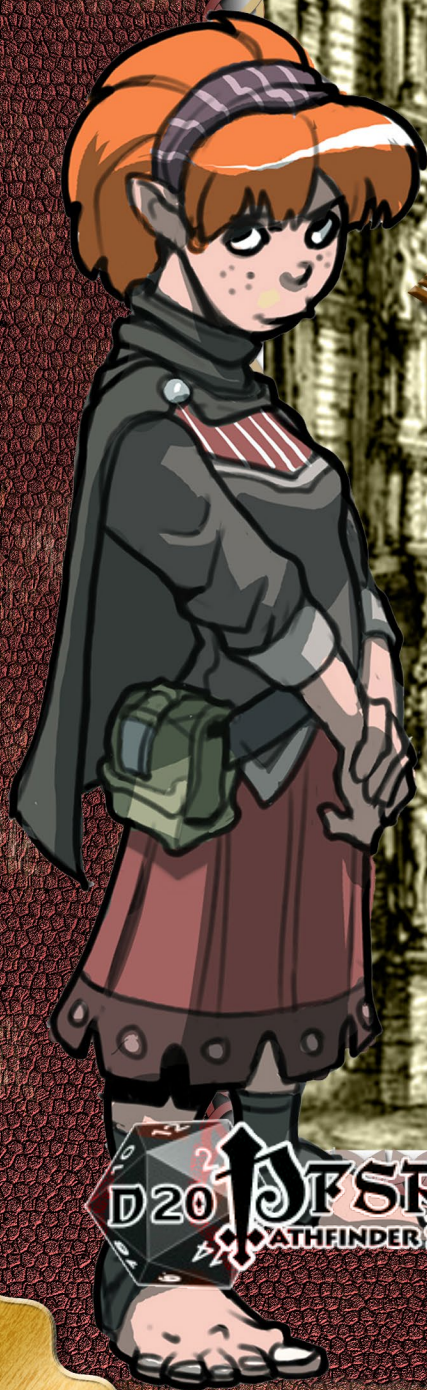


It's an NPC World



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It's an NPC World

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The Wonderful World of NPCs

NPC classes in Pathfinder provide a simplified class that can be easily applied to provide a means of representing the various "typical" roles that may be found in a fantasy world. These classes allow the GM to flesh out the roles of typical NPCs that may be encountered in a social environment (towns, cities, etc.) and generally only grant the NPC bonuses to base attacks, saving throws, and specific class skills and limits proficiency to weapons and armor. Of the five standard NPC classes the only one that offers an additional class ability is the Adept that grants limited divine spell casting.

Of the five standard NPC classes only the Adept and Warrior appear to offer simplified versions of standard core classes (the Cleric and Fighter respectively). Experts may be seen as simplified rogues with their wide

selection of class skills and use of light armor and all simple weapons. The aristocrat class appears to be a mix between fighter and rogue with access to all simple and martial weapons and armor while a fairly comprehensive class skill list. Leaving the commoner class as the most generic not really patterned on any particular class.

So this begs the question, what about the other classes? Are there NPCs that have a reverence for nature but never gain the ability to wild shape or traveling minstrels that may be inspiring but lack the ability to cast spells? So this supplement hopes to fill that gap by offering NPC classes that are modeled after core Classes but do not offer the breadth or power of the full class but can be used to represent those that fill a societal role within the fantasy world.

NPC Classes

Ascetic

For some, the life of self-discipline and denial is not just a matter of life style but one that transcends sublime enlightenment. The ascetic prefers the cloistered life and those that have the same beliefs or ideals form monasteries in which they may practice their austere lifestyle together.

Alignment: The ascetic may be of any lawful alignment.

Hit Die: d8

Class Skills

Climb, Craft, Heal, Knowledge (history), Knowledge (religion), Perception, Perform, Profession, Sense Motive, and Swim

Skill Ranks per Level: 4 + Int modifier

Class Features

Weapon and Armor Proficiencies: The ascetic is proficient with simple melee weapons and a monk weapon of her choice. The ascetic is not proficient with armor or shields. In addition, the ascetic loses any benefit of

Gary Dupois

her class abilities while wearing armor or carrying a shield for defense.

Empathic Defense (Ex): At 1st level the



Ascetic Progression Table

Level	Base Attack	Fort	Ref	Will	Special Abilities	Flurry of Blows
1	+0	+2	+2	+2	Empathic Defense, Unarmed Strike	—
2	+1	+3	+3	+3	Flurry of Blows	-1/-1
3	+2	+3	+3	+3		0/0
4	+3	+4	+4	+4		+1/+1
5	+3	+4	+4	+4		+1/+1
6	+4	+5	+5	+5		+2/+2
7	+5	+5	+5	+5		+3/+3
8	+6/+1	+6	+6	+6		+4/+4/-1
9	+6/+1	+6	+6	+6		+4/+4/-1
10	+7/+2	+7	+7	+7		+5/+5/+0