battered, and only she knows how to use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold

for scrap (it's worth 4d10 gp when sold). The gunslinger also gains Gunsmithing as a bonus feat.

Grit (Ex) A gunslinger makes her mark upon the world with daring deeds. Some gunslingers claim they belong to a mystical way of the gun, but it's more likely that the volatile nature of firearms simply prunes the unlucky and careless from their ranks. Whatever the reason, all gunslingers have grit. In game terms, grit is a fluctuating measure of a gunslinger's ability to perform amazing actions in combat. At the start of each day, a gunslinger gains 4 grit points. Her grit goes up or down throughout the day, but usually cannot go higher than 4, though some feats and magic items may affect this

maximum. A gunslinger spends grit to accomplish deeds, and regains grit in the following ways. *Critical Hit with a Firearm* ~ Each time the gunslinger confirms a critical hit with a firearm attack while in the heat of combat, she regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the gunslinger's character level does not restore grit. *Killing Blow with a Firearm* ~ When the gunslinger reduces a creature to 0 or fewer hit points with a firearm attack while in the heat of combat, she regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the gunslinger's character level to 0 or fewer hit points does not restore any grit.

Bonus Feats At 4th level, and every four levels thereafter, a gunslinger gains a bonus feat in addition to those gained by normal advancement. These bonus feats must be combat or grit feats.

Gun Training (Ex) Starting at 5th level, a gunslinger can select one specific type of firearm (such as an axe musket, blunderbuss, musket, or pistol). She gains a bonus equal to her Dexterity modifier on damage rolls when firing that type of firearm. Furthermore, when she misfires with that type of firearm, the misfire value of that firearm increases by 2 instead of 4. Every four levels thereafter (9th, 13th, and 17th), the gunslinger picks up another type of firearm, gaining these bonuses for those types as well.

Deeds Gunslingers spend grit points to accomplish deeds. Most deeds grant the gunslinger some momentary bonus or effect, but there are some that provide longerlasting effects. Some deeds stay in effect as long as the gunslinger has at least 1 grit point. The following is the list of base gunslinger deeds. A gunslinger can only perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of grit is spent to perform the deed.

Deadeye (Ex) At 1st level, the gunslinger can resolve an attack against touch AC instead of normal AC when firing beyond her firearm's first range increment. Performing this deed costs 1 grit point per range increment beyond the first. The gunslinger still takes the -2 penalty on attack rolls for each range increment beyond the first when she performs this deed.

Gunslinger's Dodge (Ex) At 1st level, the gunslinger gains an uncanny knack for getting out of the way of ranged attacks. When a ranged attack is made against the gunslinger, she can spend 1 grit point to move 5 feet as an immediate action; doing so grants the gunslinger a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, the gunslinger can drop prone to gain a +4 bonus to AC against the triggering attack. The gunslinger can only perform this deed while wearing medium or light armor, and while carrying no more than a light load.

Quick Clear (Ex) At 1st level, as a standard action, the gunslinger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. The gunslinger must have at least 1 grit point to perform this deed. Alternatively, if the gunslinger spends 1 grit point to perform this deed, she can perform quick clear as a move-equivalent action instead of a standard action.

Spotter (Ex) As a standard action, a gunner squire can spend 1 grit point to pinpoint a target within her line of sight and inform her knightly liege of the target's exact location. During the knight's next turn, if he makes a ranged attack against the pinpointed target and would take a penalty on his attack roll due to range, he may reduce this penalty by an amount equal to his gunner squire's Wisdom modifier (to a minimum penalty of 0). The gunner squire must be adjacent to her liege and able to communicate to use this deed, though a knight may move away from the gunner squire during his turn and still gain the benefits of this deed.

Gunslinger Initiative (Ex) At 3rd level, as long as the gunslinger has at least 1 grit point, she gains the following benefits. First, she gains a +2 bonus on initiative checks. Furthermore, if she has the Quick Draw feat, her hands are free and unrestrained, and the firearm is not hidden, she can draw a single firearm as part of the initiative check.

Pistol-Whip (Ex) At 3rd level, the gunslinger can make a surprise

melee attack with the butt or handle of her firearm as a standard action. When she does, she is considered to be proficient with the firearm as a melee weapon and gains a bonus on the attack and damage rolls equal to the enhancement bonus of the firearm. The damage dealt by the pistol-whip is of the bludgeoning type, and is determined by the size of the firearm. One-handed firearms deal 1d6 points of damage (1d4 if wielded by Small creatures) and twohanded firearms deal 1d10 points of damage (1d8 if wielded by Small creatures). Regardless of the gunslinger's size, the critical multiplier of this attack is 20/?2. If the attack hits, the gunslinger can make a combat maneuver check to knock the target prone as a free action. Performing this deed costs 1 grit point.

Side Arm (Ex) As a full-round action, a gunner squire can spend 1 grit point to reload a one-handed or two-handed firearm she is holding. If the firearm has multiple barrels, she can reload a number of barrels per round equal to her Dexterity modifier (minimum 1). A gunner squire equipped with alchemical cartridges can use this deed to reload multiple firearms at once, dividing the number of barrels she's able to reload among the firearms she is carrying however she wishes, even if this would mean stowing and retrieving multiple firearms from her equipment with one action. Abilities, deeds, and feats that decrease reloading time (such as Rapid Reload) do not improve this deed.

Utility Shot (Ex) At 3rd level, if the gunslinger has at least 1 grit point, she can perform all of the following utility shots. Each utility shot can be applied to any single attack with a firearm, but the gunslinger must declare the utility shot she is using before firing the shot. *Blast Lock:* The gunslinger makes an attack roll against a lock within the first range increment of her firearm. A Diminutive lock usually has AC 7, and larger locks have a lower AC. The lock gains a bonus to its AC against this attack based on its quality. A simple lock has a +10 bonus to AC, an average lock has a +15 bonus to AC, a good lock has a +20 bonus to AC, and a superior lock has a +30 bonus to AC. Arcane lock grants a +10 bonus to the AC of a lock against this attack. On a hit, the lock is destroyed, and the object can be opened as if it were unlocked. On a miss, the lock is destroyed, but the object is jammed and still considered locked. It can still be unlocked by successfully performing this deed, by using the Disable Device skill, or with the break DC, though the DC for either break or Disable Device or the AC increases by 10. A key, combination, or similar mechanical method of unlocking the lock no longer works, though knock can still be employed to bypass the lock, and the creator of an arcane lock can still bypass the wards of that spell. *Scoot Unattended Object:* The gunslinger makes an attack roll against a Tiny or smaller unattended object within the first range increment of her firearm. A Tiny unattended object has an AC of 5, a Diminutive unattended object has an AC of 7, and a Fine unattended object has an AC of 11. On a hit, the gunslinger does not damage the object with the shot, but can move it up to 15 feet farther away from the shot's origin. On a miss, she damages the object normally. *Stop Bleeding:* The gunslinger makes a firearm attack and then presses the hot barrel against herself or an adjacent creature to staunch a bleeding wound. Instead of dealing damage, the shot ends a single bleed condition affecting the creature. The gunslinger does not have to make an attack roll when performing the deed in this way; she can instead shoot the firearm into the air, but that shot still uses up ammunition normally.

Dead Shot (Ex) At 7th level, as a full-round action, the gunslinger can take careful aim and pool all of her attack potential into a single, deadly shot. When she does this, she shoots the firearm at a single target, but makes as many attack rolls as she can, based on her base attack bonus. She makes the attack rolls in order from highest bonus to lowest, as if she were making a full attack. If any of the attack rolls hit the target, the gunslinger's single attack is considered to have hit. For each additional successful attack roll beyond the first, the gunslinger increases the damage of the shot by the base damage dice of the firearm. For instance, if a 7thlevel gunslinger firing a musket hits with both attacks, she does 2d12 points of damage with the shot, instead of 1d12 points of damage, before adding any damage modifiers. Precision damage and extra damage from weapon special abilities (such as flaming) are added with damage modifiers and are not increased by this deed. If one or more rolls are critical threats, she confirms the critical once using her highest base attack bonus -5. For each critical threat beyond the first, she reduces this

penalty by 1 (to a maximum of 0). The gunslinger only misfires on a dead shot if all the attack rolls are misfires. She cannot perform this deed with a blunderbuss or other scatter weapon when attacking creatures in a cone. The gunslinger must spend 1 grit point to perform this deed.

Startling Shot (Ex) At 7th level, a gunslinger with least 1 grit point can spend a standard action to purposely miss a creature that she could normally hit with a firearm attack. When she does, that creature becomes flat-footed until the start of its next turn.

Targeting (Ex) At 7th level, as a full-round action, the gunslinger can make a single firearm attack and choose part of the body to target. She gains the following effects depending on the part of the body targeted. If a creature does not have one of the listed body locations, that part cannot be targeted. This deed costs 1 grit point to perform no matter which part of the creature she targets. Creatures that are immune to sneak attacks are immune to these effects. *Arms* - On a hit, the target takes no damage from the hit but drops one carried item of the gunslinger's choice, even if the item is wielded with two hands. Items held in a locked gauntlet are not dropped on a hit. *Head* - On a hit, the target is damaged normally, and is also confused for 1 round. This is a mind-affecting effect. *Legs* - On a hit, the target is damaged normally and knocked prone. Creatures that have four or more legs or that are immune to trip attacks are immune to this effect. *Torso* - Targeting the torso threatens a critical on a 19-20. *Wings* - On a hit, the target is damaged normally, and must make a DC 20 Fly check or fall 20 ft.

Bleeding Wound (Ex) At 11th level, when the gunslinger hits a living creature with a firearm attack, she can spend 1 grit point as a free action to have that attack deal extra bleed damage. The amount of bleed damage is equal to the gunslinger's Dexterity modifier. Alternatively, the gunslinger can spend 2 grit points to deal 1 point of Strength, Dexterity, or Constitution bleed damage (gunslinger's choice) instead. Creatures that are immune to sneak attacks are also immune to these types of bleed damage.

Expert Loading (Ex) At 11th level, whenever the gunslinger rolls a misfire with a gun that has the broken condition, she can spend 1 grit point to keep the gun from exploding, though it retains the broken condition.

Lightning Reload (Ex) At 11th level, as long as the gunslinger has at least 1 grit point, she can reload a single barrel of a one-handed or two-handed firearm as a swift action once per round. If she has the Rapid Reload feat or is using an alchemical cartridge (or both), she can reload a single barrel of the weapon as a free action each round instead. Furthermore, using this deed does not provoke attacks of opportunity.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Mountain Dwarf Dwarves living atop high peaks have the mountaineer racial trait and often surface survivalist as well. Mountain dwarves are also trained to defend their homes, and may take the sky sentinel and xenophobic traits instead.

Mountaineer (Ex) Mountain dwarves are skilled at climbing and

navigating narrow ledges. Dwarves with this racial trait are immune to altitude sickness and do not lose their Dexterity bonus to AC when making Climb or Acrobatics checks to cross narrow or slippery surfaces.

Safe Handling (Ex) As a full-round action, a gunner's quire can temporarily ensure the safety of a firearm she is holding, reducing its misfire chance by 1 (to a minimum of 0) on the next attack roll made with that firearm. This reduction does not stack with itself. This reduction occurs after any increases are calculated for firing with the broken condition, or for any other effect that might increase the misfire value of a firearm.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

⚡ Feats

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Exotic Weapon Proficiency (Firearms) You understand how to use your chosen exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow. You make attack rolls with the weapon normally.

Greater Snap Shot You can prey on any gap in your foe's guard with impunity, and with even greater range. Whenever you make an attack of opportunity using a ranged weapon and hit, you gain a +2 bonus on the damage roll and a +2 bonus on rolls to confirm a critical hit with that attack. These bonuses increase to +4 when you have base attack bonus of +16, and to +6 when you have base attack bonus +20.

Gunsmithing You know the secrets of repairing and restoring firearms. If you have access to a gunsmith's kit, you can create and restore firearms, craft bullets, and mix black powder for all types of firearms. You do not need to make a Craft check to create firearms and ammunition or to restore firearms. *Crafting Firearms* - You can craft any early firearm for a cost in raw materials equal to half the price of the firearm. At your GM's discretion, you can craft advanced firearms for a cost in raw materials equal to half the price of the firearm. Crafting a firearm in this way takes 1 day of work for every 1,000 gp of the firearm's price (minimum 1 day). *Crafting Ammunition* - You can craft bullets, pellets, and black powder for a cost in raw materials equal to 10% of the price. If you have at least 1 rank in Craft (alchemy), you can craft alchemical cartridges for a cost in raw materials equal to half the price of the cartridge. At your GM's discretion, you can craft metal cartridges for a cost in raw materials equal to half the cost of the cartridge. Crafting bullets, black powder, or cartridges takes 1 day of work for every 1,000 gp of ammunition (minimum 1 day). *Restoring a Broken Firearm* - Each day, with an hour's worth of work, you can use this feat to repair a single firearm with the broken condition. You can take time during a rest period to restore a broken firearm with this feat. [Special] If you are a gunslinger, this feat grants the following additional benefit. You can use this feat to repair and restore your initial, battered weapon. It costs 300 gp and 1 day of work to upgrade it to a masterwork firearm of its type.

Impact Critical Shot With a series of ranged attacks, you bring your foes to their knees or force them to move. Whenever you score a critical hit with a ranged attack, in addition to the normal damage your attack deals, if your confirmation roll exceeds your opponent's

CMD, you can push your opponent back as if from the bull rush combat maneuver or knock that target prone as if from a trip combat maneuver. If you choose to bull rush, you cannot move with the target. Your maneuver does not provoke an attack of opportunity. [Normal] You must perform a bull rush combat maneuver to bull rush an opponent, and you must perform a trip combat maneuver to trip an opponent.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Snap Shot You can take advantage of your opponent's vulnerabilities from a greater distance, and without exposing yourself. You threaten an additional 5 feet with Snap Shot. [Normal] Making a ranged attack provokes attacks of opportunity.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Rapid Shot You can make an additional ranged attack. When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Snap Shot With a ranged weapon, you can take advantage of any opening in your opponent's defenses. While wielding a ranged weapon with which you have Weapon Focus, you threaten squares within 5 feet of you. You can make attacks of opportunity with that ranged weapon. You do not provoke attacks of opportunity when making a ranged attack as an attack of opportunity. [Normal] While wielding a ranged weapon, you threaten no squares and can make no attacks of opportunity with that weapon.

Weapon Focus (Musket (Double-Barreled)) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Whip-Shot Deed You can fire your weapon and strike with it at the same time. Whenever you use your pistol-whip deed, you can fire a single bullet from your firearm at the same time that you strike a foe with the butt of your firearm. You must spend a total of 2 grit points to use the pistol-whip deed in this way, and must still succeed at a ranged touch attack against the target of your pistol-whip deed to hit. You cannot use the scatter weapon quality of a firearm when you use this feat.

Magic-User Archetypes

Table 12: Pregenerated Character Summary: Magic-User Archetype Classes

Archetype	Page	Class	Race	Sex
Crossblooded	344	Sorcerer	Halfling (Avenging)	F
Primalist	344	Wizard (Transmuter)	Human	M
Beastmorph	350	Alchemist	Half-Orc (Feral)	F
Chirurgion	355	Alchemist	Dwarf (Exiled)	M
Clone Master	360	Alchemist	Half-Elf (Drow-Descended)	F
Crypt Breaker	364	Alchemist	Gnome (Lava)	M
Internal Alchemist	368	Alchemist	Dwarf (Elder)	M
Cold Iron Warden	372	Inquisitor	Half-Elf (Elf-Raised)	F
Exorcist	377	Inquisitor	Half-Orc (Arena-Bred)	M
Bladebound	381	Magus	Halfling (Nomadic)	F
Greensting Slayer	386	Magus	Human	M
Black-Blooded Oracle	390	Oracle	Half-Elf (Drow-Descended)	F
Blood Summoner	394	Summoner	Tiefling	M
Beast-Bonded	399	Witch	Half-Orc (Mystic)	F

Crunch Summary: Magic-User Archetypes

Skills: *Medium use.* Arcane classes typically don't focus too much on skills, though many do have Knowledge skills as class skills.

Spells: *High,* perhaps obviously. This is the primary manner in which magic-using classes differentiate character, though it's important not to focus solely on this.

Weapons: *Low.* Though not zero; typically, arcane classes are extremely limited in which weapons they are proficient with, but even within that limitation, seek interesting or seldom-encountered weapons.

Armor & Other Equipment: *Low.* Wizards and some other classes simply can't wear any armor; options for others may be somewhat expanded. You can always throw an amulet or necklace or ring or a cloak into the mix, but try not to make every such item a "bonus to AC" kind of device.

Feats: *High.* Metamagic feats are an excellent way to differentiate your character from the humdrum "magic missile, fireball" min/maxing approach to arcane classes.

Ability Scores: *High.* Arcane classes are at such a disadvantage initially that it makes sense to max out your "key arcane stat" (e.g., Intelligence for Wizards). But try and pick at least one other stat to heighten, and have that represent your character somehow. High Constitution isn't usually associated with Witches, necessarily, but it can be a huge boon, particularly early on in your adventuring career.

Resist the Urge To: Generate a combat-heavy, *fireball-and-magic missile* Raistlin Majere kind of dude who shows up only to damage-soak the big bad.

Designer's Soapbox: Magic-User Crunch

⚡ Ah, the venerable phrase "**magic-user**". That expression either strikes you as naively simplistic, or it summons a nostalgic penchant to open up ancient tomes in your basement,

back before the version number or edition of a publication mattered.

For gamers who didn't cut their teeth on early editions of the world's most popular RPG (or other, more recent OSRIC / OSR products), "**magic-user**" was once the way to refer to the catch-all class that we now see as comprising wizards, sorcerers, and all manner of more variegated and nuanced arcane energies.

Magic-users are somewhat unique, in that they start life very fragile and nearly useless... but over time, they gain power that approaches omnipotence in its variety and sheer formidability.

Resist the urge to min/max things. Not every magic-user should be a combat-heavy evoker with a stockpile of memorized lightning bolts! Embrace the versatility that most classes enjoy; branch out and force yourself to pick at least one spell per level that's neither combat nor healing oriented.

Crossblooded (Sorcerer)

	 Low	 Moderate	 Advanced	 Elite
 General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Halfling (Avenging); Small humanoid (halfling)			
Class	Sorcerer (Crossblooded) 1	Sorcerer (Crossblooded) 6	Sorcerer (Crossblooded) 10	Sorcerer (Crossblooded) 14
Initiative	+2	+2	+2	+2
Senses	Perception -1	Perception -1	Perception -1	Perception -1
 Defense				
Armor Class	AC 13, touch 13, ff 11 (+1 size; +2 Dex)	AC 14, touch 13, ff 12 (+1 size; +2 Dex; +1 <i>bracers of armor</i>)	AC 15, touch 13, ff 13 (+1 size; +2 Dex; +2 <i>bracers of armor</i>)	AC 17, touch 14, ff 14 (+1 size; +2 Dex; +1 dodge; +3 <i>bracers of armor</i>)
hp / HD	5 (1d6)-1	18 (6d6)-6	27 (10d6)-10	43 (14d6)-14
Saves	Fort -1, Ref +2, Will +1; +2 vs. fear	Fort +1, Ref +4, Will +2; +2 vs. fear	Fort +2, Ref +5, Will +4; +2 vs. fear	Fort +3, Ref +6, Will +8; +2 vs. fear
Special Defenses	Resistances Electricity 10	Resistances Electricity 20		
 Offense				
Movement	20 ft.			
Attacks	Melee shortspear (small) +0 (1d4-1) or Ranged shortspear (small/thrown) +3 (1d4-1) or Ranged sling (small) +3 (1d3-1) or Melee unarmed strike (small) +0 (1d2-1) or Melee gauntlet (small) +0 (1d2-1) or Ranged touch attack (ray) (small) +3 (1d1)	Melee shortspear (small) +3 (1d4-1) or Ranged shortspear (small/thrown) +6 (1d4-1) or Ranged sling (small) +6 (1d3-1) or Melee unarmed strike (small) +3 (1d2-1) or Melee gauntlet (small) +3 (1d2-1) or Ranged touch attack (ray) (small) +6 (1d1)	 shortspear (small) +5 (1d4-1) or Ranged shortspear (small/thrown) +8 (1d4-1) or Ranged sling (small) +8 (1d3-1) or Melee unarmed strike (small) +5 (1d2-1) or Melee gauntlet (small) +5 (1d2-1) or Ranged touch attack (ray) (small) +8 (1d1)	Melee shortspear (small) +7/+2 (1d4-1) or Ranged shortspear (small/thrown) +10/+5 (1d4-1) or Ranged sling (small) +10 (1d3-1) or Melee unarmed strike (small) +7/+2 (1d2-1) or Melee gauntlet (small) +7/+2 (1d2-1) or Ranged touch attack (ray) (small) +10/+5 (1d1)
Special Attacks	Elemental Ray (1d6+0, 8/day)	Elemental Ray (1d6+3, 8/day)	Elemental Ray (1d6+5, 9/day)	Elemental Ray (1d6+7, 9/day)
Space / Reach	5 ft. / 5 ft.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Known Spells	Sorcerer (CL 1st): 1st (5x/day) - magic missile oth - acid splash, chameleon scales, detect magic	Sorcerer (CL 6th): 2nd (6x/day) - defensive shock, scorching ray 1st (8x/day) - corrosive touch, magic missile, shocking grasp, identify oth - acid splash, chameleon scales, detect magic, flare, ray of frost, spark	Sorcerer (CL 10th): 4th (6x/day) - ball lightning, elemental body i 3rd (7x/day) - fly, lightning bolt 2nd (8x/day) - defensive shock, invisibility, see invisibility, scorching ray 1st (8x/day) - corrosive touch, magic missile, shield, shocking grasp, burning hands, identify oth - acid splash, arcane mark, chameleon scales, daze, detect magic, flare, ray of frost, spark	Sorcerer (CL 14th): 6th (6x/day) - chain lightning, elemental body iii 5th (7x/day) - fickle winds, lightning arc, overland flight 4th (7x/day) - ball lightning, detonate, resilient sphere, elemental body i 3rd (7x/day) - fly, lightning bolt, night of blades 2nd (8x/day) - defensive shock, glide, invisibility, see invisibility, scorching ray 1st (8x/day) - corrosive touch, magic missile, shield, shocking grasp, burning hands, identify oth - acid splash, arcane mark, chameleon scales, daze, detect magic, flare, ray of frost, spark

📋 Statistics

Ability Scores	Str 8, Dex 14, Con 9, Int 12, Wis 9, Cha 20	Str 8, Dex 14, Con 9, Int 12, Wis 9, Cha 21	Str 8, Dex 14, Con 9, Int 12, Wis 9, Cha 22	Str 8, Dex 14, Con 9, Int 12, Wis 9, Cha 23
Core Attack	Base Atk +0; CMB -2; CMD 10	Base Atk +3; CMB +1; CMD 13	Base Atk +5; CMB +3; CMD 15	Base Atk +7; CMB +5; CMD 18
Feats	Eschew Materials, Spell Focus (AirSchool)	Eschew Materials, Greater Spell Focus (AirSchool), Spell Focus (AirSchool, Evocation)	Combat Casting, Eschew Materials, Focused Spell, Greater Spell Focus (AirSchool, Evocation), Spell Focus (AirSchool, Evocation)	Combat Casting, Dodge, Eschew Materials, Focused Spell, Grappled Caster, Greater Spell Focus (AirSchool, Evocation), Iron Will, Spell Focus (AirSchool, Evocation)
Skills	Acrobatics +2, Appraise +1, Artistry +1, Bluff +5, Climb -1, Craft (Untrained) +1, Diplomacy +5, Disguise +5, Escape Artist +2, Fly +4, Heal -1, Intimidate +5, Knowledge (Arcana) +5, Perception -1, Perform (Untrained) +5, Ride +2, Sense Motive -1, Spellcraft +5, Stealth +6, Survival -1, Swim -1, Use Magic Device +9	Acrobatics +2, Appraise +1, Artistry +1, Bluff +5, Climb -1, Craft (Untrained) +1, Diplomacy +5, Disguise +5, Escape Artist +2, Fly +4, Heal -1, Intimidate +5, Knowledge (Arcana) +10, Perception -1, Perform (Untrained) +5, Ride +2, Sense Motive -1, Spellcraft +10, Stealth +6, Survival -1, Swim -1, Use Magic Device +14	Acrobatics +2, Appraise +1, Artistry +1, Bluff +6, Climb -1, Craft (Untrained) +1, Diplomacy +6, Disguise +6, Escape Artist +2, Fly +4, Heal -1, Intimidate +6, Knowledge (Arcana) +14, Perception -1, Perform (Untrained) +6, Ride +2, Sense Motive -1, Spellcraft +14, Stealth +6, Survival -1, Swim -1, Use Magic Device +19	Acrobatics +2, Appraise +1, Artistry +1, Bluff +6, Climb -1, Craft (Untrained) +1, Diplomacy +6, Disguise +6, Escape Artist +2, Fly +4, Heal -1, Intimidate +6, Knowledge (Arcana) +18, Perception -1, Perform (Untrained) +6, Ride +2, Sense Motive -1, Spellcraft +18, Stealth +6, Survival -1, Swim -1, Use Magic Device +23
Languages	Common, Elven, Halfling			
Special Qualities	Arcane Bloodline, Avenging, Bloodline Arcana, Bloodline Arcana, Bonus Bloodline Power Use, Cantrips, Elemental Bloodline (Air), Fearless, Low Blow, Underfoot, Warslinger, Weapon Familiarity	Arcane Bloodline, Avenging, Bloodline Arcana, Bloodline Arcana, Bonus Bloodline Power Use (6x), Cantrips, Elemental Bloodline (Air), Fearless, Low Blow, Underfoot, Warslinger, Weapon Familiarity	Arcane Bloodline, Avenging, Bloodline Arcana, Bloodline Arcana, Bonus Bloodline Power Use (10x), Cantrips, Elemental Bloodline (Air), Fearless, Low Blow, Underfoot, Warslinger, Weapon Familiarity	Arcane Bloodline, Avenging, Bloodline Arcana, Bloodline Arcana, Bonus Bloodline Power Use (14x), Cantrips, Elemental Bloodline (Air), Fearless, Low Blow, Underfoot, Warslinger, Weapon Familiarity

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Treasure	Shortspear (2x, small); scholar's outfit (small); gauntlet (small); sling (small); sling bullets (20x)	Shortspear (2x, small); scholar's outfit (small); gauntlet (small); sling (small); sling bullets (20x); <i>bracers of armor +1</i>	Shortspear (2x, small); scholar's outfit (small); gauntlet (small); sling (small); sling bullets (20x); <i>bracers of armor +2</i>	Shortspear (2x, small); scholar's outfit (small); gauntlet (small); sling (small); sling bullets (20x); <i>bracers of armor +3</i>



Magic

Spells per Day

Sorcerer: 0/5/0/4/0/0/0/0/0 DC: 16+spell level	Sorcerer: 0/8/6/4/0/0/0/0/0 DC: 16+spell level	Sorcerer: 0/8/8/7/6/4/0/0/0 DC: 17+spell level	Sorcerer: 0/8/8/7/7/7/6/3/0 DC: 17+spell level

Special Abilities

Arcane Bloodline Your family has always been skilled in the art of magic. While many of your relatives were accomplished wizards, your powers developed without the need for study and practice.

Avenging Unlike most half lings, members of this subtype actively look for trouble in their quest to avenge slights and wrongdoings. Whether resisting a local bully, monster, or troops of an oppressive ruler, half ling warriors of this secret subculture don masks and strike back on behalf of their community. These half lings have the low blow, underfoot, and warslinger alternate racial traits.

Bloodline Arcana Whenever you apply a metamagic feat to a spell that increases the slot used by at least one level, increase the spell's DC by +1. This bonus does not stack with itself and does not apply to spells modified by the Heighten Spell feat.

Bloodline Arcana Whenever you cast a spell that deals energy damage, you can change the type of damage to electricity. This also changes the spell's type to Electricity.

Bonus Bloodline Power Use (14x) Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Cantrips You learn a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Elemental Bloodline (Air) The power of the elements resides in you, and at times you can hardly control its fury. This influence comes from an elemental outsider in your family history or a time when you or your relatives were exposed to a powerful elemental force.

Elemental Ray (Sp) You can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6+7 points of electricity damage You can use this ability 9 times per day.

Fearless (Ex) Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.

Low Blow Some halflings train extensively in how to attack larger creatures. Halflings with this racial trait gain a +1 bonus on critical confirmation rolls against opponents larger than themselves. This racial trait replaces the keen senses racial trait.

Resistance to Electricity (Ex) You may ignore 20 points of Electricity damage each time you take electricity damage.

Underfoot Halflings must train hard to effectively fight bigger opponents. Halflings with this racial trait gain a +1 dodge bonus to AC against foes larger than themselves and a +1 bonus on Reflex saving throws to avoid trample attacks. This racial trait replaces the halfling luck racial trait.

Warslinger Halflings are experts at the use of the sling. Halflings with this racial trait can reload a sling as a free action. Reloading a sling still requires two hands and provokes attacks of opportunity. This racial trait replaces the sure-footed racial trait.

Weapon Familiarity (Ex) Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Feats

Combat Casting You are adept at spellcasting when threatened or distracted. You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Eschew Materials You can cast many spells without needing to utilize minor material components. You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

Focused Spell When you cast a spell that affects more than one creature, one opponent finds it more difficult to resist. When casting a spell that affects or targets more than one creature, you can choose one target or creature within the spell effect. That creature's saving throw DC to resist the spell is increased by +2. You must choose which target to focus the spell on before casting the spell. A focused spell uses up a spell slot one level higher than the spell's actual level. Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.

Grappled Caster You have trained to cast spells while wrestling an opponent. You gain a +4 bonus on concentration checks to cast spells while grappled. This bonus stacks with the bonus granted by Combat Casting.

Greater Spell Focus (AirSchool, Evocation) Any spells you cast from your chosen school of magic are very hard to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Spell Focus (AirSchool, Evocation) Any spells you cast of your chosen school of magic are more difficult to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Primalist (Wizard)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Human; Medium humanoid (human)			
Class	Wizard (Primalist) 1	Wizard (Primalist) 6	Wizard (Primalist) 10	Wizard (Primalist) 14
Initiative	+1	+1	+1	+1
Senses	Perception -1	Perception -1	Perception -1	Perception +0
Defense				
Armor Class	AC 11, touch 11, ff 10 (+1 Dex)	AC 12, touch 11, ff 11 (+1 Dex; +1 amulet of natural armor)	AC 13, touch 11, ff 12 (+1 Dex; +2 amulet of natural armor)	AC 14, touch 11, ff 13 (+1 Dex; +3 amulet of natural armor)
hp / HD	7 (1d6)+1	31 (6d6)+6	49 (10d6)+10	74 (14d6)+14
Saves	Fort +0, Ref +1, Will +1	Fort +2, Ref +3, Will +4	Fort +3, Ref +4, Will +6	Fort +4, Ref +5, Will +9
Offense				
Movement	30 ft.			
Attacks	Melee quarterstaff +1 (1d6+1/) or Ranged touch attack (ray) +1 (1d1) or Melee dagger +1 (1d4+1/19-20) or Ranged dagger (thrown) +1 (1d4+1/19-20) or Melee unarmed strike +1 (1d3+1)	Melee quarterstaff +4 (1d6+1/) or Ranged touch attack (ray) +4 (1d1) or Melee dagger +4 (1d4+1/19-20) or Ranged dagger (thrown) +4 (1d4+1/19-20) or Melee unarmed strike +4 (1d3+1)	Melee quarterstaff +6 (1d6+1/) or Ranged touch attack (ray) +6 (1d1) or Melee dagger +6 (1d4+1/19-20) or Ranged dagger (thrown) +6 (1d4+1/19-20) or Melee unarmed strike +6 (1d3+1)	Melee quarterstaff +8/+3 (1d6+1/) or Ranged touch attack (ray) +8/+3 (1d1) or Melee dagger +8/+3 (1d4+1/19-20) or Ranged dagger (thrown) +8/+3 (1d4+1/19-20) or Melee unarmed strike +8/+3 (1d3+1)
Special Attacks	Telekinetic Fist 1d4+0	Telekinetic Fist 1d4+3	Telekinetic Fist 1d4+5	Telekinetic Fist 1d4+7
Space / Reach	5 ft. / 5 ft.			
Prepared Spells	Wizard (CL 1st): 1st - alter winds, expeditious retreat, feather fall oth - message, mending, mage hand	Wizard (CL 6th): 3rd - blink, flame arrow, flash fire, fly 2nd - alter self, animal aspect, bull's strength, knock, levitate 1st - alter winds, expeditious retreat, feather fall, jump, magic weapon oth - arcane mark, message, mending, mage hand	Wizard (CL 10th): 5th - baleful polymorph, beast shape iii, elemental body ii, passwall 4th - animal aspect (greater), calcific touch, firefall, reduce person (mass), stone shape 3rd - blast barrier, blink, flame arrow, flash fire, fly 2nd - alter self, animal aspect, brittle portal, bull's strength, knock, levitate 1st - alter winds, enlarge person, expeditious retreat, feather fall (2x), jump, magic weapon oth - arcane mark, message, mending, mage hand	Wizard (CL 14th): 7th - arcane cannon, control weather, ice body 6th - dimensional blade, disintegrate, form of the dragon 5th - baleful polymorph (2x), beast shape iii, elemental body ii, passwall 4th - animal aspect (greater), beast shape ii, calcific touch, firefall, reduce person (mass), stone shape 3rd - blast barrier (2x), blink, flame arrow, flash fire, fly 2nd - alter self, animal aspect, brittle portal, bull's strength, knock, levitate 1st - alter winds, enlarge person, expeditious retreat, feather fall (2x), jump, magic weapon oth - arcane mark, message, mending, mage hand

 Statistics

	 Low	 Moderate	 Advanced	 Elite
Ability Scores	Str 12, Dex 12, Con 11, Int 18, Wis 9, Cha 13	Str 12, Dex 12, Con 11, Int 19, Wis 9, Cha 13	Str 12, Dex 12, Con 11, Int 20, Wis 9, Cha 13	Str 12, Dex 12, Con 11, Int 20, Wis 10, Cha 13
Core Attack	Base Atk +0; CMB +1; CMD 12	Base Atk +3; CMB +4; CMD 15	Base Atk +5; CMB +6; CMD 17	Base Atk +7; CMB +8; CMD 19
Feats	Combat Casting, Grappled Caster, Scribe Scroll	Combat Casting, Concussive Spell, Grappled Caster, Scribe Scroll, Spell Focus (Transmutation)	Combat Casting, Concussive Spell, Grappled Caster, Greater Spell Focus (Transmutation), Scribe Scroll, Spell Focus (Transmutation), Spell Penetration	Combat Casting, Concussive Spell, Grappled Caster, Greater Spell Focus (Transmutation), Greater Spell Penetration, Scribe Scroll, Spell Focus (Transmutation), Spell Penetration, Spell Specialization (Transmutation) (Baleful Polymorph)
Skills	Acrobatics +1, Appraise +4, Artistry +4, Bluff +1, Climb +1, Craft (Untrained) +4, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +1, Heal -1, Intimidate +1, Knowledge (Arcana) +8, Knowledge (Dungeoneering) +8, Knowledge (Engineering) +8, Knowledge (Nature) +8, Knowledge (Planes) +8, Knowledge (Religion) +8, Perception -1, Perform (Untrained) +1, Ride +1, Sense Motive -1, Spellcraft +8, Stealth +1, Survival -1, Swim +1	Acrobatics +1, Appraise +4, Artistry +4, Bluff +1, Climb +1, Craft (Untrained) +4, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +1, Heal -1, Intimidate +1, Knowledge (Arcana) +13, Knowledge (Dungeoneering) +13, Knowledge (Engineering) +13, Knowledge (Nature) +13, Knowledge (Planes) +13, Knowledge (Religion) +13, Knowledge (Ride) +13, Perception -1, Perform (Untrained) +1, Ride +1, Sense Motive -1, Spellcraft +13, Stealth +1, Survival -1, Swim +1	Acrobatics +1, Appraise +9, Artistry +5, Bluff +1, Climb +1, Craft (Untrained) +5, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +1, Heal -1, Intimidate +1, Knowledge (Arcana) +18, Knowledge (Dungeoneering) +18, Knowledge (Engineering) +18, Knowledge (Geography) +9, Knowledge (History) +14, Knowledge (Local) +9, Knowledge (Nature) +18, Knowledge (Nobility) +9, Knowledge (Planes) +18, Knowledge (Religion) +18, Perception -1, Perform (Untrained) +1, Ride +1, Sense Motive -1, Spellcraft +18, Stealth +1, Survival -1, Swim +1	Acrobatics +1, Appraise +9, Artistry +5, Bluff +1, Climb +1, Craft (Untrained) +5, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +1, Intimidate +1, Knowledge (Arcana) +22, Knowledge (Dungeoneering) +22, Knowledge (Engineering) +22, Knowledge (Geography) +9, Knowledge (History) +18, Knowledge (Local) +9, Knowledge (Nature) +22, Knowledge (Nobility) +9, Knowledge (Planes) +22, Knowledge (Religion) +22, Perform (Untrained) +1, Ride +1, Spellcraft +22, Stealth +1, Swim +1
Languages	Common, Daemon, Draconic, Dwarven, Elven		Common, Daemon, Draconic, Dwarven, Elven, Orc	
Special Qualities	Arcane School, Bonus Feat, Cantrips, Illusion Opposition School, Necromancy Opposition School, Physical Enhancement, Primal Magic Channel primal magic as a swift action (concentration DC 20 + double spell level), Skilled, Transmutation School	Arcane School, Bonus Feat, Bonus Feats, Cantrips, Enhance Primal Magic Event, Illusion Opposition School, Necromancy Opposition School, Physical Enhancement, Primal Magic Channel primal magic as a swift action (concentration DC 20 + double spell level), Skilled, Transmutation School	Arcane School, Bonus Feat, Bonus Feats, Cantrips, Change Shape, Enhance Primal Magic Event, Illusion Opposition School, Necromancy Opposition School, Physical Enhancement, Primal Magic Channel primal magic as a swift action (concentration DC 20 + double spell level), Primal Surge, Skilled, Transmutation School	Arcane School, Bonus Feat, Bonus Feats, Cantrips, Change Shape, Enhance Primal Magic Event, Illusion Opposition School, Necromancy Opposition School, Physical Enhancement, Primal Magic Channel primal magic as a swift action (concentration DC 20 + double spell level), Primal Surge, Skilled, Transmutation School
Treasure	Quarterstaff; scholar's outfit; dagger (2x)	Quarterstaff; scholar's outfit; dagger (2x); <i>amulet of natural armor</i> +1	Quarterstaff; scholar's outfit; dagger (2x); <i>amulet of natural armor</i> +2	Quarterstaff; scholar's outfit; dagger (2x); <i>amulet of natural armor</i> +3

 Low	 Moderate	 Advanced	 Elite

Magic

Spells per Day

Wizard: 3/2/0/0/0/0/0/0/0 +1 domain per DC: 15+spell level	Wizard: 4/4/4/3/0/0/0/0/0 +1 domain per DC: 15+spell level	Wizard: 4/6/5/4/4/3/0/0/0 +1 domain per DC: 16+spell level	Wizard: 4/6/5/5/5/4/3/2/0 +1 domain per DC: 16+spell level

Special Abilities

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feats At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, he can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing those feats.

Cantrips You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. You can prepare a cantrip from a prohibited school, but it uses up two of your available slots.

Change Shape (Sp) You can change your shape for 14 rounds per day. These rounds do not need to be consecutive. This ability otherwise functions like Beast Shape III or elemental body II.

Enhance Primal Magic Event (Su) When a primalist triggers a primal magic event, as a swift action she can increase or decrease its CR by 1. If she makes a concentration check (DC 15 + the primal magic event's CR), she can instead increase or decrease the CR by 2. If she reduces a primal magic event's CR to less than 1, the event is negated. She can choose to use this ability after she determines what primal magic event she triggers, but before she resolves the effects of that event.

Illusion Opposition School You have chosen illusion spells as an opposition school. Preparing an illusion spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an illusion spell as a prerequisite.

Necromancy Opposition School You have chosen necromancy spells as an opposition school. Preparing an necromancy spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an necromancy spell as a prerequisite.

Physical Enhancement (Su) You gain a +3 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). You can change this bonus to a new ability score when you prepare spells.

Primal Magic (Su) A primalist may attempt to channel primal magic as a swift action to cast a prepared spell without losing that spell from its spell slot. Essentially, a primalist is forcing primal magic into the world and attempting to shape it into a specific spell effect. To use this ability, she casts the spell as she would normally, but as the spell's effects take place, she makes a concentration check (DC 20 + double the spell's level). If she fails this check, she expends the spell normally as if she had cast it, but its actual effects are replaced by a CR 14 primal magic event and she is staggered for 1 round per level of the spell she was attempting to cast. If she makes this check, she casts the spell normally and it is not expended from her prepared spell slot, allowing her to cast that spell again at a later point. You may use primal magic in this manner 3 per day.

Primal Surge (Su) Whenever a primalist triggers a primal magic event, she rolls the percentile dice twice to determine to event that occurs and chooses which one of the two possible events occurs. She becomes resistant to the effects of primal magic events. Anytime an event would affect her, the GM rolls 1d20 + the event's CR against DC 25. If this roll fails, the event does not affect her, similar to a creature with spell resistance ignoring magical effects with an SR check. If the primal magic event is duplicating the effects of a

spell that does not allow spell resistance (such as create pit), this resistance does not apply.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Telekinetic Fist (Sp) As a standard action you can strike with a telekinetic fist, targeting any foe within 30 feet as a ranged touch attack. The telekinetic fist deals 1d4+7 points of bludgeoning damage. You can use this ability 8 times per day.

Transmutation School You have chosen to specialize in transmutation spells.

Feats

Combat Casting You are adept at spellcasting when threatened or distracted. You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Concussive Spell You cause creatures to be disoriented when you affect them with a spell that has the sonic descriptor. With sonic damage comes a concussive wave of energy that rattles creatures affected by the spell. A concussive spell causes creatures that take damage from a spell that has the sonic descriptor to take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks for a number of rounds equal to the actual spell level of the spell. A concussive spell only affects spells with the sonic descriptor. A concussive spell uses up a spell slot two levels higher than the spell's actual level.

Grappled Caster You have trained to cast spells while wrestling an opponent. You gain a +4 bonus on concentration checks to cast spells while grappled. This bonus stacks with the bonus granted by Combat Casting.

Greater Spell Focus (Transmutation) Any spells you cast from your chosen school of magic are very hard to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Greater Spell Penetration Your spells break through spell resistance much more easily than most. You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

Scribe Scroll You can create magic scrolls. You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.

Spell Focus (Transmutation) Any spells you cast of your chosen school of magic are more difficult to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Spell Penetration Your spells break through spell resistance more easily than most. You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

Spell Specialization (Transmutation) (Baleful Polymorph) Select one spell. You cast that spell with greater than normal power. Select one transmutation spell. Treat your caster level as being two higher for all level-variable effects of the spell. Every time you gain an even level in the spellcasting class you chose your spell from, you can choose a new spell to replace the spell selected with this feat, and that spell becomes your specialized spell. Special - You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different spell.

Beastmorph (Alchemist)

	 Low	 Moderate	 Advanced	 Elite
 General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Half-Orc (Feral); Medium humanoid (orc, human)			
Class	Alchemist (Beastmorph) 1	Alchemist (Beastmorph) 6	Alchemist (Beastmorph) 10	Alchemist (Beastmorph) 14
Initiative	+1	+1	+1	+1
Senses	Low-Light Vision; Perception +2	Low-Light Vision; Perception +7	Low-Light Vision; Perception +11	Low-Light Vision; Perception +15
 Defense				
Armor Class	AC 13, touch 11, ff 12 (+1 Dex; +2 leather armor)	AC 14, touch 11, ff 13 (+1 Dex; +3 studded leather armor)	AC 15, touch 11, ff 14 (+1 Dex; +4 studded leather armor +1)	AC 16, touch 11, ff 15 (+1 Dex; +4 studded leather armor +2)
hp / HD	10 (1d8)+2	36 (6d8)+12	69 (10d8)+20	96 (14d8)+28
Saves	Fort +4, Ref +3, Will -2	Fort +7, Ref +6, Will +0	Fort +9, Ref +8, Will +1	Fort +11, Ref +10, Will +2
 Offense				
Movement	30 ft.			
Attacks	Melee club +2 (1d6+2) or Ranged club (thrown) +1 (1d6+2) or Melee bite +2 (1d4+2) or Ranged dart +1 (1d4+2) or Melee quarterstaff +2 (2H: 1d6+3) or Ranged bomb +2 (1d6+4)	Melee club +7 (1d6+1) or Ranged club (thrown) +5 (1d6+3) or Melee bite +7 (1d6+3) or Melee tentacle +7 (1d6+3) or Ranged dart +5 (1d4+3) or Melee quarterstaff +7 (2H: 1d6+4) or Ranged bomb +6 (1d6+4)	Melee club +10 (1d6+1) or Ranged club (thrown) +8/+3 (1d6+3) or Melee bite +10 (1d6+3) or Melee tentacle +10 (1d6+3) or Ranged dart +8/+3 (1d4+3) or Melee quarterstaff +10/+5 (2H: 1d6+4) or Ranged bomb +9/+4 (1d6+4)	Melee club +14 (1d6+2) or Ranged club (thrown) +11/+6 (1d6+4) or Melee bite +15 (1d6+4) or Melee tentacle +15 (1d6+4) or Ranged dart +11/+6 (1d4+4) or Melee quarterstaff +14/+9 (2H: 1d6+6) or Ranged bomb +12/+7 (1d6+4)
Special Attacks	Bomb, Throw Anything	Bomb, Chameleon, Feral Mutagen, Grab, Tentacle, Throw Anything		Bomb, Breath Weapon Bomb*, Chameleon, Fast Bombs, Feral Mutagen, Grab, Tentacle, Throw Anything
Space / Reach	5 ft. / 5 ft.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Prepared Spells	Alchemist (CL 1st): 1st - chameleon scales, disguise self	Alchemist (CL 6th): 2nd - acute senses, alter self, animal aspect, barkskin 1st - chameleon scales, disguise self, enlarge tail, illusion of calm, shield	Alchemist (CL 10th): 4th - beast shape ii, caustic blood 3rd - animal aspect (greater), battle trance, beast shape, burrow 2nd - acute senses, alter self, animal aspect, barkskin, fire breath 1st - chameleon scales, disguise self, enlarge tail, illusion of calm, jump, shield	Alchemist (CL 14th): 5th - beast shape iii, elemental body ii 4th - beast shape ii, caustic blood, dragon's breath, monstrous physique ii, rubberskin 3rd - animal aspect (greater), battle trance, beast shape, burrow, burst of speed 2nd - acute senses, alter self, animal aspect, barkskin, fire breath, levitate 1st - chameleon scales, disguise self, enlarge tail, illusion of calm, jump, shield

📋 Statistics

Ability Scores	Str 15, Dex 12, Con 14, Int 18, Wis 7, Cha 8	Str 16, Dex 12, Con 14, Int 18, Wis 7, Cha 8	Str 17, Dex 12, Con 14, Int 18, Wis 7, Cha 8	Str 18, Dex 12, Con 14, Int 18, Wis 7, Cha 8
Core Attack	Base Atk +0; CMB +2; CMD 13	Base Atk +4; CMB +7 (+11 grapple); CMD 18	Base Atk +7; CMB +10 (+14 grapple); CMD 21	Base Atk +10; CMB +14 (+18 grapple); CMD 25
Feats	Brew Potion, Nature Soul, Throw Anything	Brew Potion, Improved Natural Attack (Bite, Tentacle), Nature Soul, Throw Anything	Artful Dodge, Brew Potion, Feral Heart, Improved Natural Attack (Bite, Tentacle), Nature Soul, Throw Anything	Artful Dodge, Brew Potion, Feral Heart, Improved Natural Attack (Bite, Tentacle), Nature Soul, Throw Anything, Weapon Focus (Bite, Tentacle)
Skills	Acrobatics +1, Appraise +4, Artistry +4, Bluff -1, Climb +4, Craft (Untrained) +4, Diplomacy -1, Disable Device +5, Disguise -1, Escape Artist +1, Fly +1, Heal +2, Intimidate +1, Knowledge (Arcana) +8, Knowledge (Nature) +10, Perception +2, Perform (Untrained) -1, Ride +1, Sense Motive -2, Sleight of Hand +5, Spellcraft +8, Stealth +1, Survival +4, Swim +2	Appraise +4, Artistry +4, Bluff -1, Climb +4, Craft (Untrained) +4, Diplomacy -1, Disable Device +9, Disguise -1, Heal +7, Intimidate +1, Knowledge (Arcana) +13, Knowledge (Nature) +15, Perception +7, Perform (Untrained) -1, Sense Motive -2, Sleight of Hand +9, Spellcraft +13, Survival +9, Swim +2	Acrobatics +1, Appraise +4, Artistry +4, Bluff -1, Climb +5, Craft (Untrained) +4, Diplomacy -1, Disable Device +14, Disguise -1, Escape Artist +1, Fly +1, Heal +11, Intimidate +1, Knowledge (Arcana) +17, Knowledge (Nature) +21, Perception +11, Perform (Untrained) -1, Ride +1, Sense Motive -2, Sleight of Hand +14, Spellcraft +17, Stealth +1, Survival +15, Swim +3	Acrobatics +1, Appraise +4, Artistry +4, Bluff -1, Climb +6, Craft (Untrained) +4, Diplomacy -1, Disable Device +18, Disguise -1, Escape Artist +1, Fly +1, Heal +15, Intimidate +1, Knowledge (Arcana) +21, Knowledge (Nature) +25, Perception +15, Perform (Untrained) -1, Ride +1, Sense Motive -2, Sleight of Hand +18, Spellcraft +21, Stealth +1, Survival +19, Swim +4
Languages	Abyssal, Common, Draconic, Giant, Goblin, Orc			

Special Qualities

 Low	 Moderate	 Advanced	 Elite
Alchemy, Bonus Alchemist Mutagen Duration, Brew Potion, Discoveries, Feral, Forest Walker, Formulae, Intimidating, Mutagen, Orc Blood, Toothy, Weapon Familiarity	Alchemy, Beastform Mutagen, Bonus Alchemist Mutagen Duration (6x), Brew Potion, Discoveries, Feral, Forest Walker, Formulae, Improved Beastform Mutagen, Intimidating, Mutagen, Orc Blood, Poison Use, Swift Poisoning, Toothy, Weapon Familiarity	Alchemy, Beastform Mutagen, Bonus Alchemist Mutagen Duration (10x), Brew Potion, Discoveries, Feral, Forest Walker, Formulae, Greater Beastform Mutagen, Improved Beastform Mutagen, Intimidating, Mutagen, Orc Blood, Poison Use, Swift Poisoning, Toothy, Vestigial Arm, Weapon Familiarity, Wings	Alchemy, Beastform Mutagen, Bonus Alchemist Mutagen Duration (14x), Brew Potion, Discoveries, Feral, Forest Walker, Formulae, Grand Beastform Mutagen, Greater Beastform Mutagen, Improved Beastform Mutagen, Intimidating, Mutagen, Orc Blood, Poison Use, Swift Poisoning, Toothy, Vestigial Arm, Weapon Familiarity, Wings
Treasure Club; leather armor; explorer's outfit; dart (6x); quarterstaff	Club; studded leather armor; explorer's outfit; dart (6x); quarterstaff	Club; +1 <i>studded leather armor</i> ; explorer's outfit; dart (6x); quarterstaff	Club; +2 <i>studded leather armor</i> ; explorer's outfit; dart (6x); quarterstaff



Magic

Spells per Day

Alchemist:	Alchemist:	Alchemist:	Alchemist:
0/2/0/0/0/0/0/0/0 DC: 15+spell level	0/5/4/0/0/0/0/0/0 DC: 15+spell level	0/6/5/4/2/0/0/0/0 DC: 15+spell level	0/6/6/5/5/2/0/0/0 DC: 15+spell level

 Special Abilities

Alchemy (Su) When using Craft (Alchemy) to create an alchemical item, you gain a +14 competence bonus on the Craft (alchemy) check. In addition, you can use Craft (Alchemy) to identify potions as if using Detect Magic. He must hold the potion for 1 round to make such a check.

Beastform Mutagen At 3rd level, a beastmorph's mutagen causes him to take on animalistic features—whether those of an animal, a magical beast, an animal-like humanoid (such as a lizardfolk), or a monstrous humanoid. For example, when the beastmorph uses his mutagen, he may gain a furry muzzle and pointed ears like a werewolf, scaly skin like a lizardfolk or sahuagin, or compound eyes and mandibles like a giant insect. The beastmorph also gains his choice of one of the abilities listed in the alter self spell, which persists as long as the mutagen. He may select a different ability each time he creates a mutagen. This ability replaces swift alchemy.

Bomb (Su) You can use 18 bombs each day. Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, your bomb inflicts 1d6+4 points of fire damage. Your bombs also inflict an additional 6d6 points of fire damage that is not multiplied on a critical hit or by using feats such as Vital Strike. Splash damage from an your bomb is always equal to the bomb's minimum damage (11). Those caught in the splash damage can attempt a DC 21 Reflex save for half damage.

Bonus Alchemist Mutagen Duration (14x) Alchemist: Add +10 minutes to the duration of the alchemist's mutagens.

Breath Weapon Bomb* (Su) Instead of drawing the components of, creating, and throwing a bomb, you can draw the components, drink them, mix them within your body, and then expel them as a breath weapon as a standard action. This breath weapon is a 15-foot cone. Each creature within the cone takes damage as if it had suffered a direct hit from your bomb, but succeeding at a Reflex save (DC = 21) halves the damage. Unlike throwing normal bombs, drawing, drinking, and expelling breath weapon bombs does not provoke attacks of opportunity.

Brew Potion (Ex) You receive Brew Potion as a bonus feat. You can brew potions of any formulae you know (up to 3rd level), using your alchemist level as caster level. The spell must be one that can be made into a potion. You do not need to meet the prerequisites for this feat.

Chameleon (Su) An alchemist with this discovery can shift the colors of his skin and equipment to blend in with the surrounding terrain. He gains a +4 enhancement bonus on Stealth checks. At 10th level, the bonus on Stealth checks increases to +8.

Fast Bombs An alchemist with this discovery can quickly create enough bombs to throw more than one in a single round. The alchemist can prepare and throw additional bombs as a full-round action if his base attack bonus is high enough to grant him additional attacks. This functions just like a full-attack with a ranged weapon.

Feral Half-orc children who are abandoned as infants or small children rarely survive in the wild, but a few manage to scrape out a meager existence as “wild children,” tough enough to live but completely uncivilized. Feral half-orcs have the forest walker and toothy alternate racial traits.

Feral Mutagen Whenever the alchemist imbibes a mutagen, he gains two claw attacks and a bite attack. These are primary attacks and are made using the alchemist's full base attack bonus. The claw attacks deal 1d6 points of damage (1d4 if the alchemist is Small) and the bite attack deals 1d8 points of damage (1d6 if the alchemist is Small). While the mutagen is in effect, the alchemist gains a +2 competence bonus on Intimidate skill checks.

Forest Walker More at home in the forests and jungles of the world, these half-orcs are well adapted to their surroundings. Half-orcs with this trait have low-light vision and gain a +2 racial bonus on Climb checks.

Formulae An alchemist may know any number of formulae. He stores his formulae in a special tome called a formula book. He must refer to this book whenever he prepares an extract but not when he consumes it. An alchemist begins play with two 1st-level formulae of his choice, plus a number of additional formulae equal to his Intelligence modifier. At each new alchemist level, he gains one new formula of any level that he can create. An alchemist can also add formulae to his book just like a wizard adds spells to his spellbook, using the same costs, pages, and time requirements. An alchemist can study a wizard's spellbook to learn any formula that is equivalent to a spell the spellbook contains. A wizard, however, cannot learn spells from a formula book. An alchemist does not need to decipher arcane writings before copying them.

Grab (Ex) If you hit with the indicated attack (usually a claw or bite attack), you deal normal damage and can attempt to start a grapple

as a free action without provoking an attack of opportunity. You have the option to conduct the grapple normally, or simply use the part of your body you used in the grab to hold the opponent. If you choose to do the latter, you take a -20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition itself. A successful hold does not deal any extra damage unless you also have the constrict special attack. If you do not constrict, each successful grapple check you make during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, you deal constriction damage as well. You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab can only be used on creatures of a size equal to or smaller than you.

Grand Beastform Mutagen At 14th level, a beastmorph's mutagen grants him four of the abilities listed in the beast shape III spell, which persist as long as the mutagen. He may select four different abilities each time he creates a mutagen. This ability replaces persistent mutagen.

Greater Beastform Mutagen At 10th level, a beastmorph's mutagen grants him three of the abilities listed in the beast shape II spell, which persist as long as the mutagen. He may select three different abilities each time he creates a mutagen. This ability replaces poison resistance +2, +4, and +6, as well as poison immunity.

Improved Beastform Mutagen At 6th level, a beastmorph's mutagen grants him additional abilities and options. The alchemist gains his choice of two of the abilities listed in the beast shape I spell, which persist as long as the mutagen. He may select two different abilities each time he creates a mutagen. This ability replaces swift poisoning.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Mutagen (Su) You know how to create a mutagen that you can imbibe in order to heighten your physical prowess at the cost of your personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. You can only maintain one dose of mutagen at a time - if you brews a second dose, any existing mutagen becomes inert. A mutagen that is not in your possession becomes inert until an alchemist picks it up again. When you brew a mutagen, you select one physical ability score - either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes you to grow bulkier and more bestial, granting you a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 280 minutes. In addition, while the mutagen is in effect, you take a -2 penalty to one of your mental ability scores. If the mutagen enhances your Strength, it applies a penalty to your Intelligence. If it enhances your Dexterity, it applies a penalty to your Wisdom. If it enhances your Constitution, it applies a penalty to your Charisma. A non-alchemist who drinks a mutagen must make a DC 21 Fortitude save or become nauseated for 1 hour - a non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if he drinks it. (Although if the other alchemist creates a different mutagen, the effects of the "stolen" mutagen immediately cease.) The effects of a mutagen do not stack. Whenever an alchemist drinks a mutagen, the effects of any previous mutagen immediately end.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Poison Use (Ex) You are trained in the use of poison and cannot accidentally poison yourself when applying poison to a weapon.

Swift Poisoning (Ex) You can apply a dose of poison to a weapon as a swift action.

Tentacle (Ex) You gain a prehensile, arm-length tentacle on your body. The tentacle is fully under your control and cannot be concealed except with magic or bulky clothing. The tentacle does not give you any extra attacks or actions per round, though you can use it to make a tentacle attack (1d4 damage for a Medium alchemist, 1d3 damage for a Small one) with the grab ability (see page 301 of the Pathfinder RPG Bestiary). The tentacle can manipulate or hold items as well as your original arms can (for example, allowing you to use one hand to wield a weapon, the tentacle to hold a potion, and the third hand to throw a bomb). Unlike an arm, the tentacle has no

magic item slots.

Throw Anything (Ex) You gain the Throw Anything feat as a bonus feat. You add your Intelligence modifier to damage done with splash weapons, including the splash damage if any. This bonus damage is already included in the bomb class feature.

Toothy Some half-orcs' vestigial tusks are massive and sharp, granting a bite attack. This is a primary natural attack that deals 1d4 points of piercing damage. This racial trait replaces the orc ferocity racial trait.

Vestigial Arm (Ex) You gain a new arm (left or right) on your torso. The arm is fully under your control and cannot be concealed except with magic or bulky clothing. The arm does not give you any extra attacks or actions per round, though the arm can wield a weapon and make attacks as part of your attack routine (using two-weapon fighting). The arm can manipulate or hold items as well as your original arms (for example, allowing the alchemist to use one hand to wield a weapon, another hand to hold a potion, and the third hand to throw a bomb). The arm has its own "hand" and "ring" magic item slots (though the alchemist can still only wear two rings and two hand magic items at a time).

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Wings (Ex) You gain batlike, birdlike, or insectlike functional wings, allowing you to fly as the Fly spell for 14 minutes per day. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. You can select this discovery multiple times; each time you do so, you add your caster level to the number of minutes per day that you can fly with the wings. This flight is an extraordinary ability.

Feats

Artful Dodge You are practiced at avoiding attacks when outnumbered. If you are the only character threatening an opponent, you gain a +1 dodge bonus to AC against that opponent. Special: The Artful Dodge feat acts as the Dodge feat for the purpose of satisfying prerequisites that require Dodge. You can use Intelligence, rather than Dexterity, for feats with a minimum Dexterity prerequisite.

Brew Potion You can create magic potions. You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Chapter 15 for more information. When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Feral Heart In your chest beats the heart of a wild beast. Whenever you receive a morale bonus on Strength or attack rolls (such as from heroism or the barbarian rage class feature), you receive a +2 bonus on Dexterity- and Strength-based ability and skill checks and a +1 bonus on Reflex saves until the morale bonus effect ends. Goal: Woo and then marry or otherwise enter into a committed relationship with a person from a civilized culture. This relationship must be forged in love, not bought or coerced. Completion Benefit: Delay the penalties for the exhausted, fatigued, shaken, and sickened conditions for 1 round after first receiving them. If you already have the condition in question and it is applied again, this feat provides no benefit. Despite ignoring the penalties you do still have the condition. For example, if you become shaken again while benefiting from this feat, you become frightened as normal.

Improved Natural Attack (Bite, Tentacle) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Nature Soul You are innately in tune with nature and venerate the power and mystery of the natural world. You get a +2 bonus on all Knowledge (nature) checks and Survival checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Weapon Focus (Bite, Tentacle) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Chirurgion (Alchemist)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Dwarf (Exiled Dwarf); Medium humanoid (dwarf)			
Class	Alchemist (Chirurgion) 1	Alchemist (Chirurgion) 6	Alchemist (Chirurgion) 10	Alchemist (Chirurgion) 14
Initiative	+0	+0	+0	+4
Senses	Darkvision 60 ft.; Perception +8	Darkvision 60 ft.; Perception +13	Darkvision 60 ft.; Perception +17	Darkvision 60 ft.; Perception +21
Defense				
Armor Class	AC 12, touch 10, ff 12 (+2 leather armor)	AC 13, touch 10, ff 13 (+3 studded leather armor)	AC 14, touch 10, ff 14 (+4 <i>studded leather armor</i> +1)	AC 14, touch 10, ff 14 (+4 <i>studded leather armor</i> +1)
hp / HD	6 (1d8)-2	21 (6d8)-6	34 (10d8)-10	54 (14d8)-14
Saves	Fort +0, Ref +2, Will +4; +2 vs. poison, spells, and spell-like abilities	Fort +4, Ref +5, Will +6; +2 vs. poison, spells, and spell-like abilities; +2 vs. poison	Fort +6, Ref +7, Will +7; +2 vs. poison, spells, and spell-like abilities; +4 vs. poison	Fort +8, Ref +9, Will +8; +2 vs. poison, spells, and spell-like abilities; +4 vs. poison
Offense				
Movement	20 ft.			
Attacks	Melee spear +0 (2H: 1d8/x3) or Ranged spear (thrown) +0 (1d8/x3) or Ranged touch attack (ray) +0 (1d1) or Melee dagger +0 (1d4/19-20) or Ranged dagger (thrown) +0 (1d4/19-20) or Ranged bomb +1 (1d6+3)	Ranged touch attack (ray) +4 (1d1) or Melee masterwork spear +5 (2H: 1d8/x3) or Ranged masterwork spear (thrown) +5 (1d8/x3) or Melee dagger +4 (1d4/19-20) or Ranged dagger (thrown) +4 (1d4/19-20) or Ranged bomb +5 (1d6+3)	Ranged touch attack (ray) +7/+2 (1d1) or Melee +1 <i>spear</i> +8/+3 (2H: 1d8+1/x3) or Ranged +1 <i>spear</i> (thrown) +8/+3 (1d8+1/x3) or Melee dagger +7/+2 (1d4/19-20) or Ranged dagger (thrown) +7/+2 (1d4/19-20) or Ranged bomb +8/+3 (1d6+3)	Ranged touch attack (ray) +10/+5 (1d1) or Melee +2 <i>spear</i> +12/+7 (2H: 1d8+2/x3) or Ranged +2 <i>spear</i> (thrown) +12/+7 (1d8+2/x3) or Melee dagger +10/+5 (1d4/19-20) or Ranged dagger (thrown) +10/+5 (1d4/19-20) or Ranged bomb +11/+6 (1d6+4)
Special Attacks	Bomb, Throw Anything	Bomb, Healing Bomb*, Throw Anything	Bomb, Darkness Bomb*, Healing Bomb*, Throw Anything	Bomb, Darkness Bomb*, Healing Bomb*, Infuse Mutagen, Throw Anything
Space / Reach	5 ft. / 5 ft.			

Prepared Spells

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Alchemist (CL 1st): 1st - cure light wounds (2x)	Alchemist (CL 6th): 2nd - cure moderate wounds (2x), delay poison, restoration (lesser) 1st - cure light wounds (2x), expeditious retreat, jump, shield	Alchemist (CL 10th): 4th - cure critical wounds 3rd - cure serious wounds (2x), fly, gaseous form 2nd - cure moderate wounds (2x), delay poison, invisibility, restoration (lesser) 1st - cure light wounds (2x), expeditious retreat, jump, shield, shock shield	Alchemist (CL 14th): 5th - resurgent transformation, spell resistance 4th - cure critical wounds (2x), death ward, false life (greater), fire shield 3rd - cure serious wounds (2x), fly, gaseous form, heroism 2nd - cure moderate wounds (2x), defensive shock, delay poison, invisibility, restoration (lesser) 1st - cure light wounds (2x), expeditious retreat, jump, shield, shock shield

 Statistics

Ability Scores

Core Attack

Feats

Skills

Languages

Str 10, Dex 11, Con 7, Int 16, Wis 18, Cha 11	Str 10, Dex 11, Con 8, Int 16, Wis 18, Cha 11	Str 10, Dex 11, Con 8, Int 17, Wis 18, Cha 11	Str 10, Dex 11, Con 8, Int 18, Wis 18, Cha 11
Base Atk +0; CMB +0; CMD 10 (14 vs. bullrush or trip)	Base Atk +4; CMB +4; CMD 14 (18 vs. bullrush or trip)	Base Atk +7; CMB +7; CMD 17 (21 vs. bullrush or trip)	Base Atk +10; CMB +10; CMD 20 (24 vs. bullrush or trip)
Brew Potion, Godless Healing, Throw Anything	Battlefield Healer, Brew Potion, Critical Cure, Godless Healing, Skill Focus (Heal), Throw Anything	Artful Dodge, Battlefield Healer, Brew Potion, Critical Cure, Godless Healing, Maximize Spell, Skill Focus (Heal), Throw Anything	Artful Dodge, Battlefield Healer, Brew Potion, Critical Cure, Fleet, Godless Healing, Improved Initiative, Maximize Spell, Skill Focus (Heal), Throw Anything
Appraise +3, Artistry +3, Craft (Untrained) +3, Disable Device +4, Heal +8, Knowledge (Arcana) +7, Knowledge (Nature) +7, Perception +8, Sense Motive +4, Spellcraft +7, Survival +8	Acrobatics -3, Appraise +3, Artistry +3, Climb -3, Craft (Untrained) +3, Disable Device +6, Escape Artist -3, Fly -3, Heal +16, Knowledge (Arcana) +12, Knowledge (Nature) +12, Perception +13, Ride -3, Sense Motive +4, Spellcraft +12, Stealth -3, Survival +13, Swim -3	Acrobatics -3, Appraise +3, Artistry +3, Climb -3, Craft (Untrained) +3, Disable Device +10, Escape Artist -3, Fly -3, Heal +23, Knowledge (Arcana) +16, Knowledge (Nature) +16, Perception +17, Ride -3, Sense Motive +4, Spellcraft +16, Stealth -3, Survival +17, Swim -3	Acrobatics -3, Appraise +11, Artistry +4, Climb -3, Craft (Untrained) +4, Disable Device +14, Escape Artist -3, Fly -3, Heal +27, Knowledge (Arcana) +21, Knowledge (Nature) +21, Perception +21, Profession (Herbalist) +17, Ride -3, Sense Motive +4, Spellcraft +21, Stealth -3, Survival +21, Swim -3
Common, Dwarven, Gnome, Goblin, Orc			Common, Dwarven, Giant, Gnome, Goblin, Orc

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Special Qualities	Alchemy, Bonus Mutagen Natural Armor, Brew Potion, Darkvision, Exiled Dwarf, Formulae, Greed, Hardy, Hatred, Mutagen, Stability, Steady, Stonecunning, Weapon Familiarity	Alchemy, Anaesthetic, Bonus Mutagen Natural Armor (6x), Brew Potion, Darkvision, Exiled Dwarf, Formulae, Greed, Hardy, Hatred, Healing Touch, Infused Curative, Mutagen, Poison Resistance, Spontaneous Healing, Stability, Steady, Stonecunning, Swift Alchemy, Swift Poisoning, Weapon Familiarity	Alchemy, Anaesthetic, Bonus Mutagen Natural Armor (10x), Brew Potion, Darkvision, Dispelling Bomb, Exiled Dwarf, Formulae, Greed, Hardy, Hatred, Healing Touch, Infused Curative, Mutagen, Poison Resistance, Power Over Death, Spontaneous Healing, Stability, Steady, Stonecunning, Swift Alchemy, Swift Poisoning, Weapon Familiarity	Alchemy, Anaesthetic, Bonus Mutagen Natural Armor (14x), Brew Potion, Darkvision, Dispelling Bomb, Exiled Dwarf, Formulae, Greed, Hardy, Hatred, Healing Touch, Infused Curative, Infusion, Mutagen, Persistent Mutagen, Poison Resistance, Power Over Death, Spontaneous Healing, Stability, Steady, Stonecunning, Swift Alchemy, Swift Poisoning, Weapon Familiarity
Treasure	Spear; leather armor; scholar's outfit; dagger (2x)	Masterwork spear; studded leather armor; scholar's outfit; dagger (2x)	+1 <i>spear</i> ; +1 <i>studded leather armor</i> ; scholar's outfit; dagger (2x)	+2 <i>spear</i> ; +2 <i>studded leather armor</i> ; scholar's outfit; dagger (2x)
⚡ Magic				
Spells per Day	Alchemist: 0/2/0/0/0/0/0/0/0 DC: 14+spell level	Alchemist: 0/5/4/0/0/0/0/0/0 DC: 14+spell level	Alchemist: 0/6/5/4/1/0/0/0/0 DC: 14+spell level	Alchemist: 0/6/6/5/5/2/0/0/0 DC: 15+spell level

⚡ Special Abilities

Alchemy (Su) When using Craft (Alchemy) to create an alchemical item, you gain a +14 competence bonus on the Craft (alchemy) check. In addition, you can use Craft (Alchemy) to identify potions as if using Detect Magic. He must hold the potion for 1 round to make such a check.

Anaesthetic (Ex) You know how to supplement uses of the Heal skill with pain-killing drugs. You gain Skill Focus (Heal) as a bonus feat. Any use of the Heal skill that has a risk of harming the patient (such as extracting a barb) only deals the minimum damage when performed by you.

Bomb (Su) You can use 18 bombs each day. Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, your bomb inflicts 1d6+4 points of fire damage. Your bombs also inflict an additional 6d6 points of fire damage that is not multiplied on a critical hit or by using feats such as Vital Strike. Splash damage from an your bomb is always equal to the bomb's minimum damage (11). Those caught in the splash damage can attempt a DC 21 Reflex save for half damage.

Bonus Mutagen Natural Armor (14x) Add +1/4 to the alchemist's natural armor bonus when using his mutagen. Currently 3

Brew Potion (Ex) You receive Brew Potion as a bonus feat. You can brew potions of any formulae you know (up to 3rd level), using your alchemist level as caster level. The spell must be one that can be made into a potion. You do not need to meet the prerequisites for this feat.

Darkness Bomb* When the alchemist creates a bomb, he can choose to have it suppress light sources on the target. This extinguishes nonmagical light sources carried by the target and dispels magical light sources for 14 rounds as deeper darkness.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Dispelling Bomb When the alchemist creates a bomb, he can choose to have it dispel magic effects instead of deal damage. Creatures that take a direct hit from a dispelling bomb are subject to a targeted dispel magic spell, using the alchemist's level as the caster level. This cannot be used to target a specific spell effect. The alchemist must be at least 6th level before selecting this discovery.

Exiled Dwarf Dwarves who have lost their homelands usually have the relentless and stubborn racial traits, and often have wyrmscoured as well.

Formulae An alchemist may know any number of formulae. He stores his formulae in a special tome called a formula book. He must refer to this book whenever he prepares an extract but not when he consumes it. An alchemist begins play with two 1st-level formulae of his choice, plus a number of additional formulae equal to his Intelligence modifier. At each new alchemist level, he gains one new formula of any level that he can create. An alchemist can also add formulae to his book just like a wizard adds spells to his spellbook, using the same costs, pages, and time requirements. An alchemist can study a wizard's spellbook to learn any formula that is equivalent to a spell the spellbook contains. A wizard, however, cannot learn spells from a formula book. An alchemist does not need to decipher arcane writings before copying them.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Healing Bomb* Creating a healing bomb requires the alchemist to expend an infused extract (APG 31) or potion containing a cure spell. A creature that takes a direct hit from a healing bomb is healed as if she had imbibed the infusion or potion used to create the bomb. Creatures in the splash radius are healed for the minimum amount of damage the cure spell is capable of healing. A healing bomb

damages undead instead of healing them.

Healing Touch (Ex) You gain the ability to heal other creatures. As a standard action, you may touch a creature and apply 1 round's effect of your spontaneous healing discovery to that creature; this counts toward your spontaneous healing limit for the day. Your daily limit for hit points healed by spontaneous healing increases to 5 times your alchemist level. This ability only functions if the target is the same type of creature (humanoid, undead, and so on) as you.

Infused Curative (Ex) Your extracts of cure spells automatically act as infusions, and can be used by non-alchemists. When you prepare your extracts, you may choose to render any or all of your infused curatives inert and prepare other extracts to replace them (unlike infusions, which continue to occupy your daily extract slots until consumed or used).

Infuse Mutagen When the alchemist creates a mutagen, he can infuse it with an extra bit of his own magical power. This inflicts 2 points of Intelligence damage to the alchemist and costs 1,000 gp in rare reagents, but the mutagen created persists on its own and is not rendered inert if the alchemist creates another mutagen. This allows an alchemist to create different types of mutagens and keep them handy for emergencies. This does not allow an alchemist to gain the effects of multiple mutagens - only the most recently imbibed mutagen has any effect.

Infusion When the alchemist creates an extract, he can infuse it with an extra bit of his own magical power. The extract created now persists even after the alchemist sets it down. As long as the extract exists, it continues to occupy one of the alchemist's daily extract slots. An infused extract can be imbibed by a non-alchemist to gain its effects.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Mutagen (Su) You know how to create a mutagen that you can imbibe in order to heighten your physical prowess at the cost of your personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. You can only maintain one dose of mutagen at a time - if you brews a second dose, any existing mutagen becomes inert. A mutagen that is not in your possession becomes inert until an alchemist picks it up again. When you brew a mutagen, you select one physical ability score - either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes you to grow bulkier and more bestial, granting you a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 140 minutes. In addition, while the mutagen is in effect, you take a -2 penalty to one of your mental ability scores. If the mutagen enhances your Strength, it applies a penalty to your Intelligence. If it enhances your Dexterity, it applies a penalty to your Wisdom. If it enhances your Constitution, it applies a penalty to your Charisma. A non-alchemist who drinks a mutagen must make a DC 21 Fortitude save or become nauseated for 1 hour - a non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if he drinks it. (Although if the other alchemist creates a different mutagen, the effects of the "stolen" mutagen immediately cease.) The effects of a mutagen do not stack. Whenever an alchemist drinks a mutagen, the effects of any previous mutagen immediately end.

Persistent Mutagen (Su) The effects of your mutagens last for 14 hours.

Poison Resistance (Ex) You gain a +4 bonus on all saving throws against poison.

Power Over Death (Ex) You add Breath of Life to your formula book as a 4th-level extract. Your infused curative ability applies to this extract.

Spontaneous Healing (Ex) You gain the ability to heal from wounds rapidly. As a free action once per round, you can heal 5 hit points as if you had the fast healing ability. You can heal 70 hit points per day in this manner. If you fall unconscious because of hit point damage and you still have healing available from this ability, the ability activates automatically each round until you are conscious again or the ability is depleted for the day.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Swift Alchemy (Ex) You can create alchemical items with astounding speed. It takes you half the normal amount of time to create alchemical items, and you can apply poison to a weapon as a move action.

Swift Poisoning (Ex) You can apply a dose of poison to a weapon as a swift action.

Throw Anything (Ex) You gain the Throw Anything feat as a bonus feat. You add your Intelligence modifier to damage done with splash weapons, including the splash damage if any. This bonus damage is already included in the bomb class feature.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Feats

Artful Dodge You are practiced at avoiding attacks when outnumbered. If you are the only character threatening an opponent, you gain a +1 dodge bonus to AC against that opponent. Special: The Artful Dodge feat acts as the Dodge feat for the purpose of satisfying prerequisites that require Dodge. You can use Intelligence, rather than Dexterity, for feats with a minimum Dexterity prerequisite.

Battlefield Healer In even the fiercest battles, you risk life and limb to save your allies. When attempting a concentration check caused by receiving damage (including ongoing damage), you reduce the damage taken by 50% for the purposes of determining the concentration check DC. Goal: Over time, provoke at least 20 attacks of opportunity for casting conjuration (healing) spells on allies. These spells don't have to succeed to count. Completion Benefit: You automatically succeed at concentration checks for conjuration (healing) spells caused by taking damage.

Brew Potion You can create magic potions. You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Chapter 15 for more information. When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Critical Cure Your healing is more effective if your patient is badly injured. When you cast a conjuration (healing) spell, it cures 1 additional hit point if the recipient of the healing is grazed, wounded, or critical. The additional healing increases by an additional 1 point at caster level 6th, and every 6 caster levels thereafter.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Godless Healing You have mastered a specialized and complex technique to ignore pain by focusing your belief on the self rather than relying on faith. Heal yourself 1d8+(TL) hp 1/day. You have mastered a specialized and complex technique to ignore pain by focusing your belief on the self rather than relying on faith. 1/day when you have half your total hit points or fewer, you may heal yourself of an amount of damage equal to 1d8 plus your total Hit Dice as a move action. This is a supernatural ability.

Improved Initiative Your quick reflexes allow you to react quickly

to danger. You get a +4 bonus on initiative checks.

Maximize Spell Your spells have the maximum possible effect. All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell's actual level. An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

Skill Focus (Heal) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Clone Master (Alchemist)

	Low	Moderate	Advanced	Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Half-Elf (Drow-Descended); Medium humanoid (elf, human)			
Class	Alchemist (Clone Master) 1	Alchemist (Clone Master) 6	Alchemist (Clone Master) 10	Alchemist (Clone Master) 14
Initiative	+2	+2	+2	+6
Senses	Darkvision 60 ft.; Low-Light Vision; Perception +2	Darkvision 60 ft.; Low-Light Vision; Perception +2	Darkvision 60 ft.; Low-Light Vision; Perception +2	Darkvision 60 ft.; Low-Light Vision; Perception +2
Defense				
Armor Class	AC 15, touch 12, ff 13 (+2 Dex; +3 studded leather armor)	AC 15, touch 12, ff 13 (+2 Dex; +3 studded leather armor)	AC 16, touch 12, ff 14 (+2 Dex; +4 studded leather armor +1)	AC 17, touch 12, ff 15 (+2 Dex; +5 studded leather armor +2)
hp / HD	8 (1d8)	28 (6d8)	50 (10d8)	64 (14d8)
Saves	Fort +2, Ref +4, Will +0; +2 vs. enchantment spells and effects	Fort +5, Ref +7, Will +2; +2 vs. enchantment spells and effects; +4 vs. poison	Fort +7, Ref +9, Will +3; +2 vs. enchantment spells and effects; +4 vs. poison	Fort +9, Ref +11, Will +4; +2 vs. enchantment spells and effects; +4 vs. poison
Special Defenses	Weakness Light Blindness			
Offense				
Movement	30 ft.			
Attacks	Ranged light crossbow +2 (1d8/19-20) or Melee heavy mace +2 (1d8+2) or Ranged bomb +3 (1d4+4)	Ranged light crossbow +6 (1d8/19-20) or Melee masterwork heavy mace +8 (1d8+3) or Ranged bomb +7 (1d4+4)	Ranged light crossbow +9/+4 (1d8/19-20) or Melee +1 heavy mace +11/+6 (1d8+4) or Ranged bomb +10/+5 (1d4+4)	Ranged light crossbow +12/+7 (1d8/19-20) or Melee +2 heavy mace +15/+10 (1d8+5) or Ranged bomb +13/+8 (1d4+4)
Special Attacks	Bomb, Throw Anything	Bomb, Chameleon, Throw Anything		Bomb, Throw Anything
Space / Reach	5 ft. / 5 ft.			
Prepared Spells	Innate Spell-Like Abilities: At Will - dancing lights 1x/day - darkness, faerie fire Alchemist (CL 1st): 1st - chameleon scales, disguise self	Innate Spell-Like Abilities: At Will - dancing lights 1x/day - darkness, faerie fire Alchemist (CL 6th): 2nd - alter self, detect thoughts, false life, ghostly disguise 1st - chameleon scales, disguise self, expeditious retreat, illusion of calm, vocal alteration	Innate Spell-Like Abilities: At Will - dancing lights 1x/day - darkness, faerie fire Alchemist (CL 10th): 4th - caustic blood, false life (greater) 3rd - absorb toxicity, absorbing touch, displacement, eruptive pustules 2nd - alter self, detect thoughts, false life, ghostly disguise, invisibility 1st - chameleon scales, disguise self, expeditious retreat, illusion of calm, jump, vocal alteration	Innate Spell-Like Abilities: At Will - dancing lights 1x/day - darkness, faerie fire Alchemist (CL 14th): 5th - dust form, elude time 4th - caustic blood, false life (greater), fluid form, monstrous physique ii, restoration 3rd - absorb toxicity, absorbing touch, displacement, eruptive pustules, gaseous form 2nd - alter self, detect thoughts, false life, ghostly disguise, invisibility, skinsend 1st - chameleon scales, disguise self, expeditious retreat, illusion of calm, jump, vocal alteration
Statistics				

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Ability Scores	Str 15, Dex 14, Con 10, Int 18, Wis 10, Cha 7	Str 16, Dex 14, Con 10, Int 18, Wis 10, Cha 7	Str 16, Dex 14, Con 10, Int 18, Wis 10, Cha 8	Str 16, Dex 14, Con 10, Int 19, Wis 10, Cha 8
Core Attack	Base Atk +0; CMB +2; CMD 14	Base Atk +4; CMB +7; CMD 19	Base Atk +7; CMB +10; CMD 22	Base Atk +10; CMB +13; CMD 25
Feats	Brew Potion, Callous Casting, Throw Anything	Brew Potion, Callous Casting, Deceitful, Pass for Human, Throw Anything	Brew Potion, Callous Casting, Deceitful, Pass for Human, Spell Focus (Illusion), Stealthy, Throw Anything	Brew Potion, Callous Casting, Deceitful, Improved Initiative, Improved Natural Attack (Unarmed Strike), Pass for Human, Spell Focus (Illusion), Stealthy, Throw Anything
Skills	Acrobatics +1, Appraise +4, Artistry +4, Bluff -2, Climb +1, Craft (Alchemy) +8, Craft (Leather) +8, Craft (Sculptures) +8, Craft (Untrained) +4, Diplomacy -2, Disguise -2, Escape Artist +1, Fly +1, Heal +4, Intimidate -2, Knowledge (Nature) +8, Perception +2, Perform (Untrained) -2, Ride +1, Sleight of Hand +5, Spellcraft +8, Stealth +1, Swim +1	Acrobatics +2, Appraise +4, Artistry +4, Climb +3, Craft (Alchemy) +13, Craft (Leather) +13, Craft (Sculptures) +13, Craft (Untrained) +4, Diplomacy -2, Disguise +3, Escape Artist +2, Fly +2, Heal +9, Intimidate -2, Knowledge (Nature) +13, Perception +2, Perform (Untrained) -2, Ride +2, Sleight of Hand +11, Spellcraft +13, Stealth +5, Swim +3	Acrobatics +2, Appraise +4, Artistry +4, Bluff +1, Climb +3, Craft (Alchemy) +17, Craft (Leather) +17, Craft (Sculptures) +17, Craft (Untrained) +4, Diplomacy -1, Disguise +8, Escape Artist +4, Fly +2, Heal +13, Intimidate -1, Knowledge (Nature) +13, Perception +2, Perform (Untrained) -1, Ride +2, Sleight of Hand +15, Spellcraft +17, Stealth +11, Swim +3	Acrobatics +2, Appraise +4, Artistry +4, Bluff +1, Climb +3, Craft (Alchemy) +21, Craft (Leather) +21, Craft (Sculptures) +21, Craft (Untrained) +4, Diplomacy -1, Disguise +14, Escape Artist +4, Fly +2, Heal +17, Intimidate -1, Knowledge (Nature) +15, Perception +2, Perform (Untrained) -1, Ride +2, Sleight of Hand +19, Spellcraft +19, Stealth +17, Swim +3
Languages	Abyssal, Common, Draconic, Drow, Elven, Undercommon			
Special Qualities	Alchemy, Bonus Splash Weapon Range Increment, Brew Potion, Drow Blooded, Drow-Descended, Drow Magic, Elf Blood, Elven Immunities, Formulae, Keen Senses, Light Blindness, Low-Light Vision, Mutagen	Alchemy, Bonus Splash Weapon Range Increment (6x), Brew Potion, Drow Blooded, Drow-Descended, Drow Magic, Elf Blood, Elven Immunities, Formulae, Keen Senses, Light Blindness, Low-Light Vision, Mutagen, Poison Resistance, Poison Use, Preserve Organs, Swift Alchemy, Swift Poisoning, Vestigial Arm	Alchemical Simulacrum, Alchemy, Bonus Splash Weapon Range Increment (10x), Brew Potion, Doppelganger Simulacrum, Drow Blooded, Drow-Descended, Drow Magic, Elf Blood, Elven Immunities, Formulae, Keen Senses, Lesser Simulacrum, Light Blindness, Low-Light Vision, Mutagen, Poison Resistance, Poison Use, Preserve Organs, Rebirth, Swift Alchemy, Swift Poisoning, Vestigial Arm	Alchemical Simulacrum, Alchemy, Bonus Splash Weapon Range Increment (14x), Brew Potion, Doppelganger Simulacrum, Drow Blooded, Drow-Descended, Drow Magic, Elf Blood, Elven Immunities, Formulae, Greater Alchemical Simulacrum, Keen Senses, Lesser Simulacrum, Light Blindness, Low-Light Vision, Mutagen, Parasitic Twin, Persistent Mutagen, Poison Resistance, Poison Use, Preserve Organs, Rebirth, Simulacrum, Swift Alchemy, Swift Poisoning, Vestigial Arm (2x)
Treasure	Artisan's outfit; studded leather armor; light crossbow; crossbow bolts (20x); heavy mace	Artisan's outfit; masterwork studded leather armor; light crossbow; crossbow bolts (20x); masterwork heavy mace	Artisan's outfit; +1 studded leather armor; light crossbow; crossbow bolts (20x); +1 heavy mace	Artisan's outfit; +2 studded leather armor; light crossbow; crossbow bolts (20x); +2 heavy mace
 Magic				
Spells per Day	Alchemist: 0/2/0/0/0/0/0/0/0 DC: 15+spell level	Alchemist: 0/5/4/0/0/0/0/0/0 DC: 15+spell level	Alchemist: 0/6/5/4/2/0/0/0/0 DC: 15+spell level	Alchemist: 0/6/6/5/5/2/0/0/0 DC: 15+spell level

Special Abilities

Alchemical Simulacrum (Su) You gain the ability to create a lesser simulacrum. This works like the lesser simulacrum spell, except it costs 100 gp in alchemical materials per Hit Die of the simulacrum, requires 24 hours to grow, and decays into inert flesh rather than ice or snow if killed. The created simulacrum is a creature, not a supernatural effect.

Alchemy (Su) When using Craft (Alchemy) to create an alchemical item, you gain a +14 competence bonus on the Craft (alchemy) check. In addition, you can use Craft (Alchemy) to identify potions as if using Detect Magic. He must hold the potion for 1 round to make such a check.

Bomb (Su) You can use 18 bombs each day. Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, your bomb inflicts 1d4+4 points of fire damage. Your bombs also inflict an additional 6d4 points of fire damage that is not multiplied on a critical hit or by using feats such as Vital Strike. Splash damage from an your bomb is always equal to the bomb's minimum damage (11). Those caught in the splash damage can attempt a DC 21 Reflex save for half damage.

Bonus Splash Weapon Range Increment (14x) Alchemist: Add +1 foot to the range increment of the alchemist's thrown splash weapons (including the alchemist's bombs). This option has no effect unless the alchemist has selected it 5 times (or another increment of 5); a range increment of 24 feet is effectively the same as a range increment of 20 feet, for example.

Brew Potion (Ex) You receive Brew Potion as a bonus feat. You can brew potions of any formulae you know (up to 3rd level), using your alchemist level as caster level. The spell must be one that can be made into a potion. You do not need to meet the prerequisites for this feat.

Doppelganger Simulacrum (Su) You learn how to create a simulacrum, a soulless duplicate of your body, into which you can project your consciousness. As a full-round action, you may shift your consciousness from your current body to any one of your available doppelganger simulacra, which must be on the same plane as the alchemist. If killed in a simulacrum, you transfer to your own body automatically; if killed in your own body, you are dead. Unused simulacra (including your abandoned original body) appear to be lifeless corpses, though they do not decay. Creating a duplicate costs 1,000 gp in alchemical materials and requires 1 week to grow. The created simulacrum is a creature, not a supernatural effect.

Drow Blooded Some half-elves born of drow parents exhibit more drow traits than others: particularly many of the physical features of the drow: and have darkvision 60 feet and light blindness.

Drow-Descended These half-elves clearly bear the features of their dark elf parents, branding them immediately as a potential threat in the eyes of others no matter what their intent or character. These half-elves have the drow-blooded and drow magic alternate racial traits.

Drow Magic A few half-elves with drow ancestry exhibit the innate magic of that race. Half-elves with this trait have drow blood somewhere in their background, and can cast dancing lights, darkness, and faerie fire each once per day, using the half-elf's character level as the caster level for these spell-like abilities. This racial trait replaces the adaptability and multi-talented racial traits.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Formulae An alchemist may know any number of formulae. He stores his formulae in a special tome called a formula book. He must refer to this book whenever he prepares an extract but not when he consumes it. An alchemist begins play with two 1st-level formulae of his choice, plus a number of additional formulae equal to his Intelligence modifier. At each new alchemist level, he gains one new formula of any level that he can create. An alchemist can also add formulae to his book just like a wizard adds spells to his spellbook, using the same costs, pages, and time requirements. An alchemist can study a wizard's spellbook to learn any formula that

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

Greater Alchemical Simulacrum (Su) You gain the ability to create a simulacrum. This works like the simulacrum spell, except it costs 100 gp in alchemical materials per Hit Die of the simulacrum, requires 24 hours to grow, and decays into inert flesh rather than ice or snow if killed. The created simulacrum is a creature, not a supernatural effect.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Lesser Simulacrum (Ex) You add Lesser Simulacrum to your formula book as a 3rd-level extract.

Light Blindness (Ex) You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Mutagen (Su) You know how to create a mutagen that you can imbibe in order to heighten your physical prowess at the cost of your personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. You can only maintain one dose of mutagen at a time - if you brews a second dose, any existing mutagen becomes inert. A mutagen that is not in your possession becomes inert until an alchemist picks it up again. When you brew a mutagen, you select one physical ability score - either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes you to grow bulkier and more bestial, granting you a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 140 minutes. In addition, while the mutagen is in effect, you take a -2 penalty to one of your mental ability scores. If the mutagen enhances your Strength, it applies a penalty to your Intelligence. If it enhances your Dexterity, it applies a penalty to your Wisdom. If it enhances your Constitution, it applies a penalty to your Charisma. A non-alchemist who drinks a mutagen must make a DC 21 Fortitude save or become nauseated for 1 hour - a non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if he drinks it. (Although if the other alchemist creates a different mutagen, the effects of the "stolen" mutagen immediately cease.) The effects of a mutagen do not stack. Whenever an alchemist drinks a mutagen, the effects of any previous mutagen immediately end.

Parasitic Twin (Ex) Your vestigial limbs are part of a parasitic twin on your torso, consisting of a head, a torso, and two arms (from the vestigial limb discovery). Normally, the twin is mostly recessed within your body, with the visible arms acting like the vestigial arm discovery, though you can manifest or hide the twin as a standard action. The twin is helpless, fully subservient to you, and cannot be targeted or harmed. Once per day, if you succumb to a mental effect that would make you unconscious, helpless, or not in control of your own actions (such as charm person, feeblemind, or hold person), you can reroll your saving throw; success means the twin absorbs the effect and you can ignore it. Using this ability sickens you for the duration of the absorbed effect (removing the effect from the twin ends the sickened condition), and you cannot use the twin's limbs during that time, though passive effects (such as from rings worn on the vestigial arms) continue normally.

Persistent Mutagen (Su) The effects of your mutagens last for 14 hours.

Poison Resistance (Ex) You gain a +4 bonus on all saving throws against poison.

Poison Use (Ex) You are trained in the use of poison and cannot accidentally poison yourself when applying poison to a weapon.

Preserve Organs (Ex) You learn how to preserve and protect your vital organs, reducing the chance of a mortal wound. When a critical

hit or sneak attack is scored on you, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. This does not stack with similar abilities that negate critical hits and sneak attacks (such as fortification armor).

Rebirth (Ex) You can prepare a clone of yourself that awakens if you are slain. Creating the clone costs 5,000 gp, takes 1 week of work, and requires 3 additional weeks for the clone to grow to maturity. If you die, the clone awakens as if you had used the Clone spell on yourself. You can have one inert of yourself at a time. Unused clones you create do not rot.

Simulacrum (Ex) You add Simulacrum to your formula book as a 5th-level extract.

Swift Alchemy (Ex) You can create alchemical items with astounding speed. It takes you half the normal amount of time to create alchemical items, and you can apply poison to a weapon as a move action.

Swift Poisoning (Ex) You can apply a dose of poison to a weapon as a swift action.

Throw Anything (Ex) You gain the Throw Anything feat as a bonus feat. You add your Intelligence modifier to damage done with splash weapons, including the splash damage if any. This bonus damage is already included in the bomb class feature.

Vestigial Arm (2x) (Ex) You gain a new arm (left or right) on your torso. The arm is fully under your control and cannot be concealed except with magic or bulky clothing. The arm does not give you any extra attacks or actions per round, though the arm can wield a weapon and make attacks as part of your attack routine (using two-weapon fighting). The arm can manipulate or hold items as well as your original arms (for example, allowing the alchemist to use one hand to wield a weapon, another hand to hold a potion, and the third hand to throw a bomb). The arm has its own “hand” and “ring” magic item slots (though the alchemist can still only wear two rings and two hand magic items at a time).

⚡ Feats

Brew Potion You can create magic potions. You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Chapter 15 for more information. When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Callous Casting You don't care if your allies are harmed by your spells. The smart ones know this and start running. You initiate this feat by including an abetting ally in the area of any spell that deals damage of a type to which the abettor is not immune. The callousness of the attack disheartens foes in the area.

Deceitful You are skilled at deceiving others, both with the spoken word and with physical disguises. You get a +2 bonus on all Bluff and Disguise skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Unarmed Strike) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Pass for Human You're easily mistaken for a human rather than a member of your own race. You receive a +10 bonus on Disguise checks to disguise yourself as a human, and do not receive the penalty for disguising yourself as a member of another race when you do so. In areas largely populated or settled by humans, you can

take 10 on your Disguise check, meaning most people tend to assume you are human unless given a reason to think otherwise.

Spell Focus (Illusion) Any spells you cast of your chosen school of magic are more difficult to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Crypt Breaker (Alchemist)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Gnome (Lava Gnome); Small humanoid (gnome)			
Class	Alchemist (Crypt Breaker) 1	Alchemist (Crypt Breaker) 6	Alchemist (Crypt Breaker) 10	Alchemist (Crypt Breaker) 14
Initiative	+2	+2	+6	+6
Senses	Darkvision 60 ft.; Perception +4	Darkvision 60 ft.; Low-Light Vision ; Perception +9	Darkvision 60 ft.; Low-Light Vision ; Perception +16	Darkvision 60 ft.; Low-Light Vision ; Perception +20
Defense				
Armor Class	AC 16, touch 13, ff 14 (+1 size; +2 Dex; +3 studded leather armor)	AC 16, touch 13, ff 14 (+1 size; +2 Dex; +3 studded leather armor)	AC 17, touch 13, ff 15 (+1 size; +2 Dex; +4 studded leather armor +1)	AC 18, touch 13, ff 16 (+1 size; +2 Dex; +5 studded leather armor +2)
hp / HD	10 (1d8)+2	45 (6d8)+12	73 (10d8)+20	99 (14d8)+28
Saves	Fort +4, Ref +4, Will -2;	Fort +7, Ref +7, Will +0; +4 vs. poison; +2 Reflex to avoid traps	Fort +9, Ref +9, Will +2; +4 vs. poison; +3 Reflex to avoid traps	Fort +11, Ref +11, Will +3; +4 vs. poison; +4 Reflex to avoid traps
Special Defenses	-	Trap Sense +2	Trap Sense +3; Immune Poison	Trap Sense +4; Immune Poison
Offense				
Movement	20 ft.	25 ft.		
Attacks	Melee mace, light (small) +2 (1d4+1) or Melee dagger (small) +2 (1d3/19-20) or Ranged dagger (small/thrown) +3 (1d3+1/19-20) or Ranged crossbow, light (small) +3 (1d6/19-20) or Ranged bomb +4 (1d8+3)	Melee dagger (small) +7 (1d3+1/19-20) or Ranged dagger (small/thrown) +7 (1d3+2/19-20) or Melee masterwork light mace +8 (1d4+2) or Ranged crossbow, light (small) +7 (1d6/19-20) or Ranged bomb +8 (1d8+3)	Melee dagger (small) +10 (1d3+1/19-20) or Ranged dagger (small/thrown) +10/+5 (1d3+2/19-20) or Melee +1 light mace +11/+6 (1d4+3) or Melee unarmed strike (small) +10/+5 (1d4+2) or Ranged crossbow, light (small) +10/+5 (1d6/19-20) or Ranged bomb +11/+6 (1d8+3)	Melee dagger (small) +13 (1d3+1/19-20) or Ranged dagger (small/thrown) +13/+8 (1d3+2/19-20) or Melee unarmed strike (small) +13/+8 (1d4+2) or Melee +2 light mace (small) +15/+10 (1d4+4) or Ranged crossbow, light (small) +13/+8 (1d6/19-20) or Ranged bomb +14/+9 (1d8+3)
Special Attacks	Alkahest Bombs, Throw Anythin		Alkahest Bombs, Concussive Bomb*, Demolition Charge*, Throw Anythin	Alkahest Bombs, Concussive Bomb*, Demolition Charge*, Directed Bomb, Explosive Bomb*, Throw Anything
Space / Reach	5 ft. / 5 ft.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Prepared Spells	Alchemist (CL 1st): 1st - detect secret doors, detect undead	Alchemist (CL 6th): 2nd - acute senses, defensive shock, fiery runes, invisibility 1st - detect secret doors, detect undead, expeditious retreat, identify, keen senses	Alchemist (CL 10th): 4th - detonate 3rd - countless eyes, displacement, gaseous form, haste 2nd - acute senses, defensive shock, fiery runes, invisibility, kinetic reverberation 1st - detect secret doors, detect undead, expeditious retreat, identify, keen senses, shield	Alchemist (CL 14th): 5th - dust form, stoneskin (communal) 4th - detonate, invisibility (greater), stoneskin, universal formula 3rd - burrow, countless eyes, displacement, gaseous form, haste 2nd - ablative barrier, acute senses, defensive shock, fiery runes, invisibility, spider climb 1st - detect secret doors, detect undead, expeditious retreat, identify, keen senses, shock shield

📋 Statistics

Ability Scores	Str 13, Dex 14, Con 14, Int 16, Wis 7, Cha 9	Str 14, Dex 14, Con 14, Int 16, Wis 7, Cha 9	Str 14, Dex 14, Con 14, Int 16, Wis 8, Cha 9	Str 14, Dex 14, Con 14, Int 16, Wis 8, Cha 10
Core Attack	Base Atk +0; CMB +0; CMD 12	Base Atk +4; CMB +5; CMD 17	Base Atk +7; CMB +8; CMD 20	Base Atk +10; CMB +11; CMD 23
Feats	Alertness, Throw Anything	Alertness, Fleet, Stone Read, Throw Anything	Alertness, Fleet, Improved Initiative, Improved Natural Attack (Unarmed Strike), Stone Read, Throw Anything	Alertness, Arcane Shield, Deft Hands, Fleet, Improved Initiative, Improved Natural Attack (Unarmed Strike), Stone Read, Throw Anything
Skills	Acrobatics +1, Appraise +3, Artistry +3, Bluff -1, Craft (Untrained) +3, Diplomacy -1, Disable Device +6, Disguise -1, Escape Artist +1, Fly +3, Heal +2, Intimidate -1, Knowledge (Arcana) +7, Perception +4, Perform (Untrained) -1, Ride +1, Spellcraft +7, Stealth +5, Survival +2, Use Magic Device +3	Acrobatics +2, Appraise +3, Artistry +3, Bluff -1, Climb +2, Craft (Untrained) +3, Diplomacy -1, Disable Device +14, Disguise -1, Escape Artist +2, Fly +4, Heal +7, Intimidate -1, Knowledge (Dungeoneering) +9, Perception +9, Perform (Untrained) -1, Ride +2, Spellcraft +12, Stealth +6, Survival +7, Swim +2, Use Magic Device +8	Acrobatics +2, Appraise +3, Artistry +3, Bluff -1, Climb +2, Craft (Untrained) +3, Diplomacy -1, Disable Device +20, Disguise -1, Escape Artist +2, Fly +4, Heal +12, Intimidate -1, Knowledge (Dungeoneering) +13, Perception +16, Perform (Untrained) -1, Ride +2, Sense Motive +1, Spellcraft +16, Stealth +6, Survival +12, Swim +2, Use Magic Device +12	Acrobatics +2, Appraise +3, Artistry +3, Climb +2, Craft (Untrained) +3, Disable Device +30, Escape Artist +2, Fly +4, Heal +16, Knowledge (Dungeoneering) +17, Perception +20, Ride +2, Sense Motive +1, Spellcraft +20, Stealth +6, Survival +16, Swim +2, Use Magic Device +17
Languages	Common, Draconic, Giant, Gnome, Goblin, Sylvan			
Special Qualities	Alchemy, Bonus Bombs, Crypt Breaker's Draught, Darkvision, Darkvision, Formulae, Hatred, Lava Gnome, Obsessive, Trapfinding, Weapon Familiarity	Alchemy, Bonus Bombs (6x), Crypt Breaker's Draught, Darkvision, Darkvision, Formulae, Hatred, Lava Gnome, Low-Light Vision, Obsessive, Poison Resistance, Poison Use, Quick Disable, Swift Alchemy, Swift Poisoning, Trapfinding, Trap Spotter, Weapon Familiarity	Alchemy, Bonus Bombs (10x), Crypt Breaker's Draught, Darkvision, Darkvision, Formulae, Hatred, Lava Gnome, Obsessive, Poison Resistance, Poison Use, Quick Disable, Swift Alchemy, Swift Poisoning, Trapfinding, Trap Spotter, Weapon Familiarity	Alchemy, Bonus Bombs (14x), Crypt Breaker's Draught, Darkvision, Darkvision, Enhanced Alkahest, Formulae, Hatred, Lava Gnome, Low-Light Vision, Obsessive, Poison Resistance, Poison Use, Quick Disable, Swift Alchemy, Swift Poisoning, Trapfinding, Trap Spotter, Weapon Familiarity
Treasure	Dagger (2x, small); light mace; studded leather armor (small); explorer's outfit (small); light crossbow; crossbow bolts (20x)	Dagger (2x, small); masterwork light mace; masterwork studded leather armor (small); explorer's outfit (small); light crossbow; crossbow bolts (20x)	Dagger (2x, small); +1 light mace; +1 studded leather armor (small); explorer's outfit (small); light crossbow; crossbow bolts (20x)	Dagger (2x, small); +2 light mace; +2 studded leather armor (small); explorer's outfit (small); light crossbow; crossbow bolts (20x)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
 Magic				
Spells per Day	Alchemist: 0/2/0/0/0/0/0/0/0 DC: 14+spell level	Alchemist: 0/5/4/0/0/0/0/0/0 DC: 14+spell level	Alchemist: 0/6/5/4/1/0/0/0/0 DC: 14+spell level	Alchemist: 0/6/6/5/4/2/0/0/0 DC: 14+spell level

Special Abilities

Alchemy (Su) When using Craft (Alchemy) to create an alchemical item, you gain a +14 competence bonus on the Craft (alchemy) check. In addition, you can use Craft (Alchemy) to identify potions as if using Detect Magic. He must hold the potion for 1 round to make such a check.

Alkahest Bombs (Su) A crypt breaker's bombs are specially designed to work best against constructs and corporeal undead—two foes commonly encountered in ancient tombs. Alkahest is an alchemical fluid that eats away unliving flesh and animated constructs, but it doesn't work as well against other targets. You can use 24 bombs each day. Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. Against constructs and corporeal undead, on a direct hit, your bomb inflicts 1d8+3 points of acid damage plus an additional 6d8 points of acid damage that is not multiplied on a critical hit or by using feats such as Vital Strike. Against all other creatures, alkahest bombs deal 1d4+3 plus 6d4 points of acid damage. Splash damage from an your bomb is always equal to the bomb's minimum damage (10). Those caught in the splash damage can attempt a DC 20 Reflex save for half damage.

Bonus Bombs (14x) Add +1/2 to the number of bombs per day the alchemist can create.

Concussive Bomb* When the alchemist creates a bomb, he can choose to have it inflict sonic damage. Concussive bombs deal 1d4 points of sonic damage, plus 1d4 points of sonic damage for every odd-numbered level, instead of 1d6. Creatures that take a direct hit from a concussive bomb are deafened for 1 minute unless they succeed at a Fortitude save.

Crypt Breaker's Draught (Su) Rather than develop mutagens that increase their natural armor and physical abilities at the expense of their minds, crypt breakers focus on the creation of special draughts that can enhance their senses. When a crypt breaker drinks one of these draughts, he gains a +4 bonus on all Perception checks and gains one of the following special senses: darkvision 60 feet, low-light vision, or scent. While under the effects of a crypt breaker's draught, the alchemist also gains light blindness.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Darkvision Some gnome strains have lived in the underground depths for so long they have given up on light entirely and gained darkvision with a range of 60 feet.

Defensive Training (Ex) Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Demolition Charge* When the alchemist creates a bomb, he can choose to have it deal damage to an object as if by a sunder combat maneuver. If the item is worn or held by an opponent, the item is considered the direct target, and the wearer/holder takes splash damage from the blast. If the object is unattended, a demolition charge deals an additional 2d6 points of damage on a direct hit. This bonus doesn't affect the bomb's splash damage.

Directed Bomb The alchemist can cause his bombs to splash in a 15-foot cone instead of a 5-foot-radius burst. This discovery can't be combined with the explosive bomb discovery.

Enhanced Alkahest (Su) A crypt breaker's alkahest grows more potent. Against constructs and corporeal undead, the crypt breaker's

alkahest bombs deal +1 points of damage per die, and the bomb threatens a critical hit on a 19–20. This does not stack with other effects that improve critical hit threat ranges.

Explosive Bomb* The alchemist's bombs now have a splash radius of 10 feet rather than 5 feet. Creatures that take a direct hit from an explosive bomb catch fire, taking 1d6 points of fire damage each round until the fire is extinguished. Extinguishing the flames is a full-round action that requires a Reflex save. Rolling on the ground provides the target with a +2 to the save. Dousing the target with at least 2 gallons of water automatically extinguishes the flames.

Formulae An alchemist may know any number of formulae. He stores his formulae in a special tome called a formula book. He must refer to this book whenever he prepares an extract but not when he consumes it. An alchemist begins play with two 1st-level formulae of his choice, plus a number of additional formulae equal to his Intelligence modifier. At each new alchemist level, he gains one new formula of any level that he can create. An alchemist can also add formulae to his book just like a wizard adds spells to his spellbook, using the same costs, pages, and time requirements. An alchemist can study a wizard's spellbook to learn any formula that is equivalent to a spell the spellbook contains. A wizard, however, cannot learn spells from a formula book. An alchemist does not need to decipher arcane writings before copying them.

Hatred (Ex) Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Immunity to Poison (Ex) You never take poison damage.

Lava Gnome Fascinated by the power of magma and living in vast caverns beneath active volcanoes, lava gnomes are considered hot-tempered and dangerously unstable even by other gnomes. Lava gnomes have the darkvision and pyromaniac alternate racial traits.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Obsessive (Ex) Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Poison Resistance (Ex) You are completely immune to poison.

Poison Use (Ex) You are trained in the use of poison and cannot accidentally poison yourself when applying poison to a weapon.

Pyromaniac Gnomes with this racial trait are treated as one level higher when casting spells with the fire descriptor, using granted powers of the Fire domain, using the bloodline powers of the fire elemental bloodline or the revelations of the oracle's flame mystery, and when determining the damage of alchemist bombs that deal fire damage (this ability does not give gnomes early access to level-based powers, only affecting the powers they could use without this ability). Gnomes with Charisma of 11 or higher also gain the following spell-like abilities: 1/day - dancing lights, flare, prestidigitation, produce flame. The caster level for these effects is equal to the gnome's level; the DCs are Charisma-based. This racial trait replaces the gnome magic and illusion resistance racial traits.

Quick Disable (Ex) It takes you half the normal amount of time to disable a trap using the Disable Device skill (minimum 1 round).

Swift Alchemy (Ex) You can create alchemical items with astounding speed. It takes you half the normal amount of time to create alchemical items, and you can apply poison to a weapon as a move action.

Swift Poisoning (Ex) You can apply a dose of poison to a weapon as

a swift action.

Throw Anything (Ex) You gain the Throw Anything feat as a bonus feat. You add your Intelligence modifier to damage done with splash weapons, including the splash damage if any. This bonus damage is already included in the bomb class feature.

Trapfinding A crypt breaker adds 7 on Perception checks made to locate traps and to Disable Device checks. A crypt breaker can use Disable Device to disarm magic traps. When determining the ability of a crypt breaker to deal with locks or traps, treat his alchemist levels as rogue levels.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Trap Spotter (Ex) Whenever you come within 10 feet of a trap, you receive an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.

Weapon Familiarity (Ex) Gnomes treat any weapon with the word “gnome” in its name as a martial weapon.

⚡ Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Arcane Shield You can convert any spell into a defense. As a immediate action, you can sacrifice a prepared spell or unused spell slot of 1st level or higher and gain a deflection bonus to AC equal to the level of the spell or spell slot you sacrificed for 1 round. 0-level spells may not be sacrificed in this manner.

Deft Hands You have exceptional manual dexterity. You get a +2 bonus on Disable Device and Sleight of Hand skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Unarmed Strike) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Stone Read Faint vibrations in stone can alert you to trouble. You gain a +3 bonus on Perception checks in underground or mountainous environments. If you have 10 or more ranks in Knowledge (dungeoneering), this bonus increases to +6. While within a primarily underground or mountainous environment, you gain a +0 bonus on Perception checks.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Internal Alchemist (Alchemist)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Dwarf (Elder Dwarf); Medium humanoid (dwarf)			
Class	Alchemist (Internal Alchemist) 1	Alchemist (Internal Alchemist) 6	Alchemist (Internal Alchemist) 10	Alchemist (Internal Alchemist) 14
Initiative	+6	+6	+6	+7
Senses	Darkvision 60 ft.; Perception +6	Darkvision 60 ft.; Perception +11	Darkvision 60 ft.; Perception +19	Darkvision 60 ft.; Perception +23
Defense				
Armor Class	AC 13, touch 12, ff 11 (+1 Dex; +1 padded armor)	AC 15, touch 12, ff 15 (+1 Dex; +3 studded leather armor)	AC 16, touch 12, ff 16 (+2 Dex; +4 <i>studded leather armor</i> +1)	AC 18, touch 13, ff 18 (+3 Dex; +5 <i>studded leather armor</i> +2)
hp / HD	9 (1d8)+1	46 (6d8)+6	67 (10d8)+10	89 (14d8)+14
Saves	Fort +3, Ref +4, Will +2; +2 vs. poison, spells, and spell-like abilities	Fort +6, Ref +7, Will +4; +2 vs. poison, spells, and spell-like abilities +4 vs. disease	Fort +8, Ref +9, Will +5; +2 vs. poison, spells, and spell-like abilities +6 vs. disease	Fort +10, Ref +12, Will +6; +2 vs. poison, spells, and spell-like abilities +6 vs. disease
Special Defenses	-	Uncanny Dodge	Uncanny Dodge; Immune Poison	
Offense				
Movement	20 ft.			
Attacks	Ranged light crossbow +2 (1d8/19-20) or Melee unarmed strike +0 (1d3) or Melee brass knuckles +0 (1d3) or Ranged bomb +2 (1d6)	Ranged light crossbow +6 (1d8/19-20) or Melee unarmed strike +5 (1d6) or Melee brass knuckles +5 (1d6) or Ranged bomb +6 (1d6)	Ranged light crossbow +9/+4 (1d8/19-20) or Melee unarmed strike +9/+4 (1d6+1) or Melee brass knuckles +9/+4 (1d6+1) or Ranged bomb +9/+4 (1d6)	Ranged crossbow, light +13/+8 (1d8/19-20) or Melee unarmed strike +12/+7 (1d6+1) or Melee tentacle +11 (1d6+1) or Melee brass knuckles +12/+7 (1d6+1) or Ranged bomb +13/+8 (1d6)
Special Attacks	Ancient Enmity, Bomb			Ancient Enmity, Bomb, Grab, Tentacle
Space / Reach	5 ft. / 5 ft.			
Prepared Spells	Alchemist (CL 1st): 1st - <i>firebelly, jump</i>	Alchemist (CL 6th): 2nd - <i>barkskin, blur, defensive shock, elemental touch</i> 1st - <i>firebelly, jump, shock shield, stone fist, true strike</i>	Alchemist (CL 10th): 4th - <i>air walk</i> 3rd - <i>burst of speed, countless eyes, fly</i> 2nd - <i>barkskin, blur, defensive shock, elemental touch, invisibility</i> 1st - <i>expeditious retreat, firebelly, jump, shock shield, stone fist, true strike</i>	Alchemist (CL 14th): 4th - <i>air walk, caustic blood, dragon's breath, elemental body i</i> 3rd - <i>burst of speed, countless eyes, fly, haste</i> 2nd - <i>barkskin, blur, defensive shock, elemental touch, invisibility, levitate</i> 1st - <i>expeditious retreat, firebelly, jump, shock shield, stone fist, true strike</i>
Statistics				
Ability Scores	Str 11, Dex 14, Con 13, Int 14, Wis 15, Cha 6	Str 11, Dex 15, Con 13, Int 14, Wis 15, Cha 6	Str 12, Dex 15, Con 13, Int 14, Wis 15, Cha 6	Str 12, Dex 16, Con 13, Int 14, Wis 15, Cha 6

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Core Attack	Base Atk +0; CMB +0; CMD 12 (16 vs. bullrush or trip)	Base Atk +4; CMB +4; CMD 16 (20 vs. bullrush or trip)	Base Atk +7; CMB +8; CMD 20 (24 vs. bullrush or trip)	Base Atk +10; CMB +11 (+15 grapple); CMD 24 (28 vs. bullrush or trip)
Feats	Brew Potion, Improved Initiative	Ability Focus (Stunning Fist), Brew Potion, Improved Initiative, Improved Natural Attack (Unarmed Strike), Improved Unarmed Strike, Stunning Fist, Weapon Focus (Unarmed Strike)	Ability Focus (Stunning Fist), Alertness, Brew Potion, Extra Ki, Improved Initiative, Improved Natural Attack (Unarmed Strike), Improved Unarmed Strike, Mantis Style, Snapping Turtle Style, Stunning Fist, Weapon Focus (Unarmed Strike)	Ability Focus (Stunning Fist), Alertness, Brew Potion, Extra Ki, Improved Initiative, Improved Natural Attack (Tentacle, Unarmed Strike), Improved Unarmed Strike, Mantis Style, Scorpion Style, Snapping Turtle Style, Stunning Fist, Weapon Focus (Unarmed Strike)
Skills	Acrobatics -1, Appraise +2, Artistry +2, Bluff -2, Climb -3, Craft (Untrained) +2, Diplomacy -2, Disable Device +3, Disguise -2, Escape Artist -1, Fly -1, Heal +6, Intimidate -2, Perception +6, Perform (Untrained) -2, Ride -1, Sense Motive +2, Sleight of Hand +3, Stealth -1, Survival +6, Swim -3, Use Magic Device +2	Acrobatics -1, Appraise +2, Artistry +2, Bluff -2, Climb -3, Craft (Untrained) +2, Diplomacy -2, Disable Device +8, Disguise -2, Escape Artist -1, Fly -1, Heal +11, Intimidate -2, Perception +11, Perform (Untrained) -2, Ride -1, Sense Motive +2, Sleight of Hand +8, Stealth -1, Survival +11, Swim -3, Use Magic Device +7	Acrobatics -1, Appraise +2, Artistry +2, Bluff -2, Climb -2, Craft (Untrained) +2, Diplomacy -2, Disable Device +12, Disguise -2, Escape Artist -1, Fly -1, Heal +15, Intimidate -2, Perception +19, Perform (Untrained) -2, Ride -1, Sense Motive +4, Sleight of Hand +12, Stealth -1, Survival +15, Swim -2, Use Magic Device +11	Appraise +2, Artistry +2, Bluff -2, Climb -2, Craft (Untrained) +2, Diplomacy -2, Disable Device +17, Disguise -2, Heal +19, Intimidate -2, Perception +23, Perform (Untrained) -2, Sense Motive +4, Sleight of Hand +17, Survival +19, Swim -2, Use Magic Device +15
Languages	Common, Dwarven, Gnome, Goblin			
Special Qualities	Alchemy, Bonus Mutagen Natural Armor, Breath Mastery, Brew Potion, Darkvision, Elder Dwarf, Formulae, Hardy, Lorekeeper, Mutagen, Stability, Steady, Stonecunning, Weapon Familiarity	Alchemy, Bonus Mutagen Natural Armor (6x), Breath Mastery, Brew Potion, Darkvision, Disease Resistance, Elder Dwarf, Formulae, Hardy, Lorekeeper, Mutagen, Poison Resistance, Poison Use, Stability, Steady, Stonecunning, Weapon Familiarity	Alchemy, Bonus Mutagen Natural Armor (10x), Breath Mastery, Brew Potion, Darkvision, Disease Resistance, Elder Dwarf, Formulae, Hardy, Lorekeeper, Mutagen, Poison Resistance, Poison Use, Stability, Steady, Stonecunning, Weapon Familiarity	Alchemy, Bonus Mutagen Natural Armor (14x), Breath Mastery, Brew Potion, Darkvision, Disease Resistance, Elder Dwarf, Formulae, Hardy, Lorekeeper, Mutagen, Persistent Mutagen, Poison Resistance, Poison Use, Spontaneous Healing, Stability, Steady, Stonecunning, Weapon Familiarity
Treasure	Padded armor; monk's outfit; light crossbow; crossbow bolts (20x); monk's kit; brass knuckles	Studded leather armor; monk's outfit; light crossbow; crossbow bolts (20x); monk's kit; brass knuckles	+1 <i>studded leather armor</i> ; monk's outfit; light crossbow; crossbow bolts (20x); monk's kit; brass knuckles	+2 <i>studded leather armor</i> ; monk's outfit; light crossbow; crossbow bolts (20x); monk's kit; brass knuckles
☒ Magic				
Spells per Day	Alchemist: 0/2/0/0/0/0/0/0/0 DC: 13+spell level	Alchemist: 0/5/4/0/0/0/0/0/0 DC: 13+spell level	Alchemist: 0/6/5/3/1/0/0/0/0 DC: 13+spell level	Alchemist: 0/6/6/4/4/2/0/0/0 DC: 13+spell level

Special Abilities

Alchemy (Su) When using Craft (Alchemy) to create an alchemical item, you gain a +14 competence bonus on the Craft (alchemy) check. In addition, you can use Craft (Alchemy) to identify potions as if using Detect Magic. He must hold the potion for 1 round to make such a check.

Ancient Enmity (Ex) Dwarves have long been in conflict with elves, especially the hated drow. Dwarves with this racial trait receive a +1 bonus on attack rolls against humanoid creatures of the elf subtype.

Bomb (Su) You can use 16 bombs each day. Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, your bomb inflicts 1d6+2 points of fire damage. Your bombs also inflict an additional 6d6 points of fire damage that is not multiplied on a critical hit or by using feats such as Vital Strike. Splash damage from an your bomb is always equal to the bomb's minimum damage (9). Those caught in the splash damage can attempt a DC 19 Reflex save for half damage.

Bonus Mutagen Natural Armor (14x) Add +1/4 to the alchemist's natural armor bonus when using his mutagen.

Breath Mastery (Ex) You can control your breath and the flow of vital energy within your body. Without preparation, you can hold your breath for 13 minutes (after this, you must begin making Constitution checks or risk suffocation); by spending a full-round action preparing yourself, you can increase this duration to 13 hours. You can survive twice as long as normal without food or water before you start to take penalties. You can put yourself into a state of suspended animation as a move action, and are then unconscious and appear completely dead; you awaken at a preset time or in response to a condition set by you when you enters this state.

Brew Potion (Ex) You receive Brew Potion as a bonus feat. You can brew potions of any formulae you know (up to 3rd level), using your alchemist level as caster level. The spell must be one that can be made into a potion. You do not need to meet the prerequisites for this feat.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Disease Resistance (Ex) You gain a +6 bonus on all saving throws against disease.

Elder Dwarf Traditionalist dwarves of ancient lineage have the ancient enmity, lorekeeper, and either the magic resistant or stubborn racial traits.

Formulae An alchemist may know any number of formulae. He stores his formulae in a special tome called a formula book. He must refer to this book whenever he prepares an extract but not when he consumes it. An alchemist begins play with two 1st-level formulae of his choice, plus a number of additional formulae equal to his Intelligence modifier. At each new alchemist level, he gains one new formula of any level that he can create. An alchemist can also add formulae to his book just like a wizard adds spells to his spellbook, using the same costs, pages, and time requirements. An alchemist can study a wizard's spellbook to learn any formula that is equivalent to a spell the spellbook contains. A wizard, however, cannot learn spells from a formula book. An alchemist does not need to decipher arcane writings before copying them.

Grab (Ex) If you hit with the indicated attack (usually a claw or bite attack), you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. You have the option to conduct the grapple normally, or simply use the part of your body you used in the grab to hold the opponent. If you choose to do the latter, you takes a -20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition itself. A successful hold does not deal any extra damage unless you also have the constrict special attack. If you do not

constrict, each successful grapple check you make during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, you deal constriction damage as well. You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab can only be used on creatures of a size equal to or smaller than you.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Immunity to Poison (Ex) You never take poison damage.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Lorekeeper (Ex) Dwarves keep extensive records about their history and the world around them. Dwarves with this racial trait receive a +2 racial bonus on Knowledge (history) skill checks that pertain to dwarves or their enemies. They can make such skill checks untrained.

Mutagen (Su) You know how to create a mutagen that you can imbibe in order to heighten your physical prowess at the cost of your personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. You can only maintain one dose of mutagen at a time - if you brews a second dose, any existing mutagen becomes inert. A mutagen that is not in your possession becomes inert until an alchemist picks it up again. When you brew a mutagen, you select one physical ability score - either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes you to grow bulkier and more bestial, granting you a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 140 minutes. In addition, while the mutagen is in effect, you take a -2 penalty to one of your mental ability scores. If the mutagen enhances your Strength, it applies a penalty to your Intelligence. If it enhances your Dexterity, it applies a penalty to your Wisdom. If it enhances your Constitution, it applies a penalty to your Charisma. A non-alchemist who drinks a mutagen must make a DC 19 Fortitude save or become nauseated for 1 hour - a non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if he drinks it. (Although if the other alchemist creates a different mutagen, the effects of the "stolen" mutagen immediately cease.) The effects of a mutagen do not stack. Whenever an alchemist drinks a mutagen, the effects of any previous mutagen immediately end.

Persistent Mutagen (Su) The effects of your mutagens last for 14 hours.

Poison Resistance (Ex) You are completely immune to poison.

Poison Use (Ex) You are trained in the use of poison and cannot accidentally poison yourself when applying poison to a weapon.

Spontaneous Healing (Ex) You gain the ability to heal from wounds rapidly. As a free action once per round, you can heal 5 hit points as if you had the fast healing ability. You can heal 35 hit points per day in this manner. If you fall unconscious because of hit point damage and you still have healing available from this ability, the ability activates automatically each round until you are conscious again or the ability is depleted for the day.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Tentacle (Ex) You gain a prehensile, arm-length tentacle on your body. The tentacle is fully under your control and cannot be concealed except with magic or bulky clothing. The tentacle does not give you any extra attacks or actions per round, though you can use it to make a tentacle attack (1d4 damage for a Medium alchemist, 1d3 damage for a Small one) with the grab ability (see page 301 of the Pathfinder RPG Bestiary). The tentacle can manipulate or hold

items as well as your original arms can (for example, allowing you to use one hand to wield a weapon, the tentacle to hold a potion, and the third hand to throw a bomb). Unlike an arm, the tentacle has no magic item slots.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon.

⚡ Feats

Ability Focus (Stunning Fist) One of this creature’s special attacks is particularly difficult to resist. Choose one of the creature’s special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses. Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Brew Potion You can create magic potions. You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Chapter 15 for more information. When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Extra Ki You can use your ki pool more times per day than most. Your ki pool increases by 2.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Tentacle, Unarmed Strike) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature’s natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature’s size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Improved Unarmed Strike You are skilled while fighting unarmed. You are considered to be armed even when unarmed—you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Mantis Style You have learned to target vital areas with crippling accuracy. You gain one additional Stunning Fist attempt per day. While using this style, you gain a +2 bonus to the DC of effects you deliver with your Stunning Fist.

Scorpion Style You can perform an unarmed strike that greatly hampers your target’s movement. To use this feat, you must make a single unarmed attack as a standard action. If this unarmed attack hits, you deal damage normally, and the target’s base land speed is reduced to 5 feet for a number of rounds equal to your Wisdom modifier unless it makes a Fortitude saving throw (DC 19).

Snapping Turtle Style Your deft unarmed style allows you to shield your body from harm. While using the Snapping Turtle Style feat with at least one hand free, you gain a +1 shield bonus to AC.

Stunning Fist You know just where to strike to temporarily stun a foe. 4/day (DC 21) You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins

the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 21), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character drops everything held, can’t take actions, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Weapon Focus (Unarmed Strike) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Cold Iron Warden (Inquisitor)

	Low	Moderate	Advanced	Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Half-Elf (Elf-Raised); Medium humanoid (elf, human)			
Class	Inquisitor (Cold Iron Warden) 1	Inquisitor (Cold Iron Warden) 6	Inquisitor (Cold Iron Warden) 10	Inquisitor (Cold Iron Warden) 14
Initiative	-1	+3	+3	+7
Senses	Low-Light Vision; Perception +9	Low-Light Vision; Perception +14	Low-Light Vision; Perception +18	Low-Light Vision; Perception +22
Defense				
Armor Class	AC 14, touch 9, ff 14 (-1 Dex; +5 scale mail)	AC 16, touch 10, ff 16 (+6 chainmail)	AC 16, touch 10, ff 16 (+6 agile breastplate)	AC 17, touch 10, ff 17 (+7 <i>agile breastplate</i> +1)
hp / HD	8 (1d8)	27 (6d8)	42 (10d8)	77 (14d8)+14
Saves	Fort +1, Ref -1, Will +5; +2 vs. enchantment spells and effects	Fort +4, Ref +2, Will +8; +2 vs. enchantment spells and effects	Fort +6, Ref +3, Will +10; +2 vs. enchantment spells and effects	Fort +9, Ref +4, Will +12; +2 vs. enchantment spells and effects
Special Defenses	-	Uncanny Dodge	Uncanny Dodge; Immune Poison	
Offense				
Movement	20 ft.			
Attacks	Melee elven branched spear +3 (2H: 1d8+4/ x3) or Ranged crossbow, heavy -1 (1d10/19-20) or Melee shortspear +3 (1d6+3) or Ranged shortspear (thrown) -1 (1d6+3)	Melee +1 <i>elven branched spear</i> +9 (2H: 1d8+5/x3) or Ranged heavy crossbow +4 (1d10/19- 20) or Melee shortspear +7 (1d6+3) or Ranged shortspear (thrown) +4 (1d6+3)	Melee +2 <i>elven branched spear</i> +14/+9 (2H: 1d8+8/x3) or Ranged heavy crossbow +7/+2 (1d10/19-20) or Melee shortspear +11/+6 (1d6+4) or Ranged shortspear (thrown) +7/+2 (1d6+4)	Melee +3 <i>elven branched spear</i> +18/+13 (2H: 1d8+9/x3) or Ranged heavy crossbow +10/+5 (1d10/19-20) or Melee shortspear +14/+9 (1d6+4) or Ranged shortspear (thrown) +10/+5 (1d6+4)
Special Attacks	Judgment / Destruction, Judgment / Healing, Judgment / Justice, Judgment / Piercing, Judgment / Protection, Judgment / Purity, Judgment / Resiliency, Judgment / Resistance, Judgment / Smiting, Righteous Awe, Stern Gaze	Bane, Judgment / Destruction, Judgment / Healing, Judgment / Justice, Judgment / Piercing, Judgment / Protection, Judgment / Purity, Judgment / Resiliency, Judgment / Resistance, Judgment / Smiting, Righteous Awe, Stern Gaze	Bane, Dismissive Touch, Judgment / Destruction, Judgment / Healing, Judgment / Justice, Judgment / Piercing, Judgment / Protection, Judgment / Purity, Judgment / Resiliency, Judgment / Resistance, Judgment / Smiting, Righteous Awe, Stern Gaze	Bane, Dismissive Touch, Exploit Weakness, Greater Bane, Judgment / Destruction, Judgment / Healing, Judgment / Justice, Judgment / Piercing, Judgment / Protection, Judgment / Purity, Judgment / Resiliency, Judgment / Resistance, Judgment / Smiting, Righteous Awe, Stern Gaze
Space / Reach	5 ft. / 5 ft.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Known Spells	Inquisitor (CL 1st): 1st (2x/day) - abadar's truthtelling, bane oth (at will) - detect magic, disrupt undead, light, read magic	Inquisitor Spell-Like Abilities: 6 rounds/day - discern lies (DC 17) At Will - detect chaos, detect evil, detect good, detect law Inquisitor (CL 6th): 2nd (4x/day) - align weapon, castigate, confess, discovery torch 1st (5x/day) - abadar's truthtelling, bane, cause fear, command oth (at will) - brand, detect magic, disrupt undead, light, read magic, sift	Inquisitor Spell-Like Abilities: 10 rounds/day - discern lies (DC 17) At Will - detect chaos, detect evil, detect good, detect law Inquisitor (CL 10th): 4th (1x/day) - burst of glory, daze (mass) 3rd (4x/day) - anti-summoning shield, banish seeming, cast out, dispel magic 2nd (5x/day) - align weapon, castigate, confess, discovery torch, honeyed tongue 1st (6x/day) - abadar's truthtelling, bane, cause fear, command, detect demon oth (at will) - brand, detect magic, disrupt undead, light, read magic, sift	Inquisitor Spell-Like Abilities: 14 rounds/day - discern lies (DC 17) At Will - detect chaos, detect evil, detect good, detect law Inquisitor (CL 14th): 5th (2x/day) - banishment, castigate (mass), chains of light 4th (4x/day) - burst of glory, daze (mass), dismissal, find quarry 3rd (5x/day) - anti-summoning shield, banish seeming, cast out, dimensional anchor, dispel magic 2nd (6x/day) - align weapon, castigate, confess, discovery torch, honeyed tongue, instant weapon 1st (6x/day) - abadar's truthtelling, bane, cause fear, command, detect demon, doom oth (at will) - brand, detect magic, disrupt undead, light, read magic, sift

📋 Statistics

Ability Scores	Str 17, Dex 9, Con 9, Int 10, Wis 16, Cha 14	Str 17, Dex 10, Con 9, Int 10, Wis 16, Cha 14	Str 18, Dex 10, Con 9, Int 10, Wis 16, Cha 14	Str 18, Dex 10, Con 10, Int 10, Wis 16, Cha 14
Core Attack	Base Atk +0; CMB +3; CMD 12	Base Atk +4; CMB +7; CMD 17	Base Atk +7; CMB +11; CMD 21	Base Atk +10; CMB +14; CMD 24
Feats	Exotic Weapon Proficiency (Elven Branched Spear), Persuasive	Broken Wing Gambit, Exotic Weapon Proficiency (Elven Branched Spear), Intimidating Prowess, Persuasive, Shake It Off, Weapon Focus (Elven Branched Spear)	Broken Wing Gambit, Exotic Weapon Proficiency (Elven Branched Spear), Ferocious Loyalty, Insightful Gaze, Intimidating Gaze, Intimidating Prowess, Persuasive, Shake It Off, Weapon Focus (Elven Branched Spear)	Broken Wing Gambit, Critical Focus, Exotic Weapon Proficiency (Elven Branched Spear), Ferocious Loyalty, Improved Initiative, Insightful Gaze, Intimidating Gaze, Intimidating Prowess, Persuasive, Punch Through, Shake It Off, Weapon Focus (Elven Branched Spear)
Skills	Acrobatics -5, Bluff +6, Climb -1, Diplomacy +8, Disguise +6, Escape Artist -5, Fly -5, Heal +3, Intimidate +9, Perception +9, Perform (Untrained) +2, Ride -5, Sense Motive +8, Stealth -5, Survival +3, Swim -1	Acrobatics -5, Bluff +11, Climb -2, Diplomacy +13, Disguise +11, Escape Artist -5, Fly -5, Heal +3, Intimidate +19, Perception +14, Perform (Untrained) +2, Ride -5, Sense Motive +15, Stealth -5, Survival +3, Swim -2	Bluff +15, Climb +4, Diplomacy +19, Disguise +15, Heal +3, Intimidate +28, Perception +18, Perform (Untrained) +2, Sense Motive +21, Survival +3, Swim +4	Acrobatics -3, Bluff +19, Climb +4, Diplomacy +23, Disguise +19, Escape Artist -3, Fly -3, Heal +3, Intimidate +34, Perception +22, Perform (Untrained) +2, Ride -3, Sense Motive +27, Stealth -3, Survival +3, Swim +1
Languages	Common, Elven			

Special Qualities

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Ancestral Arms, Arcane Training, Elf Blood, Elf-Raised, Elven Immunities, Judgment (Sacred), Keen Senses, Low-Light Vision, Monster Lore	Abyssal Scourge, Ancestral Arms, Arcane Training, Bane, Cunning Initiative, Detect Alignment, Discern Lies, Elf Blood, Elf-Raised, Elven Immunities, Favored Judgment, Judgment (Sacred), Keen Senses, Low-Light Vision, Monster Lore, Solo Tactics, Track, Track Teleportation, Translate Telepathy	Abyssal Scourge, Ancestral Arms, Arcane Training, Bane, Cunning Initiative, Detect Alignment, Discern Lies, Elf Blood, Elf-Raised, Elven Immunities, Favored Judgment, Judgment (Sacred), Keen Senses, Low-Light Vision, Monster Lore, Second Judgment, Solo Tactics, Track, Track Teleportation, Translate Telepathy	Abyssal Scourge, Ancestral Arms, Arcane Training, Bane, Cunning Initiative, Detect Alignment, Discern Lies, Elf Blood, Elf-Raised, Elven Immunities, Favored Judgment, Judgment (Sacred), Keen Senses, Low-Light Vision, Monster Lore, Second Judgment, Solo Tactics, Stalwart, Track, Track Teleportation, Translate Telepathy
Treasure	Elven branched spear; scale mail; scholar's outfit; heavy crossbow; crossbow bolts (10x); shortspear (2x)	+1 elven branched spear; chainmail; scholar's outfit; heavy crossbow; crossbow bolts (10x); shortspear (2x)	+2 elven branched spear; agile breastplate; scholar's outfit; heavy crossbow; crossbow bolts (10x); shortspear (2x)



Magic

Spells per Day

Inquisitor: 0/2/0/0/0/0/0/0/0 DC: 14+spell level	Inquisitor: 0/5/4/0/0/0/0/0/0 DC: 14+spell level	Inquisitor: 0/6/5/4/1/0/0/0/0 DC: 14+spell level	Inquisitor: 0/6/6/5/4/2/0/0/0 DC: 14+spell level

Special Abilities

Abyssal Scourge (Su) At 3rd level, a cold iron warden gains Alignment Channel as a bonus feat and must choose either chaotic or evil outsiders. She can channel energy as a cleric of her inquisitor level - 2 a number of times per day equal to 3 + her Charisma modifier, but only to use Alignment Channel to damage outsiders. The DC of the Will save to halve the damage is equal to 10 + i/2 the inquisitor's level + the inquisitor's Charisma modifier. At 6th level, the energy lingers in the affected area for i round as a shimmering, barely perceptible, mist that disrupts Abyssal magic. A creature in the mist that casts a conjuration (summoning) spell or spell-like ability with the selected alignment subtype must succeed at a concentration check or lose the spell. At i 5th level, any chaotic or evil creature that casts a conjuration (teleportation) spell or spell-like ability while in the mist must succeed at a concentration check or lose the spell. The concentration check DC for both abilities is equal to is+ double the level of the conjuration spell. A cold iron warden can take other feats to add to this ability such as Improved Channeling, but not feats that alter this ability, such as Command Undead. This ability replaces solo tactics and the teamwork feats gained at 6th and i5th level.

Ancestral Arms Some half-elves receive training in an unusual weapon. Half-elves with this racial trait receive Exotic Weapon Proficiency or Martial Weapon Proficiency with one weapon as a bonus feat at 1st level. This racial trait replaces the adaptability racial trait.

Arcane Training Half-elves occasionally seek tutoring to help them master the magic in their blood. Half-elves with this racial trait have only one favored class and it must be an arcane spellcasting class. They can use spell trigger and spell completion items for their favored class as if 1 level higher (or as a 1st-level character if they have no levels in that class). This racial trait replaces the multitalented racial trait.

Bane (Su) A cold iron warden reduces the amount of bonus damage dealt when using her bane ability against creatures that are not outsiders with the chaotic or evil subtype by id6. She increases the amount of bonus damage by id6 when she selects outsiders with the

chaotic or evil subtype. This ability modifies the bane ability.

Bane (Su) An inquisitor can imbue one of her weapons with the undead-bane weapon special ability as a swift action. This ability lasts for 14 rounds per day. These rounds do not need to be consecutive.

Banishment Inquisition Your devotion to your deity is matched only by your hatred for fiends. You know the rites to cast evil outsiders back to the realms from which they hail.

Cunning Initiative (Ex) An inquisitor adds her Wisdom modifier on initiative checks, in addition to her Dexterity modifier.

Detect Alignment (Sp) At will, an inquisitor can use detect chaos, detect evil, detect good, or detect law. She can only use one of these at any given time.

Discern Lies (Sp) An inquisitor can discern lies, as per the spell, for 14 rounds per day. These rounds do not need to be consecutive. Activating this ability is an immediate action.

Dismissive Touch (Sp) You can cast dismissal once per day as a spell-like ability (caster level 14) upon making a successful unarmed touch attack against an evil outsider. The DC to save against this ability is 19

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elf-Raised These half-elves represent those embraced by their elven relatives, and raised with all of the traditional cultural training and education typical of most full-blooded elves. These half-elves have the ancestral arms and arcane training alternate racial traits.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Exploit Weakness (Ex) The inquisitor learns to take advantage of any opportunity that presents itself. Whenever the inquisitor scores a critical hit, she ignores any damage reduction the target might have. In addition, if the target has regeneration, the creature loses regeneration on the round following the critical hit and can die normally during that round. Creatures whose regeneration always

functions are immune to this ability. Finally, if the inquisitor deals energy damage to a creature with vulnerability to that energy type, she deals +1 point of damage per die rolled.

Favored Judgment At 3rd level, the inquisitor gains Favored Judgment (Pathfinder RPG Ultimate Magic 150) as a bonus feat but must choose either outsider (chaotic) or outsider (evil). At 9th level, she gains Favored Judgment as a bonus feat a second time and must choose either outsider (chaotic) or outsider (evil). This ability replaces the teamwork feats gained at 3rd and 9th level.

Greater Bane (Su) Whenever an inquisitor uses her bane ability, the amount of bonus damage dealt by the weapon against creatures of the selected type increases to 4d6.

Judgment / Destruction The inquisitor is filled with divine wrath, gaining a +5 sacred bonus on all weapon damage rolls.

Judgment / Healing The inquisitor is surrounded by a healing light, gaining fast healing 5. This causes the inquisitor to heal 5 point of damage each round as long as the inquisitor is alive and the judgment lasts.

Judgment / Justice This judgment spurs the inquisitor to seek justice, granting a +3 sacred bonus on all attack rolls. This bonus is doubled on all attack rolls made to confirm critical hits.

Judgment / Piercing This judgment gives the inquisitor great focus and makes her spells more potent. This benefit grants a +5 sacred bonus on concentration checks and caster level checks made to overcome a target's spell resistance.

Judgment / Protection The inquisitor is surrounded by a protective aura, granting a +3 sacred bonus to Armor Class. This bonus is doubled against attack rolls made to confirm critical hits against the inquisitor.

Judgment / Purity The inquisitor is protected from the vile taint of her foes, gaining a +3 sacred bonus on all saving throws. The bonus is doubled against diseases and energy drain.

Judgment / Resiliency This judgment makes the inquisitor resistant to harm, granting DR 3/alignment (chaotic, evil, good, or lawful) that is opposite the inquisitor's.

Judgment / Resistance The inquisitor is shielded by a flickering aura, gaining 10 points of energy resistance against one energy type (acid, cold, electricity, fire, or sonic) chosen when the judgment is declared.

Judgment / Smiting This judgment bathes the inquisitor's weapons in a divine light. The inquisitor's weapons count as magic for the purposes of bypassing damage reduction. The inquisitor's weapons also count as silver for the purpose of bypassing damage reduction. The inquisitor's weapons also count as adamantite for the purpose of overcoming damage reduction (but not for reducing hardness).

Judgment (Sacred) (Su) An inquisitor can pronounce judgment upon her foes as a swift action. Starting when the judgment is made, the inquisitor receives a bonus or special ability based on the type of judgment made. An inquisitor can use this ability 5 times per day. Once activated, this ability lasts until the combat ends, at which point all of the bonuses immediately end. The inquisitor must participate in the combat to gain these bonuses. If she is frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, the ability does not end, but the bonuses do not resume until she can participate in the combat again. When the inquisitor uses this ability, she must select one type of judgment to make. As a swift action, she can change this judgment to another type.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Monster Lore (Ex) The inquisitor adds her Wisdom modifier on Knowledge skill checks in addition to her Intelligence modifier, when making skill checks to identify the abilities and weaknesses of

creatures.

Righteous Awe (Su) Whenever you make an unarmed touch attack against an evil creature, it must succeed at a Will save (DC 20) or become shaken for 1d4 rounds. If the creature touched is an evil outsider, it becomes frightened instead of shaken. You can use this ability 6 times per day.

Second Judgment (Ex) Whenever an inquisitor uses her judgment ability, she selects two different judgments, instead of one. This only consumes one use of her judgment ability. As a swift action, she can change one of these judgments to another type.

Solo Tactics (Ex) All of the inquisitor's allies are treated as if they possessed the same teamwork feats as the inquisitor for the purpose of determining whether the inquisitor receives a bonus from her teamwork feats. Her allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the inquisitor to receive the listed bonus.

Stalwart (Ex) An inquisitor can use mental and physical resiliency to avoid certain attacks. If she makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. This ability can only be used if the inquisitor is wearing light armor, medium armor, or no armor. A helpless inquisitor does not gain the benefit of the stalwart ability.

Stern Gaze (Ex) Inquisitors are skilled at sensing deception and intimidating their foes. An inquisitor receives a +7 morale bonus on all Intimidate and Sense Motive checks.

Track (Ex) An inquisitor adds half her level on Survival skill checks made to follow or identify tracks.

Track Teleportation (Su) At 2nd level, a cold iron warden may acquire clues about a teleporting creature's destination by closely examining the place it once stood. As a full-round action while standing in a square that a creature occupied when it cast a conjuration (teleportation) spell or spell-like ability, the cold iron warden may attempt a Survival check (DC 10 + the teleportation spell's caster level) to sense the direction of the creature's destination as well as whether the destination lies within 25 feet, 100 feet, 1,000 feet, or more than 1,000 feet of her. She must use this ability within a number of rounds after the creature's teleportation equal to 1/2 her inquisitor level, after which the trail goes cold. A cold iron warden may use this ability once per day plus one additional time per day for every 4 levels she has beyond 2nd. At 12th level, if the cold iron warden exceeds the Survival check DC by 5 or more, she can also sense the creature's location as if using the locate creature spell, using her inquisitor level as the caster level. At 18th level, if the cold iron warden exceeds the Survival check DC by 10 or more, she can also sense the creature's location as if she had cast discern location. This ability replaces track and the teamwork feats gained at 12th and 18th level.

Translate Telepathy (Su) At 5th level, an inquisitor can sense when a creature within 5 feet of her receives or sends a telepathic message. The distance at which she can detect telepathic messages increases by 5 feet for every 5 additional inquisitor levels she has beyond 5th level, to a maximum of 20 feet at 20th level. By making a Perception check (DC is+ the highest CR of the creatures using telepathy) as an immediate action, she may listen to all telepathic messages sent to and by creatures in this area for a number of rounds per day equal to her inquisitor level. These rounds do not need to be consecutive. This ability replaces discern lies.

⚡ Feats

Broken Wing Gambit You feign weakness, making yourself a tempting and distracting target. Whenever you make a melee attack and hit your opponent, you can use a free action to grant that opponent a +2 bonus on attack and damage rolls against you until the end of your next turn or until your opponent attacks you, whichever happens first. If that opponent attacks you with this bonus, it provokes attacks of opportunity from your allies who have this feat.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm

critical hits.

Exotic Weapon Proficiency (Elven Branched Spear) You understand how to use your chosen exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow. You make attack rolls with the weapon normally.

Ferocious Loyalty You have a powerful sense of responsibility for your allies. You gain a +1 morale bonus on attack rolls against any foe that currently threatens an ally who also has this feat. Whenever an ally with this feat is rendered helpless or killed within 30 feet of you, you gain a +2 morale bonus on attack rolls for 1 minute or until the foe responsible is rendered helpless or killed, whichever comes first.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Insightful Gaze In your personal interactions, you notice what others don't. It's hard to get anything past you. Whenever you make a Sense Motive check to oppose someone's Bluff check, you can roll two dice and take the higher result.

Intimidating Gaze There is something in your eyes that scares people. Once per day, as a free action, when making an Intimidate skill check, you can roll two dice and take the higher result.

Intimidating Prowess Your physical might is intimidating to others. Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Punch Through You and your allies are adept at bypassing enemy defenses. As a full-round action, you may make a single attack against a target. If the attack hits and deals damage to the target, all of your allies with this feat ignore up to 5 points of damage reduction against the same target for 1 round. This feat does not apply to damage reduction without a type (such as DR 10/-).

Shake It Off You support your allies and help them recover from crippling effects. When you are adjacent to one or more allies who also have this feat, you gain a +1 bonus on saving throws per such ally (maximum +4).

Weapon Focus (Elven Branched Spear) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Exorcist (Inquisitor)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Half-Orc (Arena-Bred); Medium humanoid (orc, human)			
Class	Inquisitor (Exorcist) 1	Inquisitor (Exorcist) 6	Inquisitor (Exorcist) 10	Inquisitor (Exorcist) 14
Initiative	-1	+2	+2	+2
Senses	Perception +7	Perception +15	Perception +21	Perception +25
Defense				
Armor Class	AC 14, touch 9, ff 14 (-1 Dex; +3 studded leather armor; +2 heavy shield)	AC 16, touch 9, ff 16 (-1 Dex; +5 scale mail; +2 heavy shield)	AC 17, touch 9, ff 17 (-1 Dex; +6 chainmail; +2 heavy shield)	AC 18, touch 9, ff 18 (-1 Dex; +7 chainmail +1; +2 heavy shield)
hp / HD	9 (1d8)+1	35 (6d8)+6	57 (10d8)+10	74 (14d8)+14
Saves	Fort +3, Ref -1, Will +5	Fort +6, Ref +1, Will +8	Fort +8, Ref +2, Will +10	Fort +10, Ref +3, Will +12
Offense				
Movement	30 ft.	20 ft.		
Attacks	Melee longsword +3 (1d8+3/19-20) or Melee shield, heavy steel -1 (1d4+1) or Ranged light crossbow -1 (1d8/19-20) or Melee dagger +3 (1d4+3/19-20) or Ranged dagger (thrown) -1 (1d4+3/19-20)	Melee shield, heavy steel +3 (1d4+1) or Melee +1 longsword +8 (1d8+4/19-20) or Ranged light crossbow +3 (1d8/19-20) or Melee dagger +7 (1d4+3/19-20) or Ranged dagger (thrown) +3 (1d4+3/19-20)	Melee shield, heavy steel +6 (1d4+1) or Melee +2 longsword +12/+7 (1d8+5/19-20) or Ranged crossbow, light +6/+1 (1d8/19-20) or Melee dagger +10/+5 (1d4+3/19-20) or Ranged dagger (thrown) +6/+1 (1d4+3/19-20)	Melee shield, heavy steel +10 (1d4+2) or Melee +3 longsword +17/+12 (1d8+7/19-20) or Ranged crossbow, light +9/+4 (1d8/19-20) or Melee dagger +14/+9 (1d4+4/19-20) or Ranged dagger (thrown) +9/+4 (1d4+4/19-20)
Special Attacks	Judgment / Destruction, Judgment / Healing, Judgment / Justice, Judgment / Piercing, Judgment / Protection, Judgment / Purity, Judgment / Resiliency, Judgment / Resistance, Judgment / Smiting, Stern Gaze	Bane, Judgment / Destruction, Judgment / Healing, Judgment / Justice, Judgment / Piercing, Judgment / Protection, Judgment / Purity, Judgment / Resiliency, Judgment / Resistance, Judgment / Smiting, Stern Gaze	Bane, Judgment / Destruction, Judgment / Healing, Judgment / Justice, Judgment / Piercing, Judgment / Protection, Judgment / Purity, Judgment / Resiliency, Judgment / Resistance, Judgment / Smiting, Stern Gaze, Verdict of Exorcism, Word of Anathema	Bane, Exploit Weakness, Greater Bane, Judgment / Destruction, Judgment / Healing, Judgment / Justice, Judgment / Piercing, Judgment / Protection, Judgment / Purity, Judgment / Resiliency, Judgment / Resistance, Judgment / Smiting, Stern Gaze, Verdict of Exorcism, Word of Anathema
Space / Reach	5 ft. / 5 ft.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Known Spells	Inquisitor (CL 1st): 1st (2x/day) - command, forbid action oth (at will) - brand, guidance, light, sift	Inquisitor Spell-Like Abilities: 6 rounds/day - discern lies (DC 17) At Will - detect chaos, detect evil, detect good, detect law Inquisitor (CL 6th): 2nd (4x/day) - align weapon, blistering invective, consecrate, early judgment 1st (5x/day) - command, forbid action, forced quiet, linebreaker, protection from evil oth (at will) - acid splash, brand, detect poison, guidance, light, sift	Inquisitor Spell-Like Abilities: 10 rounds/day - discern lies (DC 17) At Will - detect chaos, detect evil, detect good, detect law Inquisitor (CL 10th): 4th (1x/day) - blightburn weapon, coward's lament 3rd (4x/day) - anti-summoning shield, arcane sight, banish seeming, cast out 2nd (5x/day) - align weapon, blistering invective, consecrate, early judgment, flames of the faithful 1st (6x/day) - command, forbid action, forced quiet, linebreaker, protection from evil oth (at will) - acid splash, brand, detect poison, guidance, light, sift	Inquisitor Spell-Like Abilities: 14 rounds/day - discern lies (DC 17) At Will - detect chaos, detect evil, detect good, detect law Inquisitor (CL 14th): 5th (2x/day) - banishment, dispel evil, flame strike 4th (4x/day) - blightburn weapon, coward's lament, dismissal, holy smite 3rd (5x/day) - anti-summoning shield, arcane sight, banish seeming, cast out, dimensional anchor 2nd (6x/day) - align weapon, blistering invective, consecrate, early judgment, flames of the faithful, instrument of agony 1st (6x/day) - command, forbid action, forced quiet, linebreaker, protection from evil, sanctuary oth (at will) - acid splash, brand, detect poison, guidance, light, sift
Statistics				
Ability Scores	Str 16, Dex 8, Con 13, Int 13, Wis 16, Cha 9	Str 16, Dex 8, Con 13, Int 13, Wis 16, Cha 10	Str 17, Dex 8, Con 13, Int 13, Wis 16, Cha 10	Str 18, Dex 8, Con 13, Int 13, Wis 16, Cha 10
Core Attack	Base Atk +0; CMB +3; CMD 12	Base Atk +4; CMB +7; CMD 16	Base Atk +7; CMB +10; CMD 19	Base Atk +10; CMB +14; CMD 23
Feats	Persuasive	Alertness, Brutal Grappler, Persuasive, Swap Places, Uncanny Alertness	Alertness, Brutal Grappler, Charge Of The Righteous, Combat Medic, Fearless Zeal, Persuasive, Swap Places, Uncanny Alertness	Alertness, Antagonize, Brutal Grappler, Charge Of The Righteous, Combat Medic, Fearless Zeal, Ferocious Loyalty, Insightful Gaze, Persuasive, Swap Places, Uncanny Alertness
Skills	Acrobatics -4, Appraise +1, Artistry +1, Bluff +7, Craft (Untrained) +1, Diplomacy +5, Disguise +3, Escape Artist -4, Fly -4, Heal +7, Intimidate +12, Perception +7, Perform (Untrained) -1, Ride -4, Sense Motive +8, Stealth -4, Survival +3	Acrobatics -7, Appraise +1, Artistry +1, Bluff +12, Climb -3, Craft (Untrained) +1, Diplomacy +11, Disguise +9, Escape Artist -7, Fly -7, Heal +12, Intimidate +37, Knowledge (Planes) +10, Perception +15, Ride -7, Sense Motive +18, Stealth -7, Survival +3, Swim -3	Acrobatics -8, Appraise +1, Artistry +1, Bluff +16, Climb -4, Craft (Untrained) +1, Diplomacy +17, Disguise +13, Escape Artist -8, Fly -8, Heal +16, Intimidate +77, Knowledge (Planes) +14, Perception +21, Ride -8, Sense Motive +26, Stealth -8, Survival +3, Swim -4	Acrobatics -7, Appraise +1, Artistry +1, Bluff +20, Climb -2, Craft (Untrained) +1, Diplomacy +21, Disguise +17, Escape Artist -7, Fly -7, Heal +20, Intimidate +131, Knowledge (Planes) +18, Perception +25, Ride -7, Sense Motive +32, Stealth -7, Survival +3, Swim -2
Languages	Common, Giant, Orc			

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Special Qualities	Arena-Bred, Bonus Skills (Intimidate & Identify Creatures) +0 on Knowledge checks to identify creatures, City-Raised, Intimidating, Judgment (Sacred), Monster Lore, Orc Blood, Orc Ferocity, Righteous Infiltration, Skilled	Arena-Bred, Blessed Infiltration, Bonus Skills (Intimidate & Identify Creatures) (6x) +3 on Knowledge checks to identify creatures, City-Raised, Cunning Initiative, Detect Alignment, Discern Lies, Intimidating, Judgment (Sacred), Monster Lore, Orc Blood, Orc Ferocity, Righteous Infiltration, Skilled, Solo Tactics, Track	Arena-Bred, Blessed Infiltration, Bonus Skills (Intimidate & Identify Creatures) (10x) +5 on Knowledge checks to identify creatures, City-Raised, Cunning Initiative, Detect Alignment, Discern Lies, Intimidating, Judgment (Sacred), Monster Lore, Orc Blood, Orc Ferocity, Righteous Infiltration, Skilled, Solo Tactics, Track	Arena-Bred, Blessed Infiltration, Bonus Skills (Intimidate & Identify Creatures) (14x) +7 on Knowledge checks to identify creatures, City-Raised, Cunning Initiative, Detect Alignment, Discern Lies, Intimidating, Judgment (Sacred), Monster Lore, Orc Blood, Orc Ferocity, Righteous Infiltration, Skilled, Solo Tactics, Stalwart, Track
Treasure	Longsword; heavy steel shield; scholar's outfit; studded leather armor; light crossbow; crossbow bolts (10x); dagger	+1 longsword; heavy steel shield; scholar's outfit; scale mail; light crossbow; crossbow bolts (10x); dagger	+2 longsword; heavy steel shield; scholar's outfit; chainmail; light crossbow; crossbow bolts (10x); dagger	+3 longsword; heavy steel shield; scholar's outfit; +1 chainmail; light crossbow; crossbow bolts (10x); dagger
⚡ Magic				
Spells per Day	Inquisitor: 0/2/0/0/0/0/0/0/0 DC: 14+spell level	Inquisitor: 0/5/4/0/0/0/0/0/0 DC: 14+spell level	Inquisitor: 0/6/5/4/1/0/0/0/0 DC: 14+spell level	Inquisitor: 0/6/6/5/4/2/0/0/0 DC: 14+spell level

Special Abilities

Arena-Bred Many half-orcs are born and raised to fight in the arena, and in many cases have two half-orc parents or even a half-orc and a human parent. These arena-bred half-orcs lose the brutal physical appearance of their orc ancestors and look more human. They have the city-raised and skilled alternate racial traits.

Bane (Su) An inquisitor can imbue one of her weapons with the undead-bane weapon special ability as a swift action. This ability lasts for 14 rounds per day. These rounds do not need to be consecutive.

Blessed Infiltration (Ex) When you make a Bluff, Diplomacy, or Stealth check, you may roll twice and take the more favorable result. You can use this ability 3 times per day.

Bonus Skills (Intimidate & Identify Creatures) (14x) Add +1/2 on Intimidate checks and Knowledge checks to identify creatures.

City-Raised Half-orcs with this trait know little of their orc ancestry and were raised among humans and other half-orcs in a large city. City-raised half-orcs are proficient with whips and longswords, and receive a +2 racial bonus on Knowledge (local) checks.

Cunning Initiative (Ex) An inquisitor adds her Wisdom modifier on initiative checks, in addition to her Dexterity modifier.

Detect Alignment (Sp) At will, an inquisitor can use detect chaos, detect evil, detect good, or detect law. She can only use one of these at any given time.

Discern Lies (Sp) An inquisitor can discern lies, as per the spell, for 14 rounds per day. These rounds do not need to be consecutive. Activating this ability is an immediate action.

Exploit Weakness (Ex) The inquisitor learns to take advantage of any opportunity that presents itself. Whenever the inquisitor scores a critical hit, she ignores any damage reduction the target might have. In addition, if the target has regeneration, the creature loses regeneration on the round following the critical hit and can die normally during that round. Creatures whose regeneration always functions are immune to this ability. Finally, if the inquisitor deals energy damage to a creature with vulnerability to that energy type, she deals +1 point of damage per die rolled.

Greater Bane (Su) Whenever an inquisitor uses her bane ability, the

amount of bonus damage dealt by the weapon against creatures of the selected type increases to 4d6.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Judgment / Destruction The inquisitor is filled with divine wrath, gaining a +5 sacred bonus on all weapon damage rolls.

Judgment / Healing The inquisitor is surrounded by a healing light, gaining fast healing 5. This causes the inquisitor to heal 5 point of damage each round as long as the inquisitor is alive and the judgment lasts.

Judgment / Justice This judgment spurs the inquisitor to seek justice, granting a +3 sacred bonus on all attack rolls. This bonus is doubled on all attack rolls made to confirm critical hits.

Judgment / Piercing This judgment gives the inquisitor great focus and makes her spells more potent. This benefit grants a +5 sacred bonus on concentration checks and caster level checks made to overcome a target's spell resistance.

Judgment / Protection The inquisitor is surrounded by a protective aura, granting a +3 sacred bonus to Armor Class. This bonus is doubled against attack rolls made to confirm critical hits against the inquisitor.

Judgment / Purity The inquisitor is protected from the vile taint of her foes, gaining a +3 sacred bonus on all saving throws. The bonus is doubled against diseases and energy drain.

Judgment / Resiliency This judgment makes the inquisitor resistant to harm, granting DR 3/alignment (chaotic, evil, good, or lawful) that is opposite the inquisitor's.

Judgment / Resistance The inquisitor is shielded by a flickering aura, gaining 10 points of energy resistance against one energy type (acid, cold, electricity, fire, or sonic) chosen when the judgment is declared.

Judgment / Smiting This judgment bathes the inquisitor's weapons in a divine light. The inquisitor's weapons count as magic for the purposes of bypassing damage reduction. The inquisitor's weapons also count as silver for the purpose of bypassing damage reduction. The inquisitor's weapons also count as adamantine for the purpose of overcoming damage reduction (but not for reducing hardness).

Judgment (Sacred) (Su) An inquisitor can pronounce judgment upon her foes as a swift action. Starting when the judgment is made, the inquisitor receives a bonus or special ability based on the type of judgment made. An inquisitor can use this ability 5 times per day. Once activated, this ability lasts until the combat ends, at which point all of the bonuses immediately end. The inquisitor must participate in the combat to gain these bonuses. If she is frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, the ability does not end, but the bonuses do not resume until she can participate in the combat again. When the inquisitor uses this ability, she must select one type of judgment to make. As a swift action, she can change this judgment to another type.

Monster Lore (Ex) The inquisitor adds her Wisdom modifier on Knowledge skill checks in addition to her Intelligence modifier, when making skill checks to identify the abilities and weaknesses of creatures.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) 1/day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Righteous Infiltration (Ex) You use your Wisdom modifier instead of your Charisma modifier when making Bluff and Intimidate checks.

Skilled Second- and third-generation half-orcs often favor their human heritage more than their orc heritage. Half-orcs with this trait gain 1 additional skill rank per level.

Solo Tactics (Ex) All of the inquisitor's allies are treated as if they possessed the same teamwork feats as the inquisitor for the purpose of determining whether the inquisitor receives a bonus from her teamwork feats. Her allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the inquisitor to receive the listed bonus.

Stalwart (Ex) An inquisitor can use mental and physical resiliency to avoid certain attacks. If she makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. This ability can only be used if the inquisitor is wearing light armor, medium armor, or no armor. A helpless inquisitor does not gain the benefit of the stalwart ability.

Stern Gaze (Ex) Inquisitors are skilled at sensing deception and intimidating their foes. An inquisitor receives a +7 morale bonus on all Intimidate and Sense Motive checks.

Track (Ex) An inquisitor adds half her level on Survival skill checks made to follow or identify tracks.

Verdict of Exorcism (Su) While using judgment, you can unleash the verdict of exorcism on a creature. When you do, your judgment ends, but the creature is dazed for 1 round (Will DC 20 negates); if the creature is possessed, the possessing entity must succeed at a Will saving throw (DC 20), or be exorcised and never again allowed in that same body.

Word of Anathema (Sp) Once per day, you can speak a word of anathema against a single creature within 60 feet (Will DC 20 negates). This acts as bestow curse and lasts for 1 minute, giving the target a -4 penalty on attack rolls, saves, ability checks, and skill checks.

⚡ Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Antagonize Whether with biting remarks or hurtful words, you are adept at making creatures angry with you. You can make Diplomacy and Intimidate checks to make creatures respond to you with hostility. No matter which skill you use, antagonizing a creature takes a standard action that does not provoke attacks of opportunity,

and has a DC equal to 10 + the target's Hit Dice + the target's Wisdom modifier. The benefits you gain for this check depend on the skill you use. This is a mind-affecting effect.

Brutal Grappler When helping an ally grapple, you can damage the target. When you and an ally with this feat have grappled the same creature, you may attempt to damage the opponent on your turn (whether you were the one who first initiated the grapple or were assisting your ally in doing so). You and the ally are treated as aiding each other in the grapple (+2 bonus on your grapple combat maneuver) as long as you both decide to maintain the grapple.

Charge Of The Righteous You charge toward undead and fiends with confidence in your righteous cause. You do not take a penalty to AC while charging undead creatures and evil outsiders. Normal: When you charge, you take a -2 penalty to AC until the start of your next turn. When you charge an undead creature or an evil outsider, you do not take the -2 penalty for charging.

Combat Medic You know the urgency of treating wounds in the heat of battle, applying first aid to your allies with such speed that you assure no one gets left behind. Whenever you use Heal to provide first aid, treat caltrop wounds, or treat poison on an ally who also has this feat, you provoke no attacks of opportunity, and can take 10 on the check. Unlike with other teamwork feats, allies that are paralyzed, stunned, unconscious, or cannot otherwise act still count for the purposes of this feat.

Fearless Zeal You're willing to lay down your life for your faith. Once per day, you can add a +2 bonus on any single attack roll, caster level check, saving throw, or skill check. You must choose to add this bonus after the die has been rolled and success or failure determined, but before the DC of spells and spell-like abilities you use against such creatures. You take a -2 penalty on Charisma-based checks involving good-aligned outsiders. Goal: Successfully trade your soul to an evil outsider. Completion Benefit: You gain a +2 enhancement bonus to an ability score of your choice. This enhancement bonus can't be dispelled or removed save by the direct intervention of a deity, and counts as a supernatural ability. In addition, you gain a +2 bonus on caster level checks (including dispel checks and checks to bypass spell resistance) against good-aligned outsiders. If you die while under the effects of this agreement, you can't be brought back from the dead unless the evil outsider permits it. You lose your completion benefits immediately and permanently if you renege on the arrangement by which you traded your soul, though you keep the feat's basic benefits.

Ferocious Loyalty You have a powerful sense of responsibility for your allies. You gain a +1 morale bonus on attack rolls against any foe that currently threatens an ally who also has this feat. Whenever an ally with this feat is rendered helpless or killed within 30 feet of you, you gain a +2 morale bonus on attack rolls for 1 minute or until the foe responsible is rendered helpless or killed, whichever comes first.

Insightful Gaze In your personal interactions, you notice what others don't. It's hard to get anything past you. Whenever you make a Sense Motive check to oppose someone's Bluff check, you can roll two dice and take the higher result.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Swap Places You are skilled at changing places with your ally during a chaotic melee. Whenever you are adjacent to an ally who also has this feat, you can move into your ally's square as part of a normal movement (including a 5-foot step). At the same time, your ally moves into your previous space. Both you and your ally must be willing and able to move to take advantage of this feat. Your ally must be the same size as you to utilize this feat. Your ally does not provoke an attack of opportunity from this movement, but you provoke as normal. This movement does not count against your ally's movement on his next turn.

Uncanny Alertness Your research into arcana and the nature of reality has given you heightened senses. This feat gives you an additional +1 bonus on Perception and Sense Motive checks, and you gain a +2 bonus on saving throws against sleep and charm effects.

Bladebound (Magus)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Halfling (Nomadic); Small humanoid (halfling)			
Class	Magus (Bladebound) 1	Magus (Bladebound) 6	Magus (Bladebound) 10	Magus (Bladebound) 14
Initiative	+1	+5	+5	+5
Senses	Perception -1	Perception -1	Perception -1	Perception -1
Defense				
Armor Class	AC 13, touch 12, ff 12 (+1 size; +1 Dex; +1 padded armor)	AC 14, touch 12, ff 13 (+1 size; +1 Dex; +2 leather armor)	AC 15, touch 12, ff 14 (+1 size; +1 Dex; +3 studded leather armor)	AC 16, touch 12, ff 15 (+1 size; +1 Dex; +4 studded leather armor +1)
hp / HD	10 (1d8)+2	46 (6d8)+12	65 (10d8)+20	92 (14d8)+28
Saves	Fort +4, Ref +1, Will +1	Fort +7, Ref +3, Will +4	Fort +9, Ref +4, Will +6	Fort +11, Ref +5, Will +8
Offense				
Movement	30 ft.			
Attacks	Melee sword cane (small) +3 (1d4+2) or Ranged sling staff, halfling (small) +2 (1d6+2/x3) or Melee dagger (small) +3 (1d3+2/19-20) or Ranged dagger (small/thrown) +2 (1d3+2/19-20)	Ranged sling staff, halfling (small) +6 (1d6+3/x3) or Melee dagger (small) +8 (1d3+3/19-20) or Ranged dagger (small/thrown) +6 (1d3+3/19-20) or Melee +2 <i>scythe</i> (small) +13 (2H: 1d6+8/x4)	Ranged sling staff, halfling (small) +9 (1d6+3/x3) or Melee dagger (small) +11/+6 (1d3+3/19-20) or Ranged dagger (small/thrown) +9/+4 (1d3+3/19-20) or Melee +3 <i>scythe</i> (small) +18/+13 (2H: 1d6+10/x4)	Ranged sling staff, halfling (small) +12 (1d6+3/x3) or Melee dagger (small) +14/+9 (1d3+3/19-20) or Ranged dagger (small/thrown) +12/+7 (1d3+3/19-20) or Melee +4 <i>scythe</i> (small) +23/+18 (2H: 1d6+12/x4)
Special Attacks	Spell Combat	Spell Combat, Spellstrike	Improved Spell Combat, Spellstrike	Greater Spell Combat, Pool Strike, Spellstrike
Space / Reach	5 ft. / 5 ft.			
Prepared Spells	Magus (CL 1st): 1st - blade tutor's spirit, call weapon oth - daze, ghost sound, prestidigitation	Magus (CL 6th): 2nd - bladed dash, brow gasher, defensive shock, returning weapon (communal) 1st - blade tutor's spirit, call weapon, darting duplicate, mirror strike oth - acid splash, dancing lights, daze, ghost sound, prestidigitation	Magus (CL 10th): 4th - dragon's breath, forceful strike 3rd - blink, force hook charge, force punch, keen edge 2nd - bladed dash, blur, brow gasher, defensive shock, returning weapon (communal), umbral weapon 1st - blade tutor's spirit, call weapon, darting duplicate, mirror strike, returning weapon oth - acid splash, dancing lights, daze, ghost sound, prestidigitation	Magus (CL 14th): 5th - acidic spray, dimensional blade 4th - dragon's breath, forceful strike, pellet blast, shield of the drawnflower, stonesskin 3rd - blink, force hook charge, force punch, keen edge, locate weakness 2nd - bladed dash, blur, brow gasher, defensive shock, returning weapon (communal), umbral weapon 1st - blade tutor's spirit, call weapon, darting duplicate, hydraulic push, mirror strike, returning weapon oth - acid splash, dancing lights, daze, ghost sound, prestidigitation

Statistics

	Low	Moderate	Advanced	Elite
Ability Scores	Str 15, Dex 12, Con 14, Int 17, Wis 9, Cha 7	Str 16, Dex 12, Con 14, Int 17, Wis 9, Cha 7	Str 16, Dex 12, Con 14, Int 18, Wis 9, Cha 7	Str 16, Dex 12, Con 14, Int 18, Wis 9, Cha 8
Core Attack	Base Atk +0; CMB +1; CMD 12	Base Atk +4; CMB +6; CMD 17	Base Atk +7; CMB +9; CMD 20	Base Atk +10; CMB +12; CMD 23
Feats	Combat Casting	Artful Dodge, Combat Casting, Improved Initiative, Weapon Focus (Scythe)	Artful Dodge, Combat Casting, Combat Expertise, Improved Initiative, Power Attack, Weapon Focus (Scythe)	Artful Dodge, Cleave, Cleaving Finish, Combat Casting, Combat Expertise, Critical Focus, Improved Initiative, Power Attack, Weapon Focus (Scythe)
Skills	Acrobatics +1, Appraise +3, Artistry +3, Bluff -2, Climb +2, Craft (Untrained) +3, Diplomacy -2, Disguise -2, Escape Artist +1, Fly +3, Heal -1, Intimidate -2, Knowledge (Arcana) +7, Knowledge (Dungeoneering) +7, Knowledge (Planes) +7, Perception -1, Perform (Untrained) -2, Ride +1, Sense Motive -1, Spellcraft +7, Stealth +5, Survival +1, Swim +2, Use Magic Device +2	Acrobatics +1, Appraise +3, Artistry +3, Bluff -2, Climb +3, Craft (Untrained) +3, Diplomacy -2, Disguise -2, Escape Artist +1, Fly +3, Heal -1, Intimidate -2, Knowledge (Arcana) +12, Knowledge (Dungeoneering) +12, Knowledge (Planes) +12, Perception -1, Perform (Untrained) -2, Ride +1, Sense Motive -1, Spellcraft +12, Stealth +5, Survival +1, Swim +3, Use Magic Device +7	Appraise +4, Artistry +4, Bluff -2, Climb +9, Craft (Untrained) +4, Diplomacy -2, Disguise -2, Fly +2, Heal -1, Intimidate +7, Knowledge (Arcana) +17, Knowledge (Dungeoneering) +17, Knowledge (Planes) +17, Perception -1, Perform (Untrained) -2, Sense Motive -1, Spellcraft +17, Stealth +4, Survival +1, Swim +2, Use Magic Device +11	Acrobatics +1, Appraise +4, Artistry +4, Bluff -1, Climb +13, Craft (Untrained) +4, Diplomacy -1, Disguise -1, Escape Artist +1, Fly +3, Heal -1, Intimidate +9, Knowledge (Arcana) +21, Knowledge (Dungeoneering) +21, Knowledge (Planes) +21, Perception -1, Perform (Untrained) -1, Ride +1, Sense Motive -1, Spellcraft +21, Stealth +5, Survival +1, Swim +3, Use Magic Device +16
Languages	Common, Dwarven, Elven, Gnome, Goblin, Halfling			
Special Qualities	Arcane Pool (4/day), Armor Proficiency, Bonus Magus Arcana, Cantrips, Fleet of Foot, Nomadic, Polyglot, Wanderlust, Weapon Familiarity	Arcane Accuracy, Arcane Pool (5/day), Armor Proficiency, Black Blade, Bonus Feats, Bonus Magus Arcana (6x), Cantrips, Fleet of Foot, Nomadic, Polyglot, Prescient Attack, Spell Recall, Wanderlust, Weapon Familiarity,	Arcane Accuracy, Arcane Edge, Arcane Pool (7/day), Armor Proficiency, Black Blade, Bonus Feats, Bonus Magus Arcana (10x), Cantrips, Fighter Training, Fleet of Foot, Knowledge Pool, Nomadic, Polyglot, Prescient Attack, Spell Recall, Wanderlust, Weapon Familiarity	Arcane Accuracy, Arcane Edge, Arcane Pool (8/day), Armor Proficiency, Black Blade, Bonus Feats, Bonus Magus Arcana (14x), Cantrips, Fighter Training, Fleet of Foot, Improved Spell Recall, Knowledge Pool, Nomadic, Polyglot, Prescient Attack, Prescient Defense, Wanderlust, Weapon Familiarity
Treasure	Sword cane (small); traveler's outfit (small); padded armor (small); halfling sling staff (small); sling bullets (10x); dagger (2x, small)	+2 <i>scythe</i> (black blade, small); traveler's outfit (small); leather armor (small); halfling sling staff (small); sling bullets (10x); dagger (2x, small)	+3 <i>scythe</i> (black blade, small); traveler's outfit (small); studded leather armor (small); halfling sling staff (small); sling bullets (10x); dagger (2x, small)	+4 <i>scythe</i> (black blade, small); traveler's outfit (small); +1 <i>studded leather armor</i> (small); halfling sling staff (small); sling bullets (10x); dagger (2x, small)
 Magic				
Spells per Day	Magus: 3/2/0/0/0/0/0/0/0 DC: 14+spell level	Magus: 5/5/4/0/0/0/0/0/0 DC: 14+spell level	Magus: 5/6/5/4/2/0/0/0/0 DC: 15+spell level	Magus: 5/6/6/5/5/2/0/0/0 DC: 15+spell level

Special Abilities

Arcane Accuracy (Su) You can expend 1 point from your arcane pool as a swift action to grant yourself a +4 insight bonus on all attack rolls until the end of your turn.

Arcane Edge (Su) The magus can expend 1 point from his arcane pool as an immediate action after hitting a target with a slashing or piercing weapon in order to deal an amount of bleed damage equal to his Intelligence modifier (minimum 0). The magus must be at least 9th level before he selects this arcana.

Arcane Pool (Su) You have a reservoir of mystical arcane energy that you draw upon to fuel your powers and enhance your weapon. This arcane pool has 8 points. The pool refreshes once per day when you prepare your spells. You can expend 1 point from your arcane pool as a swift action to grant any weapon you are holding a +4 enhancement bonus for 1 minute. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves. These bonuses can be also used to add any of the following weapon properties: Dancing, Flaming, Flaming Burst, Frost, Icy Burst, Keen, Shock, Shocking Burst, Speed, or Vorpal. Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time you use this ability. These bonuses do not function if the weapon is wielded by anyone other than you. You can only enhance one weapon in this way at one time. If you use this ability again, the first use immediately ends.

Armor Proficiency (Ex) You can cast magus spells while wearing light, medium, or heavy armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a magus using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.

Black Blade (Ex) You gains a powerful sentient weapon called a black blade, whose weapon type is chosen by the magus. A magus with this class feature cannot take the familiar magus arcana, and cannot have a familiar of any kind, even from another class.

Bonus Feats At 5th level, and every six levels thereafter, a magus gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat, item creation, or metamagic feats. He must meet the prerequisites for these feats as normal.

Bonus Magus Arcana (14x) Magus: The magus gains 1/6 of a new magus arcana.

Cantrips You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again.

Fighter Training (Ex) You count 1/2 your total magus level as your fighter level for the purpose of qualifying for feats. If you have levels in fighter, these levels stack.

Fleet of Foot Some halflings are quicker than their kin but less cautious. Halflings with this racial trait move at normal speed and have a base speed of 30 feet.

Greater Spell Combat (Ex) You can seamlessly cast spells and wield your weapons effectively at the same time. This functions much like two-weapon fighting, but the offhand weapon is a spell that is being cast. To use this ability, you must have one hand free, while wielding a light or one-handed melee weapon in the other hand. As a full-round action, you can make all of your attacks with your melee weapon at a -2 penalty. You can also cast any spell from the magus spell list with a casting time of 1 standard action. When using the spell combat ability, you receive a +2 circumstance bonus on concentration check. If you cast this spell defensively, you can decide to take an additional penalty on your attack rolls, up to your Intelligence bonus, and add double the same amount as an additional circumstance bonus to your concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. You can choose to cast the spell first or make the weapon attacks first, but if you have more than one attack, you cannot cast the spell between weapon attacks. You must have one hand free to use this ability,

even if the spell being cast does not contain somatic components.

Improved Spell Recall (Su) You can use your arcane pool to recall spells you have already cast. With a swift action, you can recall any single magus spell that you have already prepared and cast that day by expending a number of points from your arcane pool equal to 1/2 the spell's level (minimum 1). The spell is prepared again, just as if it had not been cast. Furthermore, instead of recalling a used spell, as a swift action you can prepare a spell of the same level that you have in your spellbook. You do so by expending a number of points from your arcane pool equal to the spell's level (minimum 1). You cannot apply metamagic feats to a spell prepared in this way. You do not need to reference your spellbook to prepare a spell in this way.

Knowledge Pool (Su) When you prepare your magus spells, you can decide to expend 1 or more points from your arcane pool, up to your Intelligence bonus. For each point you expend, you can treat any one spell from the magus spell list as if it were in your spellbook and can prepare that spell as normal that day. If you do not cast spells prepared in this way before the next time you prepares spells, you lose those spells. You can also cast spells added in this way using your spell recall ability, but only until you prepares spells again.

Magus Arcana As he gains levels, a magus learns arcane secrets tailored to his specific way of blending martial puissance and magical skill. Starting at 3rd level, a magus gains one magus arcana. He gains an additional magus arcana for every three levels of magus attained after 3rd level. Unless specifically noted in a magus arcana's description, a magus cannot select a particular magus arcana more than once. Magus arcana that affect spells can only be used to modify spells from the magus spell list unless otherwise noted.

Nomadic These half lings were born on the road and most follow it until the end of their days. They travel fast and light and never miss a chance for either profit or adventure. These half lings have the f leet-footed, polyglot, and wanderlust alternate racial traits.

Polyglot Some halflings, especially those who spend a lot of time traveling, develop a talent for learning new languages. These halflings gain a +2 racial bonus on Linguistics checks, and it is always a class skill for them. Halflings with this racial trait also begin play with the ability to speak Common, Halfling, and any one other language of their choice (except for secret languages, such as Druidic) in addition to bonus languages due to high Intelligence. They still gain the normal list of halfling bonus languages.

Pool Strike (Su) You can expend 1 point from your arcane pool as a standard action to charge your free hand with energy. You can make a melee touch attack with that hand as a free action as part of activating this ability. If the touch attack hits, it releases the charge and deals 5d6 points of energy damage (acid, cold, electricity, or fire, chosen when he spends the arcane pool point to activate this ability). You can use this ability with the spellstrike class feature. If you miss with this attack, you can hold the charge for up to 1 minute before it dissipates.

Prescient Attack (Su) The magus can expend 1 point from his arcane pool as an immediate action after hitting a target with a weapon attack, allowing him to anticipate his opponent's defenses. The target is denied its Dexterity bonus against the magus's attacks until the end of the magus's next turn. The magus must be at least 6th level before selecting this arcana.

Prescient Defense (Su) The magus can expend 1 point from his arcane pool as an immediate action after hitting a target with a weapon attack, granting him a premonition of his enemy's intentions. The magus gains a bonus to his AC and on Reflex saves equal to his Intelligence modifier (minimum 0) against attacks by that opponent until the beginning of his next turn. The magus must be at least 9th level before selecting this arcana.

Spellstrike (Ex) Whenever you cast a spell with a range of "touch" from the magus spell list, you can deliver the spell through any weapon you are wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, a magus can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If you make this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon's critical range (20, 19-20, or 18-20 and modified by the keen weapon property or similar effects),

but the spell effect only deals x2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

Wanderlust Halflings love travel and maps. Halflings with this racial trait receive a +2 bonus on Knowledge (geography) and Survival checks. When casting spells or using abilities that provide or enhance movement, halflings treat their caster level as +1 higher than normal. This racial trait replaces the fearless and halfling luck racial traits.

Weapon Familiarity (Ex) Halflings are proficient with slings and treat any weapon with the word “halfling” in its name as a martial weapon.

⚡ Feats

Artful Dodge You are practiced at avoiding attacks when outnumbered. If you are the only character threatening an opponent, you gain a +1 dodge bonus to AC against that opponent. Special: The Artful Dodge feat acts as the Dodge feat for the purpose of satisfying prerequisites that require Dodge. You can use Intelligence, rather than Dexterity, for feats with a minimum Dexterity prerequisite.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Cleaving Finish When you strike down an opponent, you can continue your swing into another target. If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make

only one extra attack per round with this feat.

Combat Casting You are adept at spellcasting when threatened or distracted. You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Combat Expertise You can increase your defense at the expense of your accuracy. You can choose to take a -3 penalty on melee attack rolls and combat maneuver checks to gain a +3 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -3 penalty on all melee attack rolls and combat maneuver checks to gain a +6 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Weapon Focus (Scythe) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Bladebound - Black Blade (Magus)

	 Low	 Moderate	 Advanced	 Elite
 General				
CR / XP	CR as master; XP as master			
Sex / Race	-	Neuter Blade Blade; Medium companion		
Class	-	Black Blade 1	Black Blade 1	Black Blade 1
Initiative	-	+0	+0	+0
Senses	-	Low-Light Vision; Perception -1	Low-Light Vision; Perception +0	Low-Light Vision; Perception +1
 Defense				
Armor Class	-	AC 10, touch 10, ff 10	AC 10, touch 10, ff 10	AC 10, touch 10, ff 10
hp / HD		25	35	45
Saves	-	Fort +5, Ref +2, Will +4	Fort +7, Ref +3, Will +7	Fort +9, Ref +4, Will +10
 Offense				
Movement	-	n/a		
Attacks	-	n/a		
Special Attacks	-	Black Blade Strike, Energy Attunement		
Space / Reach	-			
 Statistics				
Ability Scores	-	Str *, Dex *, Con *, Int 12, Wis 8, Cha 6	Str *, Dex *, Con *, Int 14, Wis 10, Cha 10	Str *, Dex *, Con *, Int 16, Wis 12, Cha 12
Core Attack	-	n/a		
Feats		n/a		

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Skills	-	Appraise +1, Artistry +1, Bluff -1, Climb +8, Craft (Untrained) +1, Diplomacy -1, Disguise -1, Fly -8, Heal -1, Intimidate -1, Knowledge (Arcana) +2, Perception -1, Perform (Untrained) -1, Sense Motive -1, Survival -1, Swim +8	Appraise +2, Artistry +2, Climb +8, Craft (Untrained) +2, Fly -8, Knowledge (Arcana) +3, Swim +8	Appraise +3, Artistry +3, Bluff +1, Climb +8, Craft (Untrained) +3, Diplomacy +1, Disguise +1, Fly -8, Heal +1, Intimidate +1, Knowledge (Arcana) +4, Perception +1, Perform (Untrained) +1, Sense Motive +1, Survival +1, Swim +8
Languages	-	Common, Daemon, Infernal		
Special Qualities	-	Black Blade Arcane Pool, Ego, Enhancement Bonus, Low-Light Vision, Senses, Telepathy, Unbreakable Enhancement Bonus +2; Ego 8	Black Blade Arcane Pool, Ego, Enhancement Bonus, Low-Light Vision, Senses, Telepathy, Teleport Blade, Unbreakable Enhancement Bonus +3; Ego 12	Black Blade Arcane Pool, Ego, Enhancement Bonus, Low-Light Vision, Senses, Telepathy, Teleport Blade, Transfer Arcana, Unbreakable Enhancement Bonus +4; Ego 16
Treasure	-	-	-	-

Special Abilities

Black Blade Arcane Pool A black blade has an arcane pool with 4 points.

Black Blade Strike (Sp) As a free action, the magus can spend a point from the black blade's arcane pool to grant the black blade a +1 bonus on damage rolls for 1 minute. For every four levels beyond 1st, this ability gives the black blade another +1 on damage rolls.

Energy Attunement (Su) As a free action, a magus can spend a point of his black blade's arcane pool to have it deal one of the following types of damage instead of weapon damage: cold, electricity, or fire. He can spend 2 points from the black blade's arcane pool to deal sonic or force damage instead of weapon damage. This effect lasts until the start of the magus's next turn.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Senses A black blade is aware of everything around it like a creature that can see and hear. It can be blinded and deafened as if it were a creature.

Telepathy (Su) While a magus is wielding or carrying his black blade, he can communicate telepathically with the blade in a language that the magus and the black blade share.

Teleport Blade (Sp) As a standard action, a magus can expend an arcane point from his or his black blade's arcane pool, and can call his black blade from as far as 1 mile away, causing it to instantaneously teleport to his hand.

Transfer Arcana (Su) Once per day, a magus can attempt to siphon points from his black blade's arcane pool into his own arcane pool. Doing so takes a full-round action and the magus must succeed at a Will saving throw with a DC of 16. If the magus succeeds, he regains 1 point to his arcane pool for every 2 points he saps from his black blade. If he fails the saving throw, the magus becomes fatigued (but can try again). If he is fatigued, he becomes exhausted instead. He cannot use this ability if he is exhausted.

Unbreakable (Ex) As long as it has at least 1 point in its arcane pool, a black blade is immune to the broken condition. If broken, the black blade is unconscious and powerless until repaired. If destroyed, the black blade can be reformed 1 week later through a special ritual that

costs 200 gp per magus level. The ritual takes 24 hours to complete.

Greensting Slayer (Magus)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Human; Medium humanoid (human)			
Class	Magus (Greensting Slayer) 1	Magus (Greensting Slayer) 6	Magus (Greensting Slayer) 10	Magus (Greensting Slayer) 14
Initiative	+2	+2	+6	+7
Senses	Perception +0	Perception +0	Perception +0	Perception +0
Defense				
Armor Class	AC 13, touch 13, ff 10 (+2 Dex; +1 dodge)	AC 13, touch 13, ff 10 (+2 Dex; +1 dodge); Combat Expertise	AC 13, touch 13, ff 10 (+2 Dex; +1 dodge); Combat Expertise	AC 14, touch 14, ff 10 (+3 Dex; +1 dodge); Combat Expertise
hp / HD	7 (1d8)-1	30 (6d8)	54 (10d8)	69 (14d8)
Saves	Fort +1, Ref +2, Will +2	Fort +5, Ref +4, Will +5	Fort +7, Ref +5, Will +7	Fort +9, Ref +7, Will +9
Special Defenses	-	-	Evasion	Improved Evasion
Offense				
Movement	30 ft.	35 ft.		
Attacks	Melee shortspear +2 (1d6+2) or Ranged shortspear (thrown) +2 (1d6+2) or Melee dagger +2 (1d4+1/19-20) or Ranged dagger (thrown) +2 (1d4+2/19-20) or Melee unarmed strike +2 (1d3+2) or Ranged light crossbow +2 (1d8/19-20)	Melee dagger +6 (1d4+1/19-20) or Ranged dagger (thrown) +6 (1d4+2/19-20) or Melee unarmed strike +6 (1d3+2) or Ranged light crossbow +6 (1d8/19-20) or Melee masterwork shortspear +7 (1d6+2) or Ranged masterwork shortspear (thrown) +7 (1d6+2)	Melee dagger +9 (1d4+1/19-20) or Ranged dagger (thrown) +9/+4 (1d4+2/19-20) or Melee unarmed strike +9/+4 (1d3+2) or Melee +1 shortspear +10/+5 (1d6+3) or Ranged +1 shortspear (thrown) +10/+5 (1d6+3) or Ranged light crossbow +9/+4 (1d8/19-20) or Melee shortspear +9/+4 (1d6+2) or Ranged shortspear (thrown) +9/+4 (1d6+2)	Melee dagger +12 (1d4+1/19-20) or Ranged dagger (thrown) +13/+8 (1d4+2/19-20) or Melee unarmed strike +12/+7 (1d3+2) or Melee +2 shortspear +14/+9 (1d6+4) or Ranged +2 shortspear (thrown) +15/+10 (1d6+4) or Ranged light crossbow +13/+8 (1d8/19-20) or Melee shortspear +12/+7 (1d6+2) or Ranged shortspear (thrown) +13/+8 (1d6+2)
Special Attacks	Arcane Pool, Spell Combat	Arcane Pool, Spell Combat, Spellstrike	Arcane Pool, Improved Spell Combat, Spellstrike	Arcane Pool, Greater Spell Combat, Spellstrike
Space / Reach	5 ft. / 5 ft.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Prepared Spells	Magus (CL 1st): 1st - <i>adjuring step, darting duplicate</i> oth - <i>daze, ghost sound, prestidigitation</i>	Magus (CL 6th): 2nd - <i>acid arrow, bladed dash, blur, invisibility</i> 1st - <i>adjuring step, darting duplicate, deadeye's arrow, expeditious retreat, feather fall</i> oth - <i>dancing lights, daze, flare, ghost sound, prestidigitation</i>	Magus (CL 10th): 4th - <i>dimension door</i> 3rd - <i>displacement, gaseous form, storm step, versatile weapon</i> 2nd - <i>acid arrow, bladed dash, blur, invisibility, pilfering hand</i> 1st - <i>adjuring step, darting duplicate, deadeye's arrow, expeditious retreat, feather fall, magic weapon</i> oth - <i>dancing lights, daze, flare, ghost sound, prestidigitation</i>	Magus (CL 14th): 5th - <i>bladed dash (greater), lighten object (mass)</i> 4th - <i>black tentacles, detonate, dimension door, firefall</i> 3rd - <i>blink, displacement, gaseous form, storm step, versatile weapon</i> 2nd - <i>acid arrow, bladed dash, blur, invisibility, mirror image, pilfering hand</i> 1st - <i>adjuring step, darting duplicate, deadeye's arrow, expeditious retreat, feather fall, magic weapon</i> oth - <i>dancing lights, daze, flare, ghost sound, prestidigitation</i>

📋 Statistics

Ability Scores	Str 14, Dex 14, Con 9, Int 16, Wis 10, Cha 11	Str 14, Dex 14, Con 10, Int 16, Wis 10, Cha 11	Str 14, Dex 15, Con 10, Int 16, Wis 10, Cha 11	Str 14, Dex 16, Con 10, Int 16, Wis 10, Cha 11
Core Attack	Base Atk +0; CMB +2; CMD 15	Base Atk +4; CMB +6; CMD 19	Base Atk +7; CMB +9; CMD 22	Base Atk +10; CMB +12 (+16 disarm); CMD 26 (28 vs. disarm)
Feats	Artful Dodge, Dodge	Artful Dodge, Combat Expertise, Deadly Aim, Dodge, Fleet	Artful Dodge, Combat Expertise, Deadly Aim, Dodge, Fleet, Improved Dirty Trick, Improved Initiative	Artful Dodge, Combat Expertise, Deadly Aim, Disarming Strike, Dodge, Fleet, Greater Disarm, Improved Dirty Trick, Improved Disarm, Improved Initiative
Skills	Acrobatics +2, Appraise +3, Artistry +3, Climb +6, Craft (Untrained) +3, Escape Artist +2, Fly +2, Intimidate +4, Ride +6, Spellcraft +7, Stealth +2, Swim +6, Use Magic Device +4	Acrobatics +2, Appraise +3, Artistry +3, Climb +11, Craft (Untrained) +3, Escape Artist +2, Fly +2, Intimidate +9, Ride +11, Spellcraft +12, Stealth +2, Swim +11, Use Magic Device +9	Acrobatics +2, Appraise +3, Artistry +3, Climb +15, Craft (Untrained) +3, Escape Artist +2, Fly +2, Intimidate +13, Ride +15, Spellcraft +16, Stealth +2, Swim +15, Use Magic Device +13	Acrobatics +3, Appraise +3, Artistry +3, Climb +19, Craft (Untrained) +3, Escape Artist +3, Fly +3, Intimidate +17, Ride +20, Spellcraft +20, Stealth +3, Swim +19, Use Magic Device +17
Languages	Common, Dwarven, Elven, Gnome			
Special Qualities	Arcane Pool (4/day), Bonus Feat, Bonus Magus Arcane Pool, Cantrips, Skilled	Arcane Accuracy, Arcane Pool (7/day), Bonus Feat, Bonus Feats, Bonus Magus Arcane Pool (6x), Cantrips, Divinatory Strike, Skilled, Spell Recall	Arcane Accuracy, Arcane Pool (10/day), Bonus Feat, Bonus Feats, Bonus Magus Arcane Pool (10x), Cantrips, Divinatory Strike, Fighter Training, Hasted Assault, Knowledge Pool, Skilled, Spell Recall	Arcane Accuracy, Arcane Pool (13/day), Bonus Feat, Bonus Feats, Bonus Magus Arcane Pool (14x), Cantrips, Dark Shifter, Divinatory Strike, Fighter Training, Hasted Assault, Improved Spell Recall, Knowledge Pool, Skilled
Treasure	Shortspear (2x); dagger (2x); traveler's outfit; light crossbow; crossbow bolts (10x)	Masterwork shortspear (2x); dagger (2x); traveler's outfit; light crossbow; crossbow bolts (10x)	+1 shortspear; shortspear; dagger (2x); traveler's outfit; light crossbow; crossbow bolts (10x)	+2 shortspear; shortspear; dagger (2x); traveler's outfit; light crossbow; crossbow bolts (10x)

🔮 Magic

Spells per Day	Magus: 3/2/0/0/0/0/0/0/0 DC: 14+spell level	Magus: 5/5/4/0/0/0/0/0/0 DC: 14+spell level	Magus: 5/6/5/4/1/0/0/0/0 DC: 14+spell level	Magus: 5/6/6/5/4/2/0/0/0 DC: 14+spell level

Special Abilities

Arcane Accuracy (Su) You can expend 1 point from your arcane pool as a swift action to grant yourself a +3 insight bonus on all attack rolls until the end of your turn.

Arcane Pool (Su) You can expend 1 point from your arcane pool as a swift action to add d6 points of sneak attack damage to your next melee attack this round. The attack must meet all of the usual prerequisites for making a sneak attack, as the rogue class feature. If you get a sneak attack from another source, the bonuses on damage stack.

Arcane Pool (Su) You have a reservoir of mystical arcane energy that you draw upon to fuel your powers and enhance your weapon. This arcane pool has 13 points. The pool refreshes once per day when you prepare your spells. You can expend 1 point from your arcane pool as a swift action to grant any weapon you are holding a +4 enhancement bonus for 1 minute. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves. These bonuses can be also used to add any of the following weapon properties: Dancing, Flaming, Flaming Burst, Frost, Icy Burst, Keen, Shock, Shocking Burst, Speed, or Vorpal. Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time you use this ability. These bonuses do not function if the weapon is wielded by anyone other than you. You can only enhance one weapon in this way at one time. If you use this ability again, the first use immediately ends.

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feats At 5th level, and every six levels thereafter, a magus gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat, item creation, or metamagic feats. He must meet the prerequisites for these feats as normal.

Bonus Magus Arcane Pool (14x) Add +1/4 point to the magus' arcane pool.

Cantrips You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again.

Dark Shifter (Su) You can expend 1 point from your arcane pool as a move action to change the target of an ongoing spell effect with the darkness descriptor within 60 feet. The new target must be within the spell's range, using your level as the effective caster level for the purpose of determining the maximum range the effect can be moved from you. If the spell effect you are moving originated from another creature, you must succeed at a caster level check to reposition the effect (DC = 11 + the effect's caster level). Failure wastes your move action, but does not expend the point from your arcane pool.

Divinatory Strike (Su) Whenever the magus scores a critical hit against an opponent with a melee attack, he can gain insight into his foe's strengths and weaknesses as though he had rolled a natural 20 on a Knowledge check to identify the creature struck. This ability works even if the magus has already attempted a Knowledge check to identify the creature.

Fighter Training (Ex) You count 1/2 your total magus level as your fighter level for the purpose of qualifying for feats. If you have levels in fighter, these levels stack.

Greater Spell Combat (Ex) You can seamlessly cast spells and wield your weapons effectively at the same time. This functions much like two-weapon fighting, but the offhand weapon is a spell that is being cast. To use this ability, you must have one hand free, while wielding a light or one-handed melee weapon in the other hand. As a full-round action, you can make all of your attacks with your melee weapon at a -2 penalty. You can also cast any spell from the magus spell list with a casting time of 1 standard action. When using the spell combat ability, you receive a +2 circumstance bonus on concentration check. If you cast this spell defensively, you can decide to take an additional penalty on your attack rolls, up to your

Intelligence bonus, and add double the same amount as an additional circumstance bonus to your concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. You can choose to cast the spell first or make the weapon attacks first, but if you have more than one attack, you cannot cast the spell between weapon attacks. You must have one hand free to use this ability, even if the spell being cast does not contain somatic components.

Hasted Assault (Su) You can expend 1 point from your arcane pool as a swift action to move more quickly. This functions as Haste, but it only targets you and lasts for 3 rounds.

Improved Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.

Improved Spell Recall (Su) You can use your arcane pool to recall spells you have already cast. With a swift action, you can recall any single magus spell that you have already prepared and cast that day by expending a number of points from your arcane pool equal to 1/2 the spell's level (minimum 1). The spell is prepared again, just as if it had not been cast. Furthermore, instead of recalling a used spell, as a swift action you can prepare a spell of the same level that you have in your spellbook. You do so by expending a number of points from your arcane pool equal to the spell's level (minimum 1). You cannot apply metamagic feats to a spell prepared in this way. You do not need to reference your spellbook to prepare a spell in this way.

Knowledge Pool (Su) When you prepare your magus spells, you can decide to expend 1 or more points from your arcane pool, up to your Intelligence bonus. For each point you expend, you can treat any one spell from the magus spell list as if it were in your spellbook and can prepare that spell as normal that day. If you do not cast spells prepared in this way before the next time you prepares spells, you lose those spells. You can also cast spells added in this way using your spell recall ability, but only until you prepares spells again.

Magus Arcana As he gains levels, a magus learns arcane secrets tailored to his specific way of blending martial puissance and magical skill. Starting at 3rd level, a magus gains one magus arcana. He gains an additional magus arcana for every three levels of magus attained after 3rd level. Unless specifically noted in a magus arcana's description, a magus cannot select a particular magus arcana more than once. Magus arcana that affect spells can only be used to modify spells from the magus spell list unless otherwise noted.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Spellstrike (Ex) Whenever you cast a spell with a range of "touch" from the magus spell list, you can deliver the spell through any weapon you are wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, a magus can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If you make this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon's critical range (20, 19-20, or 18-20 and modified by the keen weapon property or similar effects), but the spell effect only deals x2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

Feats

Artful Dodge You are practiced at avoiding attacks when outnumbered. If you are the only character threatening an opponent, you gain a +1 dodge bonus to AC against that opponent. Special: The Artful Dodge feat acts as the Dodge feat for the purpose of satisfying prerequisites that require Dodge. You can use Intelligence, rather than Dexterity, for feats with a minimum Dexterity prerequisite.

Combat Expertise You can increase your defense at the expense of your accuracy. You can choose to take a -3 penalty on melee attack rolls and combat maneuver checks to gain a +3 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Deadly Aim You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed. You can choose to take a -3 penalty on all ranged attack rolls to gain a +6 bonus on all ranged damage rolls. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Disarming Strike Your critical hits can disarm your foes. Whenever you score a critical hit with a melee attack, you can disarm your opponent, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may disarm your opponent as if from the disarm combat maneuver. This does not provoke an attack of opportunity.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Greater Disarm You can knock weapons far from an enemy's grasp. You receive a +2 bonus on checks made to disarm a foe. This bonus stacks with the bonus granted by Improved Disarm. Whenever you successfully disarm an opponent, the weapon lands 15 feet away from its previous wielder, in a random direction.

Improved Dirty Trick You are skilled at pulling dirty tricks on your foes. You do not provoke an attack of opportunity when performing a dirty trick combat maneuver. In addition, you receive a +2 bonus on checks made to attempt a dirty trick. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries a dirty trick on you.

Improved Disarm You are skilled at knocking weapons from a foe's grasp. You do not provoke an attack of opportunity when performing a disarm combat maneuver. In addition, you receive a +2 bonus on checks made to disarm a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to disarm you.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Black-Blooded Oracle (Oracle)

	 Low	 Moderate	 Advanced	 Elite
 General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Half-Elf (Drow-Descended); Medium humanoid (elf, human)			
Class	Oracle (Black-Blooded Oracle) 1	Oracle (Black-Blooded Oracle) 6	Oracle (Black-Blooded Oracle) 10	Oracle (Black-Blooded Oracle) 14
Initiative	+3	+3	+3	+3
Senses	Darkvision 60 ft.; Low-Light Vision ; Perception +1	Darkvision 60 ft.; Low-Light Vision ; Perception +1	Darkvision 60 ft.; Low-Light Vision ; Perception +1	Darkvision 60 ft.; Low-Light Vision ; Perception +1
 Defense				
Armor Class	AC 14, touch 13, ff 11 (+3 Dex; +1 padded armor)	AC 16, touch 14, ff 12 (+3 Dex; +1 dodge; +2 leather armor)	AC 17, touch 14, ff 13 (+3 Dex; +1 dodge; +3 studded leather armor)	AC 17, touch 14, ff 13 (+3 Dex; +1 dodge; +3 studded leather armor)
hp / HD	7 (1d8)-1	32 (6d8)	52 (10d8)	71 (14d8)
Saves	Fort -1, Ref +3, Will +1; +2 vs. enchantment spells and effects	Fort +2, Ref +5, Will +4; +2 vs. enchantment spells and effects	Fort +3, Ref +6, Will +6; +2 vs. enchantment spells and effects	Fort +4, Ref +7, Will +8; +2 vs. enchantment spells and effects
Special Defenses	Weaknesses Light Blindness	Weaknesses Light Blindness; Resistances Cold 5	Weaknesses Light Blindness; Resistances Cold 10	
 Offense				
Movement	20 ft.			
Attacks	Melee quarterstaff -2 (1d6-2/-2) or Ranged heavy crossbow +3 (1d10/19-20)	Melee quarterstaff +2 (1d6-2/-2) or Ranged +1 <i>heavy crossbow</i> +8 (1d10+1/19-20)	Melee quarterstaff +6/+1 (1d6-1/-1) or Ranged +2 <i>heavy crossbow</i> +13/+8 (1d10+2/19-20)	Melee quarterstaff +9/+4 (1d6-1/-1) or Ranged +2 <i>heavy crossbow</i> +16/+11 (1d10+2/19-20)
Special Attacks	-	Touch of the Void	Brain Drain, Touch of the Void	Brain Drain, Dweller in Darkness, Interstellar Void, Touch of the Void
Space / Reach	5 ft. / 5 ft.			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Known Spells	Innate Spell-Like Abilities: 1x/day - darkness, faerie fire At Will - dancing lights Oracle (CL 1st): 1st (5x/day) - bane, detect evil, inflict light wounds oth (at will) - detect poison, light, read magic, vigor	Innate Spell-Like Abilities: 1x/day - darkness, faerie fire At Will - dancing lights Oracle (CL 6th): 3rd (4x/day) - archon's aura, tongues, inflict serious wounds 2nd (6x/day) - darkness, defending bone, inflict moderate wounds, dust of twilight 1st (8x/day) - bane, detect evil, doom, face of the devourer, inflict light wounds, entropic shield oth (at will) - bleed, create water, detect magic, detect poison, guidance, light, mending, read magic, vigor	Innate Spell-Like Abilities: 1x/day - darkness, faerie fire At Will - dancing lights Oracle (CL 10th): 5th (4x/day) - caustic blood, feeblemind, inflict light wounds (mass) 4th (6x/day) - aura of doom, blood crow strike, black tentacles, inflict critical wounds 3rd (7x/day) - archon's aura, blindness/deafness, contagion, tongues, inflict serious wounds 2nd (7x/day) - darkness, defending bone, dread bolt, ghoul hunger, inflict moderate wounds, dust of twilight 1st (8x/day) - bane, detect evil, doom, face of the devourer, murderous command, inflict light wounds, entropic shield oth (at will) - bleed, create water, detect magic, detect poison, guidance, light, mending, read magic, vigor	Innate Spell-Like Abilities: 1x/day - darkness, faerie fire At Will - dancing lights Oracle (CL 14th): 7th (3x/day) - destruction, insanity, inflict serious wounds (mass) 6th (5x/day) - antilife shell, dispel magic (greater), inflict moderate wounds (mass), planar binding 5th (7x/day) - caustic blood, major curse, flame strike, feeblemind, inflict light wounds (mass) 4th (7x/day) - aura of doom, blood crow strike, debilitating portent, dismissal, black tentacles, inflict critical wounds 3rd (7x/day) - archon's aura, blindness/deafness, contagion, invisibility purge, tongues, inflict serious wounds 2nd (7x/day) - darkness, defending bone, dread bolt, ghoul hunger, light prison, inflict moderate wounds, dust of twilight 1st (8x/day) - bane, detect evil, doom, face of the devourer, murderous command, inflict light wounds, entropic shield oth (at will) - bleed, create water, detect magic, detect poison, guidance, light, mending, read magic, vigor

📋 Statistics

Ability Scores	Str 7, Dex 16, Con 9, Int 14, Wis 9, Cha 20	Str 7, Dex 16, Con 10, Int 14, Wis 9, Cha 20	Str 8, Dex 16, Con 10, Int 14, Wis 9, Cha 20	Str 8, Dex 16, Con 10, Int 14, Wis 9, Cha 21
Core Attack	Base Atk +0; CMB -2; CMD 11	Base Atk +4; CMB +2; CMD 16	Base Atk +7; CMB +6; CMD 20	Base Atk +10; CMB +9; CMD 23
Feats	Persuasive	Dodge, Extra Revelation, Persuasive	Dodge, Extra Revelation (2x), Persuasive, Weapon Focus (Crossbow (Heavy))	Dodge, Extra Revelation (4x), Persuasive, Weapon Focus (Crossbow (Heavy))

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Skills	Acrobatics -4, Appraise +2, Artistry +2, Bluff +5, Climb -5, Craft (Untrained) +2, Diplomacy +11, Disguise +5, Escape Artist -4, Fly -4, Heal -1, Intimidate +7, Knowledge (History) +6, Knowledge (Planes) +6, Knowledge (Religion) +6, Perception +1, Perform (Untrained) +5, Ride -4, Sense Motive +3, Spellcraft +6, Stealth -4, Stealth (Cane Fields) -8, Stealth (Dim Light) -8, Stealth (Jungle) -8, Survival -1, Swim -5	Acrobatics -4, Appraise +2, Artistry +2, Bluff +5, Climb -5, Craft (Untrained) +2, Diplomacy +16, Disguise +5, Escape Artist -4, Fly -4, Heal -1, Intimidate +7, Knowledge (History) +11, Knowledge (Planes) +11, Knowledge (Religion) +11, Perception +1, Perform (Untrained) +5, Ride -4, Sense Motive +8, Spellcraft +11, Stealth -4, Stealth (Cane Fields) -8, Stealth (Dim Light) -8, Stealth (Jungle) -8, Survival -1, Swim -5	Acrobatics -4, Appraise +2, Artistry +2, Bluff +5, Climb -4, Craft (Untrained) +2, Diplomacy +22, Disguise +5, Escape Artist -4, Fly -4, Heal -1, Intimidate +7, Knowledge (History) +15, Knowledge (Planes) +15, Knowledge (Religion) +15, Perception +1, Perform (Untrained) +5, Ride -4, Sense Motive +12, Spellcraft +15, Stealth -4, Stealth (Cane Fields) -8, Stealth (Dim Light) -8, Stealth (Jungle) -8, Survival -1, Swim -4	Acrobatics -4, Appraise +2, Artistry +2, Bluff +5, Climb -4, Craft (Untrained) +2, Diplomacy +26, Disguise +5, Escape Artist -4, Fly -4, Heal -1, Intimidate +7, Knowledge (Arcana) +6, Knowledge (History) +19, Knowledge (Planes) +19, Knowledge (Religion) +18, Perception +1, Perform (Untrained) +5, Ride -4, Sense Motive +16, Spellcraft +19, Stealth -4, Stealth (Cane Fields) -8, Stealth (Dim Light) -8, Stealth (Jungle) -8, Survival -1, Swim -4
Languages	Abyssal, Common, Elven, Infernal			
Special Qualities	Black Blood Spray, Bonus Revelation Level, Curse of Black Blood, Dark Tapestry Mysteries, Drow Blooded, Drow-Descended, Drow Magic, Elf Blood, Elven Immunities, Keen Senses, Light Blindness, Low-Light Vision, Orisons	Black Blood Spray, Bonus Revelation Level (6x), Curse of Black Blood, Dark Resilience, Dark Tapestry Mysteries, Drow Blooded, Drow-Descended, Drow Magic, Elf Blood, Elven Immunities, Keen Senses, Light Blindness, Low-Light Vision, Orisons	Black Blood Spray, Bonus Revelation Level (10x), Curse of Black Blood, Dark Resilience, Dark Tapestry Mysteries, Drow Blooded, Drow-Descended, Drow Magic, Elf Blood, Elven Immunities, Keen Senses, Light Blindness, Low-Light Vision, Orisons, Wings of Darkness	Black Blood Spray, Bonus Revelation Level (14x), Curse of Black Blood, Dark Resilience, Dark Tapestry Mysteries, Drow Blooded, Drow-Descended, Drow Magic, Elf Blood, Elven Immunities, Keen Senses, Light Blindness, Low-Light Vision, Orisons, Pierce the Veil, Wings of Darkness
Treasure	Quarterstaff; scholar's outfit; padded armor; heavy crossbow; crossbow bolts (20x)	Quarterstaff; scholar's outfit; leather armor; +1 heavy crossbow; crossbow bolts (20x)	Quarterstaff; scholar's outfit; studded leather armor; +1 heavy crossbow; crossbow bolts (20x)	Quarterstaff; scholar's outfit; studded leather armor; +2 heavy crossbow; crossbow bolts (20x)
☒ Magic				
Spells per Day	Oracle: 0/5/0/0/0/0/0/0/0 DC: 16+spell level	Oracle: 0/8/6/4/0/0/0/0/0 DC: 16+spell level	Oracle: 0/8/7/7/6/4/0/0/0 DC: 16+spell level	Oracle: 0/8/7/7/7/7/5/3/0 DC: 16+spell level

☒ Special Abilities

Black Blood Spray (Su) As an immediate action whenever a black-blooded oracle takes piercing or slashing damage, she can cause some of her black blood to spray from the wound to strike any adjacent target. She must make a touch attack to hit the target (if she's attacking the creature that caused the wound, she gains a +4 circumstance bonus on her attack roll). If she hits, she deals 1d8+7 points of cold damage. She can use this ability 7 times per day.

Bonus Revelation Level (14x) Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of one revelation.

Brain Drain (Su) You can take a standard action to violently probe the mind of a single intelligent enemy within 100 feet. The target receives a Will save (DC 22) to negate the effect and immediately knows the source of this harmful mental prying. Those who fail this save are wracked with pain, taking 14d4 points of damage. After successfully attacking with this ability, you may use a full-round action to sort through the jumble of stolen thoughts and memories to make a single Knowledge check using the victim's skill bonus. The randomly stolen thoughts remain in your mind for 5 rounds. Treat the knowledge gained as if you had used detect thoughts. This is a mind-affecting effect. You can use this ability 3/day.

Curse of Black Blood (Su) All black-blooded oracles effectively share the same curse-the curse of black blood. The material affects these oracles physically and mentally, altering both physiology and mystic powers. The blood of a black-blooded oracle actually runs

black, and wounds she suffers are infected by her own power and are difficult to heal. She is immune to the effects (both beneficial and destructive) of black blood. Positive and negative energy affect a black-blooded oracle as if she were undead-positive energy harms her, while negative energy heals her (this aspect of the curse has no effect if the oracle is undead). The curse also dulls the oracle's coordination somewhat, imparting a -4 penalty on all Dexterity-based skill checks. She gains cold resistance 10.

Dark Resilience (Su) The black blood flowing through a black-blooded oracle's veins gives her resistance to many effects to which undead are immune. 2 per day, as an immediate action, whenever she fails a saving throw against an ability drain, a death effect, disease, energy drain, paralysis, or poison, she may attempt that saving throw again with a +4 circumstance bonus. She must take the second result, even if it is worse.

Dark Tapestry Mysteries You draw upon the divine mystery of the Dark Tapestry to grant your spells and powers.

Drow Blooded Some half-elves born of drow parents exhibit more drow traits than others: particularly many of the physical features of the drow: and have darkvision 60 feet and light blindness.

Drow-Descended These half-elves clearly bear the features of their dark elf parents, branding them immediately as a potential threat in the eyes of others no matter what their intent or character. These half-elves have the drow-blooded and drow magic alternate racial traits.

Drow Magic A few half-elves with drow ancestry exhibit the

innate magic of that race. Half-elves with this trait have drow blood somewhere in their background, and can cast dancing lights, darkness, and faerie fire each once per day, using the half-elf's character level as the caster level for these spell-like abilities. This racial trait replaces the adaptability and multi-talented racial traits.

Dweller in Darkness (Sp) Once per day, you cast your psyche into the void of space to attract the attention of a terrible otherworldly being. The dweller in darkness behaves in all ways as if you had cast phantasmal killer.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Interstellar Void (Su) You call upon the frigid depths of outer space to bring a terrible chill to your enemies. As a standard action one target within 30 feet is cloaked in the void and takes 14d6 points of cold damage and is fatigued. A successful Fortitude save (DC 22) halves this damage. You can use this ability 2/day.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Light Blindness (Ex) You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Pierce the Veil (Su) Your bond with the alien denizens of the Dark Tapestry allows you to see in even the deepest darkness. You can see perfectly in darkness of any kind, even in absolute darkness or the darkness created by a deeper darkness spell.

Resistance to Cold (Ex) You may ignore 10 points of Cold damage each time you take cold damage.

Touch of the Void (Su) As a standard action, you can perform a melee touch attack that deals 1d6+7 points of cold damage. At 7th level, the touched creature must also make a Fortitude saving throw (DC 22) or be fatigued for 7 rounds. This has no effect on a creature that is already fatigued. You can use this ability 8/day.

Wings of Darkness (Su) As a swift action, you can manifest a set of translucent, inky wings that grant you a fly speed of 60 feet with good maneuverability. You can use these wings for 14 minutes per day. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You can use these wings to fly as if with overland flight once per day. Used in this way, the ability lasts for up to 14 hours, and counts as your total use of this ability for the day.

⚡ Feats

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Extra Revelation (4x) You have discovered a new aspect of your mystery. You gain one additional revelation. You must meet all of the prerequisites for this revelation. Special - You can gain Extra Revelation multiple times.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Weapon Focus (Crossbow (Heavy)) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Blood Summoner (Summoner)

	Low	Moderate	Advanced	Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Tiefling; Medium outsider (native)			
Class	Summoner (Blood Summoner) 1	Summoner (Blood Summoner) 6	Summoner (Blood Summoner) 10	Summoner (Blood Summoner) 14
Initiative	+3	+3	+7	+8
Senses	Darkvision 60 ft.; Perception +3	Darkvision 60 ft.; Perception +8	Darkvision 60 ft.; Perception +12	Darkvision 60 ft.; Perception +16
Defense				
Armor Class	AC 16, touch 13, ff 13 (+3 Dex; +3 studded leather)	AC 18, touch 14, ff 14 (+3 Dex; +1 dodge; +4 studded leather +1)	AC 19, touch 14, ff 15 (+3 Dex; +1 dodge; +5 studded leather +2)	AC 20, touch 14, ff 16 (+3 Dex; +1 dodge; +6 studded leather +3)
hp / HD	7 (1d8)-1	21 (6d8)-6	38 (10d8)-10	60 (14d8)-14
Saves	Fort -1, Ref +3, Will +4	Fort +1, Ref +5, Will +7	Fort +2, Ref +6, Will +9	Fort +3, Ref +8, Will +11
Special Defenses	Resistances Cold 5, Electricity 5, Fire 5			
Offense				
Movement	20 ft.			
Attacks	Melee morningstar -1 (1d8-1) or Ranged dart +3 (1d4-1) or Melee dagger -1 (1d4-1/19-20) or Ranged dagger (thrown) +3 (1d4-1/19-20)	Ranged dart +7 (1d4) or Melee masterwork morningstar +5 (1d8) or Melee dagger +4 (1d4/19-20) or Ranged dagger (thrown) +7 (1d4/19-20)	Ranged dart +10 (1d4) or Melee +1 morningstar +8/+3 (1d8+1) or Melee dagger +7/+2 (1d4/19-20) or Ranged dagger (thrown) +10/+5 (1d4/19-20)	Ranged dart +14 (1d4) or Melee +2 morningstar +12/+7 (1d8+2) or Melee dagger +10/+5 (1d4/19-20) or Ranged dagger (thrown) +14/+9 (1d4/19-20)
Space / Reach	5 ft. / 5 ft.			
Known Spells	Innate Spell-Like Abilities: 1x/day - darkness Summoner (CL 1st): 1st (2x/day) - corrosive touch, icile dagger oth (at will) - acid splash, daze, mage hand, open/close	Innate Spell-Like Abilities: 1x/day - darkness Summoner (CL 6th): 2nd (4x/day) - create pit, invisibility, see invisibility, summon eidolon 1st (5x/day) - corrosive touch, icile dagger, rejuvenate eidolon (lesser), summon monster i oth (at will) - acid splash, daze, mage hand, message, open/close, read magic	Innate Spell-Like Abilities: 1x/day - darkness Summoner (CL 10th): 4th (1x/day) - acid pit, baleful polymorph 3rd (4x/day) - agonize, black tentacles, fly, mad monkeys 2nd (5x/day) - create pit, invisibility, misdirection, see invisibility, summon eidolon 1st (6x/day) - corrosive touch, icile dagger, infernal healing, rejuvenate eidolon (lesser), summon monster i oth (at will) - acid splash, daze, mage hand, message, open/close, read magic	Innate Spell-Like Abilities: 1x/day - darkness Summoner (CL 14th): 5th (2x/day) - conjure black pudding, creeping doom, hungry pit 4th (4x/day) - acid pit, baleful polymorph, caustic blood, infernal healing (greater) 3rd (5x/day) - agonize, black tentacles, charm monster, fly, mad monkeys 2nd (6x/day) - blur, create pit, invisibility, misdirection, see invisibility, summon eidolon 1st (6x/day) - corrosive touch, icile dagger, infernal healing, mage armor, rejuvenate eidolon (lesser), summon monster i oth (at will) - acid splash, daze, mage hand, message, open/close, read magic

☒ Low	☒ Moderate	☒ Advanced	☒ Elite

Statistics

Ability Scores	Str 9, Dex 17, Con 9, Int 13, Wis 14, Cha 15	Str 10, Dex 17, Con 9, Int 13, Wis 14, Cha 15	Str 10, Dex 17, Con 9, Int 13, Wis 14, Cha 16	Str 10, Dex 18, Con 9, Int 13, Wis 14, Cha 16
Core Attack	Base Atk +0; CMB -1; CMD 12	Base Atk +4; CMB +4; CMD 18	Base Atk +7; CMB +7; CMD 21	Base Atk +10; CMB +10; CMD 25
Feats	Vigilant Eidolon	Dodge, Resilient Eidolon, Vigilant Eidolon	Dodge, Improved Initiative, Improved Natural Attack (Unarmed Strike), Resilient Eidolon, Vigilant Eidolon	Artful Dodge, Combat Expertise, Dodge, Improved Initiative, Improved Natural Attack (Unarmed Strike), Resilient Eidolon, Vigilant Eidolon
Skills	Appraise +1, Artistry +1, Bluff +5, Climb -4, Craft (Untrained) +1, Diplomacy +2, Disguise +2, Heal +2, Intimidate +2, Perception +3, Perform (Untrained) +2, Sense Motive +2, Stealth +3, Survival +2, Swim -4	Appraise +1, Artistry +1, Bluff +10, Climb -3, Craft (Untrained) +1, Diplomacy +2, Disguise +2, Heal +2, Intimidate +2, Perception +8, Perform (Untrained) +2, Sense Motive +2, Stealth +8, Survival +2, Swim -3	Appraise +1, Artistry +1, Bluff +15, Climb -3, Craft (Untrained) +1, Diplomacy +3, Disguise +3, Heal +2, Intimidate +3, Perception +12, Perform (Untrained) +3, Sense Motive +2, Stealth +12, Survival +2, Swim -3	Acrobatics +1, Appraise +1, Artistry +1, Bluff +19, Climb -3, Craft (Untrained) +1, Diplomacy +3, Disguise +3, Escape Artist +1, Fly +1, Heal +2, Intimidate +3, Perception +16, Perform (Untrained) +3, Ride +1, Sense Motive +2, Stealth +17, Survival +2, Swim -3
Languages	Abyssal, Common, Infernal			
Special Qualities	Bonus Summoner Eidolon HP or Skill Points (1x), Cantrips, Darkvision, Eidolon, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Life Link, Skilled, Spell-Like Ability, Summon Monster, Weapon and Armor Proficiency	Blood Offering, Bond Senses, Bonus Summoner Eidolon HP or Skill Points (6x), Cantrips, Darkvision, Eidolon, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Life Link, Maker's Call, Skilled, Spell-Like Ability, Summon Monster, Weapon and Armor Proficiency	Aspect, Blood Offering, Blood Travel, Bond Senses, Bonus Summoner Eidolon HP or Skill Points (10x), Cantrips, Darkvision, Eidolon, Fiendish Calling, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Life Link, Maker's Call, Skilled, Spell-Like Ability, Summon Monster, Weapon and Armor Proficiency	Aspect, Blood Offering, Blood Travel, Bond Senses, Bonus Summoner Eidolon HP or Skill Points (14x), Cantrips, Darkvision, Eidolon, Fiendish Calling, Fiendish Language, Fiendish Resistance, Fiendish Sorcery, Life Bond, Life Link, Maker's Call, Skilled, Spell-Like Ability, Summon Monster, Weapon and Armor Proficiency
Treasure	Morningstar; dart (6x); scholar's outfit; studded leather armor; dagger (2x)	Masterwork morningstar; dart (6x); scholar's outfit; +1 studded leather armor; dagger (2x)	+1 morningstar; dart (6x); scholar's outfit; +2 studded leather armor; dagger (2x)	+2 morningstar; dart (6x); scholar's outfit; +3 studded leather armor; dagger (2x)

Magic

Spells per Day	Summoner: 0/2/0/0/0/0/0/0/0 DC: 13+spell level	Summoner: 0/5/4/0/0/0/0/0/0 DC: 13+spell level	Summoner: 0/6/5/4/1/0/0/0/0 DC: 14+spell level	Summoner: 0/6/6/5/4/2/0/0/0 DC: 14+spell level

Special Abilities

Aspect (Su) You may divert up to 2 points from your eidolon's evolution pool to add evolutions to yourself. You cannot select any evolution that your eidolon could not possess, and you must be able to meet the requirements as well. You cannot select the ability increase evolution through this ability. Any points spent in this way are taken from your eidolon's evolution pool (reducing the total number available to your eidolon). You can change the evolutions you receives from these points any time you can change your eidolon's evolutions.

Blood Offering (Su) The blood summoner can sacrifice a flask of fresh blood to aid and appease an evil outsider.

Blood Travel (Su) A blood summoner can use his maker's call ability to allow his eidolon to travel through the blood of other creatures instead of bringing it to his side. The eidolon can either emerge from

the blood of a living creature within range that has fewer than its maximum hit points remaining, or burst from the corpse of a Small or larger creature within range that has been dead for no longer than 1 minute.

Bond Senses (Su) As a standard action, share the senses of your eidolon, hearing, seeing, smelling, tasting, and touching everything your eidolon does. You can use this ability 14 rounds per day. There is no range to this effect, but your eidolon and you must be on the same plane. You can end this effect as a free action.

Cantrips You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot

be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Eidolon (Ex) You possess the ability to summon a powerful outsider called an eidolon. You always summon an aspect of the same creature. Your eidolon has your alignment and can speak all of your languages. Your eidolon is treated as a summoned creature, except that it is not sent back to its home plane until reduced to a number of negative hit points equal to or greater than its Constitution score. In addition, due to its tie to you, your eidolon can touch and attack creatures warded by protection from evil and similar effects that prevent contact with summoned creatures. You can summon your eidolon in a ritual that takes 1 minute to perform. When summoned in this way, your eidolon's hit points are unchanged from the last time it was summoned. The only exception to this is if your eidolon was slain, in which case it returns with half its normal hit points. Your eidolon remains until dismissed (a standard action). If your eidolon is sent back to its home plane due to damage, it cannot be summoned again until the following day. Your eidolon cannot be sent back to its home plane by means of dispel magic, but spells such as dismissal and banishment work normally.

Fiendish Calling (Su) The blood summoner's summon monster ability can additionally be used as one of the planar binding spells, his level determining which version, but only to call evil outsiders.

Fiendish Language (Ex) Tieflings speak either Abyssal or Infernal.

Fiendish Resistance (Ex) Tieflings have cold resistance 5, electricity resistance 5, and fire resistance 5.

Fiendish Sorcery (Ex) Tiefling sorcerers with the Abyssal or Infernal bloodlines treat their Charisma score as 2 points higher for all sorcerer class abilities.

Improved Damage (Unarmed Strike) (Ex) One of the eidolon's natural attacks is particularly deadly.

Life Bond (Su) Your life becomes linked to your eidolon's. As long as your eidolon has 1 or more hit points, you are protected from harm. Damage in excess of that which would reduce you to fewer than 0 hit points is instead transferred to your eidolon. This damage is transferred 1 point at a time, meaning that as soon as your eidolon is reduced to a number of negative hit points equal to its Constitution score, all excess damage remains with the summoner.

Life Link (Su) A close bond is formed with your eidolon. Whenever your eidolon takes enough damage to send it back to its home plane, you can, as a free action, sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to your eidolon. This can prevent your eidolon from being sent back to its home plane. In addition, you and your eidolon must remain within 100 feet of one another for your eidolon to remain at full strength. If your eidolon is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. If your eidolon is more than 1,000 feet away but closer than 10,000 feet, its current and maximum hit point totals are reduced by 75%. If your eidolon is more than 10,000 feet away, it is immediately returned to its home plane. Current hit points lost in this way are not restored when your eidolon gets closer to you, but its maximum hit point total does return to normal.

Maker's Call (Su) As a standard action, you can call your eidolon to your side. This functions as dimension door, using your caster level. When used, your eidolon appears adjacent to you (or as close as

possible if all adjacent spaces are occupied). If your eidolon is out of range, the ability is wasted. (3/day)

Resistance to Cold (Ex) You may ignore 5 points of Cold damage each time you take cold damage.

Resistance to Electricity (Ex) You may ignore 5 points of Electricity damage each time you take electricity damage.

Resistance to Fire (Ex) You may ignore 5 points of Fire damage each time you take fire damage.

Skilled (Ex) Tieflings have a +2 racial bonus on Bluff and Stealth checks.

Spell-Like Ability (Sp) Tieflings can use darkness 1/day as a spell-like ability.

Summon Monster (Sp) You can cast Summon Monster 7 as a spell-like ability 6 times per day as a standard action and the creatures remain for 14 minutes (instead of 14 rounds). Drawing upon this ability uses up the same power you use to call your eidolon. As a result, you can only use this ability when your eidolon is not summoned.

⚡ Feats

Artful Dodge You are practiced at avoiding attacks when outnumbered. If you are the only character threatening an opponent, you gain a +1 dodge bonus to AC against that opponent. Special: The Artful Dodge feat acts as the Dodge feat for the purpose of satisfying prerequisites that require Dodge. You can use Intelligence, rather than Dexterity, for feats with a minimum Dexterity prerequisite.

Combat Expertise You can increase your defense at the expense of your accuracy. You can choose to take a -3 penalty on melee attack rolls and combat maneuver checks to gain a +3 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Unarmed Strike) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Resilient Eidolon Your link with your eidolon is strong enough that it can remain with you for a short time after you fall unconscious or are killed. If you are knocked unconscious, fall asleep, or are killed, your eidolon remains for 14 rounds before it is banished. If you are brought back to consciousness before this duration expires, your eidolon is not banished. If the duration expires before you are brought back to consciousness, your eidolon is banished normally.

Vigilant Eidolon Your eidolon is highly observant, and its link with you increases your own watchfulness. While your eidolon is within your reach, you gain a +4 bonus on Perception checks. If you have 10 or more ranks in Perception, this bonus increases to +8. This does not apply if your eidolon is helpless or unconscious.

Blood Summoner - Eidolon (Summoner)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR as master; XP as master			
Sex / Race	Male Eidolon; Medium outsider			
Class	Eidolon 1	Eidolon 5	Eidolon 8	Eidolon 11

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
Initiative	+2	+3	+4	+4
Senses	Darkvision 60 ft.; Perception +4	Darkvision 60 ft.; Perception +11	Darkvision 60 ft.; Perception +14	Darkvision 60 ft.; Perception +19
🛡 Defense				
Armor Class	AC 15, touch 13, ff 12 (+1 Dex; +2 natural; +1 dodge)	AC 20, touch 14, ff 16 (+3 Dex; +6 natural; +1 dodge)	AC 25, touch 15, ff 20 (+4 Dex; +10 natural; +1 dodge)	AC 27, touch 15, ff 22 (+4 Dex; +12 natural; +1 dodge)
hp / HD	12 (1d10)+1	29 (5d10)+5	47 (8d10)+8	61 (11d10)+11
Saves	Fort +3, Ref +4, Will +0; +2 vs. acid, disease, fire, and poison spells and effects	Fort +5, Ref +7, Will +1; +2 vs. acid, disease, fire, and poison spells and effects	Fort +7, Ref +10, Will +2; +2 vs. acid, disease, fire, and poison spells and effects	Fort +8, Ref +11, Will +3; +2 vs. acid, disease, fire, and poison spells and effects
Special Defenses	-	Evasion		Improved Evasion
🗡 Offense				
Movement	40 ft.	40 ft.; Fly 40 ft. (Good)		
Attacks	Melee bite +3 (1d6+3)	Melee bite +8 (1d8+4) or Melee claw +8/+8 (1d6+3)	Melee bite +13 (2d6+7) or Melee claw +13/+13 (1d6+5)	Melee bite +16 (2d6+7) or Melee claw +16/+16 (1d8+5) or Melee tail sweep +16 (1d4+5) or Melee tentacle +14/+14 (1d6+3)
Space / Reach	5 ft. / 5 ft.			
📋 Statistics				
Ability Scores	Str 14, Dex 14, Con 13, Int 7, Wis 10, Cha 11	Str 17, Dex 16, Con 13, Int 7, Wis 10, Cha 11	Str 20, Dex 18, Con 13, Int 7, Wis 10, Cha 11	Str 21, Dex 19, Con 13, Int 7, Wis 10, Cha 11
Core Attack	Base Atk +1; CMB +3; CMD 16 (20 vs. trip)	Base Atk +5; CMB +8; CMD 22 (26 vs. trip)	Base Atk +8; CMB +13; CMD 28 (32 vs. trip)	Base Atk +11; CMB +16; CMD 31 (35 vs. trip)
Feats	Dodge	Alertness, Dodge, Uncanny Alertness	Alertness, Dodge, Improved Natural Attack (Bite), Multiattack, Uncanny Alertness	Alertness, Dodge, Improved Natural Attack (Bite, Claw, Tentacle), Multiattack, Uncanny Alertness
Skills	Acrobatics +2, Appraise -2, Artistry -2, Climb +6, Craft (Untrained) -2, Escape Artist +2, Fly +2, Perception +4, Ride +2, Stealth +6, Swim +6	Acrobatics +3, Appraise -2, Artistry -2, Climb +11, Craft (Untrained) -2, Escape Artist +3, Fly +7, Perception +11, Ride +3, Sense Motive +3, Stealth +11, Swim +11	Acrobatics +4, Appraise -2, Artistry -2, Climb +16, Craft (Untrained) -2, Escape Artist +4, Fly +8, Perception +14, Ride +4, Sense Motive +3, Stealth +15, Swim +16	Acrobatics +4, Appraise -2, Artistry -2, Climb +19, Craft (Untrained) -2, Escape Artist +4, Fly +8, Perception +19, Ride +4, Sense Motive +3, Stealth +18, Swim +19
Languages	-			
Special Qualities	Darkvision, Link, Share Spells	Darkvision, Devotion, Flight, Link, Share Spells	Breath Weapon ~ Cone of Acid (30' Cone of Acid 8d6 Acid, DC 15, 1/day), Darkvision, Devotion, Flight, Link, Multiattack, Share Spells	Breath Weapon ~ Cone of Acid (30' Cone of Acid 11d6 Acid, DC 16, 1/day), Darkvision, Devotion, Energy Attacks ~ Acid, Flight, Link, Multiattack, Share Spells, Undead Appearance
Treasure	-	-	-	-

Special Abilities

Bite (Ex) The eidolon's maw is full of razor-sharp teeth, giving it a bite attack.

Bite (1.5 x Str.) (Ex) If the eidolon already has a bite attack, this evolution allows it to deal 1-1/2 times its Strength modifier on damage rolls made with its bite.

Breath Weapon ~ Cone of Acid (Su) 30' Cone of Acid 11d6 Acid, DC 16. Breath weapons allow a Reflex save for half damage. 1/day

Clawed Feet (Ex) The eidolon has a pair of vicious claws at the end of its limbs, giving it two claw attacks.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Devotion (Ex) An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Energy Attacks ~ Acid (Su) All of your natural attacks deal 1d6 points of acid damage on a successful hit.

Fiendish Appearance (Ex) The eidolon appears as a fiendish creature and manifests some of the abilities of a fiend. Spells and effects that target creatures with the evil subtype or have specific effects against such creatures affect the eidolon as if it were a fiend. The eidolon gains a +2 bonus on saves against acid, disease, fire, and poison spells and effects. It also gains spell resistance equal to 16 against spells with the good descriptor. At higher levels, additional powers can be unlocked at the cost of additional evolution points

Flight (Ex) You can cease or resume flight as a free action.

Improved Damage (Bite, Claw) (Ex) One of the eidolon's natural attacks is particularly deadly.

Improved Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.

Link (Ex) A summoner and his eidolon share a mental link that allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the summoner to give orders to his eidolon at any time. In addition, magic items interfere with the summoner's connection to his eidolon. As a result, the summoner and his eidolon share magic item slots. For example, if the summoner is wearing a ring, his eidolon can wear no more than one ring. In case of a conflict, the items worn by the summoner remain active, and those used by the eidolon become dormant. The eidolon must possess the appropriate appendages to utilize a magic item.

Multiattack An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with one of its natural weapons, albeit at a -5 penalty. You have 5 natural attacks.

Share Spells (Ex) The summoner may cast a spell with a target of "You" on his eidolon (as a spell with a range of touch) instead of on himself. A summoner may cast spells on his eidolon even if the spells normally do not affect creatures of the eidolon's type (outsider). Spells cast in this way must come from the summoner spell list. This ability does not allow the eidolon to share abilities that are not spells, even if they function like spells.

Tentacle (Ex) The eidolon possesses a long, sinuous tentacle, granting it a tentacle attack.

Undead Appearance (Ex) You appear as an undead creature, and mimic some of an undead creature's abilities and weaknesses. Negative energy heals you, and positive energy (including a cleric's channel energy ability) harms you. Spells and effects that target undead or have specific effects against undead (such as Command

Undead, hold undead, and searing light) affect you as if you were undead. You gain a +2 bonus on saves against disease, exhaustion, fatigue, paralysis, poison, sleep effects, and stunning. Although you appear undead, you are still an outsider.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Natural Attack (Bite, Claw, Tentacle) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Multiattack This creature is particularly skilled at making attacks with its natural weapons. The creature's secondary attacks with natural weapons take only a -2 penalty. Normal: Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty.

Uncanny Alertness Your research into arcana and the nature of reality has given you heightened senses. This feat gives you an additional +1 bonus on Perception and Sense Motive checks, and you gain a +2 bonus on saving throws against sleep and charm effects.

Beast-Bonded (Witch)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Half-Orc; Medium humanoid (orc, human)			
Class	Witch (Beast-Bonded) 1	Witch (Beast-Bonded) 6	Witch (Beast-Bonded) 10	Witch (Beast-Bonded) 14
Initiative	+1	+1	+1	+2
Senses	Darkvision 60 ft.; Perception +1	Darkvision 60 ft.; Perception +1	Darkvision 60 ft.; Perception +1	Darkvision 60 ft.; Perception +1
Defense				
Armor Class	AC 11, touch 11, ff 10 (+1 Dex)	AC 12, touch 12, ff 10 (+1 Dex; +1 dodge)	AC 13, touch 12, ff 11 (+1 Dex; +1 dodge; +1 amulet of natural armor)	AC 15, touch 13, ff 12 (+2 Dex; +1 dodge; +2 amulet of natural armor)
hp / HD	5 (1d6)-1	21 (6d6)	33 (10d6)	53 (14d6)
Saves	Fort +0, Ref +2, Will +4	Fort +3, Ref +4, Will +7	Fort +4, Ref +5, Will +9	Fort +5, Ref +7, Will +11
Offense				
Movement	30 ft.			
Attacks	Ranged light crossbow +1 (1d8/19-20) or Melee dagger -2 (1d4-2/19-20) or Ranged dagger (thrown) +1 (1d4-2/19-20)	Ranged +1 light crossbow +5 (1d8+1/19-20) or Melee dagger +1 (1d4-2/19-20) or Ranged dagger (thrown) +4 (1d4-2/19-20)	Ranged +2 light crossbow +8 (1d8+2/19-20) or Melee dagger +3 (1d4-2/19-20) or Ranged dagger (thrown) +6 (1d4-2/19-20)	Ranged +3 light crossbow +12/+7 (1d8+3/19-20) or Melee dagger +5/+0 (1d4-2/19-20) or Ranged dagger (thrown) +9/+4 (1d4-2/19-20)
Space / Reach	5 ft. / 5 ft.			
Prepared Spells	Witch (CL 1st): 1st - charm person, ear-piercing scream oth - arcane mark, dancing lights, detect magic	Witch (CL 6th): 3rd - antropomorphic animal, countless eyes, heroism 2nd - blood blaze, carry companion, enthrall, flurry of snowballs 1st - charm person, ear-piercing scream, haze of dreams, ill omen oth - arcane mark, dancing lights, detect magic, mending	Witch (CL 10th): 5th - animal growth, cloudkill 4th - antithetical constraint, black tentacles, charm monster, confusion 3rd - antropomorphic animal, countless eyes, heroism, hostile levitation 2nd - blood blaze, carry companion, daze monster, enthrall, flurry of snowballs 1st - charm person, command, ear-piercing scream, haze of dreams, ill omen oth - arcane mark, dancing lights, detect magic, mending	Witch (CL 14th): 7th - beast shape iv, hold person (mass) 6th - dispel magic (greater), eyebite, mass fester 5th - animal growth, cloudkill, dominate person 4th - antithetical constraint, black tentacles, charm monster, confusion, detect scrying 3rd - antropomorphic animal, countless eyes, heroism, hostile levitation, ice spears 2nd - blood blaze, carry companion, daze monster, enthrall, flurry of snowballs 1st - charm person, command, ear-piercing scream, haze of dreams, ill omen oth - arcane mark, dancing lights, detect magic, mending
Statistics				
Ability Scores	Str 7, Dex 13, Con 9, Int 17, Wis 12, Cha 18	Str 7, Dex 13, Con 10, Int 17, Wis 12, Cha 18	Str 7, Dex 13, Con 10, Int 18, Wis 12, Cha 18	Str 7, Dex 14, Con 10, Int 18, Wis 12, Cha 18

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Core Attack	Base Atk +0; CMB -2; CMD 9	Base Atk +3; CMB +1; CMD 13	Base Atk +5; CMB +3; CMD 15	Base Atk +7; CMB +5; CMD 18
Feats	Animal Affinity, Endurance	Animal Affinity, Dodge, Endurance, Extra Hex	Animal Affinity, Dodge, Endurance, Extra Hex, Spell Focus (Enchantment, Illusion)	Animal Affinity, Dodge, Endurance, Extra Hex, Greater Spell Focus (Enchantment, Illusion), Spell Focus (Enchantment, Illusion)
Skills	Acrobatics +4, Appraise +3, Artistry +3, Bluff +4, Climb -2, Craft (Untrained) +3, Diplomacy +4, Disguise +4, Escape Artist +1, Fly +1, Heal +1, Intimidate +8, Knowledge (Arcana) +7, Knowledge (History) +7, Perception +1, Perform (Untrained) +4, Ride +3, Sense Motive +1, Spellcraft +7, Stealth +1, Survival +1, Swim -2, Use Magic Device +8	Acrobatics +4, Appraise +3, Artistry +3, Bluff +4, Climb -2, Craft (Untrained) +3, Diplomacy +4, Disguise +4, Escape Artist +1, Fly +1, Heal +1, Intimidate +13, Knowledge (Arcana) +12, Knowledge (History) +12, Perception +1, Perform (Untrained) +4, Ride +3, Sense Motive +1, Spellcraft +12, Stealth +1, Survival +1, Swim -2, Use Magic Device +13	Acrobatics +4, Appraise +4, Artistry +4, Bluff +4, Climb -2, Craft (Untrained) +4, Diplomacy +4, Disguise +4, Escape Artist +1, Fly +1, Heal +1, Intimidate +17, Knowledge (Arcana) +17, Knowledge (History) +17, Knowledge (Nature) +12, Knowledge (Planes) +12, Perception +1, Perform (Untrained) +4, Ride +3, Sense Motive +1, Spellcraft +17, Stealth +1, Survival +1, Swim -2, Use Magic Device +17	Acrobatics +5, Appraise +4, Artistry +4, Bluff +4, Climb -2, Craft (Untrained) +4, Diplomacy +4, Disguise +4, Escape Artist +2, Fly +2, Heal +1, Intimidate +21, Knowledge (Arcana) +21, Knowledge (History) +21, Knowledge (Nature) +14, Knowledge (Planes) +14, Perception +1, Perform (Untrained) +4, Ride +4, Sense Motive +1, Spellcraft +21, Stealth +2, Survival +1, Swim -2, Use Magic Device +21
Languages	Common, Draconic, Giant, Goblin, Orc		Abyssal, Common, Draconic, Giant, Goblin, Orc	
Special Qualities	Animals Patron, Bonus Witch Familiar Skill Rank, Cantrips, Darkvision, Hex, Misfortune, Mystic, Orc Blood, Sacred Tattoo, Shaman's Apprentice, Transfer Feats, Weapon Familiarity, Witch's Familiar, Witch Patron Spells	Animals Patron, Beast of Ill-Omen, Bonus Witch Familiar Skill Rank (6x), Cantrips, Darkvision, Deliver Touch Spells, Discord, Enhanced Familiar, Evil Eye, Hex, Misfortune, Mystic, Orc Blood, Sacred Tattoo, Shaman's Apprentice, Transfer Feats, Weapon Familiarity, Witch's Familiar, Witch Patron Spells	Animals Patron, Beast of Ill-Omen, Bonus Witch Familiar Skill Rank (10x), Cantrips, Darkvision, Deliver Touch Spells, Discord, Enhanced Familiar, Evil Eye, Familiar Form, Hex, Misfortune, Mystic, Orc Blood, Sacred Tattoo, Shaman's Apprentice, Transfer Feats, Twin Soul, Weapon Familiarity, Witch's Familiar, Witch Patron Spells	Animal Skin, Animals Patron, Beast of Ill-Omen, Bonus Witch Familiar Skill Rank (14x), Cantrips, Charm, Darkvision, Deliver Touch Spells, Discord, Enhanced Familiar, Evil Eye, Familiar Form, Hex, Misfortune, Mystic, Orc Blood, Sacred Tattoo, Shaman's Apprentice, Transfer Feats, Twin Soul, Weapon Familiarity, Witch's Familiar, Witch Patron Spells
Treasure	Peasant's outfit; light crossbow; crossbow bolts (20x); dagger (2x)	Peasant's outfit; +1 light crossbow; crossbow bolts (20x); dagger (2x)	Peasant's outfit; +2 light crossbow; crossbow bolts (20x); dagger (2x); <i>amulet of natural armor</i> +1	Peasant's outfit; +3 light crossbow; crossbow bolts (20x); dagger (2x); <i>amulet of natural armor</i> +2
☞ Magic				
Spells per Day	Summoner: 0/2/0/0/0/0/0/0/0 DC: 13+spell level	Summoner: 0/5/4/0/0/0/0/0/0 DC: 13+spell level	Summoner: 0/6/5/4/1/0/0/0/0 DC: 14+spell level	Summoner: 0/6/6/5/4/2/0/0/0 DC: 14+spell level

☞ Special Abilities

Animal Skin The witch can become any animal of a size from Tiny to Large whose skin she wears. This ability is similar to beast shape II, except she takes on the appearance of the specific individual from which the skin came.

Beast of Ill-Omen (Su) You imbue your familiar with strange magic, putting a minor curse upon the next enemy to see it. The enemy must make a Will save or be affected by bane (caster level 14). You can use this hex on your familiar at a range of up to 60 feet. The affected enemy must be no more than 60 feet from the familiar to trigger the effect; seeing the familiar from a greater distance has no effect

(though if the enemy and familiar approach to within 60 feet of each other, the hex takes effect). The bane affects the closest creature to the familiar (ties affect the creature with the highest initiative score). Whether or not the target's save is successful, the creature cannot be the target of the bane effect for 1 day (later uses of this hex ignore that creature when determining who is affected).

Bonus Witch Familiar Skill Rank (14x) Add 1 skill rank to the witch's familiar. If the half-orc ever replaces her familiar, the new familiar gains these bonus skill ranks.

Cantrips You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not

expended when cast and may be used again.

Charm (Su) The hex improves the attitude of the target by 2 step, as if the witch had successfully used the Diplomacy skill. The effect lasts for 4 rounds. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day. This is a mind-affecting charm effect.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Deliver Touch Spells (Su) Your familiar can deliver touch spells or hexes for you. If you and your familiar are in contact at the time you cast the touch spell, you can designate your familiar as the “toucher”. Your familiar can then deliver the touch spell just as you would. As usual, if you cast another spell before the touch is delivered, the touch spell dissipates. If you activate a hex, your familiar can be used to make the touch. You do not have to be in contact with your familiar to use this ability.

Discord (Su) The witch can make an animal or humanoid within 30 feet distrust another creature within line of sight. The target's attitude toward the other creature decreases by two steps. A successful Will save negates this effect. The effect lasts for 4 rounds. The duration can be extended with the cackle hex. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Enhanced Familiar (Su) Your connection with your familiar strengthens. For the purposes of determining your familiar's powers and abilities, you treat your familiar as if you were one level higher than your actual witch level.

Evil Eye (Su) The witch can cause doubt in the mind of a foe within 30 feet that you can see. The target takes a -4 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for 7 rounds. A Will save reduces this to just 1 round. This is a mind-affecting effect.

Familiar Form (Sp) You may take the shape of your familiar (or a giant version of your familiar or a similar kind of animal) as if using beast shape II. For example, a witch with a rat familiar can turn into a Tiny rat, Small dire rat, or a larger rodent; one with a cat familiar can turn into a Tiny cat or a Large feline such as a tiger or lion; one with a monkey familiar can turn into a Tiny monkey or a Large gorilla, and so on. You can remain in animal form for 14 minutes per day.

Hex Witches learn a number of magic tricks, called hexes, that grant them powers or weaken foes. At 1st level, a witch gains one hex of her choice. She gains an additional hex at 2nd level and for every 2 levels attained after 2nd level, as noted on Table 2-10. A witch cannot select an individual hex more than once. Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is equal to 10 + 1/2 the witch's level + the witch's Intelligence modifier. Witches learn a number of magic tricks, called hexes, that grant them powers or weaken foes. Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is 21.

Misfortune (Su) For 2 rounds, anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A Will save negates this hex.

Mystic Orc shamans are brutal teachers who sometimes kill or maim their most promising students in order to eliminate what could be a potential rival. Half-orcs who survive years of abuse by an orc shaman master are deeply scarred and altered by the experience. Shaman trainees learn early that cunning and luck are often the only things that offer a chance of survival. They have the shaman's apprentice and tribal tattoo alternate racial traits.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Sacred Tattoo Tattoos, piercings, and ritual scarification are sacred

markings to many half-orcs. Half-orcs with this racial trait gain a +1 luck bonus on all saving throws. This racial trait replaces the orc ferocity racial trait.

Shaman's Apprentice Only the most stalwart survive the years of harsh treatment that an apprenticeship to an orc shaman entails. Half-orcs with this trait gain Endurance as a bonus feat.

Transfer Feats (Ex) Whenever you are capable of learning a new feat, you may choose to instead have your familiar learn the feat as a bonus feat. The familiar must meet the prerequisites for any feats that it learns this way. If your familiar is lost or dies, you can reclaim the feat slots and select new feats for yourself, or apply the slots toward your new familiar.

Twin Soul (Su) If you or your familiar is gravely injured or about to die, the soul of the dying one immediately transfers to the other's body. The two souls share the surviving body peaceably, can communicate freely, and both retain their ability to think and reason. The host may allow the guest soul to take over the body temporarily or reclaim it as a move action. They can persist in this state indefinitely, or the guest can return to its own body (if available) by touch, transfer into a suitable vessel (such as a clone), or take over another body as if using magic jar (with no receptacle).

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word “orc” in its name as a martial weapon.

Witch's Familiar You form a close bond with a familiar, a creature that teaches you magic and helps to guide you along your path. Your familiar also aids you by granting you skill bonuses, additional spells, and help with some types of magic. These special abilities apply only when you and your familiar are within 1 mile of each other. The familiar stores all the spells that you know.

Witch Patron Spells At 1st level, when a witch gains her familiar, she must also select a patron. This patron is a vague and mysterious force, granting the witch power for reasons that she might not entirely understand. While these forces need not be named, they typically hold influence over one of the following forces. At 2nd level, and every two levels thereafter, a witch's patron adds new spells to a witch's list of spells known. These spells are also automatically added to the list of spells stored by the familiar. Spells marked with an asterisk (*) appear in Chapter 5 of this book. The spells gained depend upon the patron chosen. Each patron is listed by its theme. Its actual name is up to the GM and the witch to decide.

⚡ Feats

Animal Affinity You are skilled at working with animals and mounts. You get a +2 bonus on all Handle Animal and Ride skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Extra Hex You have learned the secrets of a new hex. You gain one additional hex. You must meet all of the prerequisites for this hex. Special - You can gain Extra Hex multiple times.

Greater Spell Focus (Enchantment, Illusion) Any spells you cast from your chosen school of magic are very hard to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Spell Focus (Enchantment, Illusion) Any spells you cast of your

chosen school of magic are more difficult to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school

of magic you select.

Beast-Bonded Familiar (Witch)

	Low	Moderate	Advanced	Elite
General				
CR / XP	CR 1/2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Monkey; Tiny animal/magical beast (familiar, augmented magical beast)			
Class	Animal 1	Animal 1	Animal 1	Animal 1
Initiative	+2	+2	+2	+2
Senses	Low-Light Vision; Perception +5	Low-Light Vision; Perception +5	Low-Light Vision; Perception +5	Low-Light Vision; Perception +5
Defense				
Armor Class	AC 15, touch 14, ff 13 (+2 size; +2 Dex; +1 natural)	AC 18, touch 14, ff 16 (+2 size; +2 Dex; +4 natural)	AC 22, touch 14, ff 20 (+2 size; +2 Dex; +8 natural)	AC 22, touch 14, ff 20 (+2 size; +2 Dex; +8 natural)
hp / HD	8 (1d8)	10 (1d8)	26 (1d8)	26 (1d8)
Saves	Fort +2, Ref +4, Will +3	Fort +2, Ref +4, Will +6	Fort +4, Ref +6, Will +10	Fort +4, Ref +6, Will +10
Special Defenses	-		Spell Resistance 20	
Offense				
Movement	30 ft.; Climb 30 ft.			
Attacks	Melee bite +4 (1d3-4)	Melee bite +7 (1d3-4)	Melee bite +11 (1d3-4)	Melee bite +11 (1d3-4)
Space / Reach	2.5 ft. / 0 ft.			
Statistics				
Ability Scores	Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5	Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5	Str 3, Dex 15, Con 10, Int 13, Wis 12, Cha 5	Str 3, Dex 15, Con 10, Int 13, Wis 12, Cha 5
Core Attack	Base Atk +0; CMB +0; CMD 6	Base Atk +3; CMB +3; CMD 9	Base Atk +7; CMB +7; CMD 13	Base Atk +7; CMB +7; CMD 13
Feats	Weapon Finesse	Weapon Finesse	Weapon Finesse	Weapon Finesse
Skills	Acrobatics +10, Appraise -2, Artistry -2, Bluff -3, Climb +16, Craft (Untrained) -2, Diplomacy -3, Disguise -3, Escape Artist +2, Fly +6, Heal +1, Intimidate -2, Knowledge (Arcana) -1, Knowledge (History) -1, Perception +5, Perform (Untrained) -3, Ride +2, Sense Motive +1, Spellcraft -1, Stealth +10, Survival +1, Swim +2, Use Magic Device -2	Acrobatics +10, Appraise -1, Artistry -1, Bluff -3, Climb +16, Craft (Untrained) -1, Diplomacy -3, Disguise -3, Escape Artist +2, Fly +6, Heal +1, Intimidate +4, Knowledge (Arcana) +6, Knowledge (History) +6, Perception +5, Perform (Untrained) -3, Ride +2, Sense Motive +1, Spellcraft +6, Stealth +10, Survival +1, Swim +2, Use Magic Device +4	Acrobatics +14, Appraise +1, Artistry +1, Bluff -3, Climb +20, Craft (Untrained) +1, Diplomacy -3, Disguise -3, Escape Artist +2, Fly +6, Heal +1, Intimidate +13, Knowledge (Arcana) +17, Knowledge (History) +17, Knowledge (Nature) +6, Knowledge (Planes) +6, Perception +5, Perform (Untrained) -3, Ride +2, Sense Motive +1, Spellcraft +17, Stealth +10, Survival +1, Swim +2, Use Magic Device +13	Acrobatics +14, Appraise +1, Artistry +1, Bluff -3, Climb +20, Craft (Untrained) +1, Diplomacy -3, Disguise -3, Escape Artist +2, Fly +6, Heal +1, Intimidate +13, Knowledge (Arcana) +17, Knowledge (History) +17, Knowledge (Nature) +13, Knowledge (Planes) +13, Perception +5, Perform (Untrained) -3, Ride +2, Sense Motive +1, Spellcraft +17, Stealth +10, Survival +1, Swim +2, Use Magic Device +13
Languages	Empathic Link	Empathic Link, Speak with Animals of Its Kind, Speak with Master	Empathic Link, Speak with Animals of Its Kind, Speak with Master	Empathic Link, Speak with Animals of Its Kind, Speak with Master

Special Qualities

Treasure

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Alertness, Empathic Link, Improved Evasion, Low-Light Vision, Share Spells	Alertness, Deliver Touch Spells, Empathic Link, Improved Evasion, Low-Light Vision, Share Spells, Speak with Animals of Its Kind, Speak with Master	Alertness, Deliver Touch Spells, Empathic Link, Improved Evasion, Low-Light Vision, Scry on Familiar, Share Spells, Speak with Animals of Its Kind, Speak with Master, Spell Resistance	Alertness, Deliver Touch Spells, Empathic Link, Improved Evasion, Low-Light Vision, Scry on Familiar, Share Spells, Speak with Animals of Its Kind, Speak with Master, Spell Resistance
-	-	-	-

Special Abilities

Alertness (Ex) While a familiar is within arm's reach, the master gains the Alertness feat.

Deliver Touch Spells (Su) If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master would. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Empathic Link (Su) The master has an empathic link with his familiar to a 1 mile distance. The master can communicate empathically with the familiar, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The master has the same connection to an item or place that his familiar does.

Improved Evasion (Ex) When subjected to an attack that normally allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Scry on Familiar (Sp) If the master is 13th level or higher, he may scry on his familiar (as if casting the scrying spell) once per day.

Share Spells (Ex) The master may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A master may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

Speak with Animals of Its Kind (Ex) If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties), bats with bats, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, monkeys with other simians, rats with rodents, toads with amphibians, and weasels with ermines and minks. Such communication is limited by the intelligence of the conversing creatures.

Speak with Master (Ex) If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Spell Resistance (Ex) If the master is 11th level or higher, a familiar gains spell resistance equal to the master's level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

Feats

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

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Version History

Table 13: Version History

Date	Version	Notes
01-Feb-2017	0.1	Initial draft of core classes
08-Mar-2017	1.0	Official, complete, first draft.

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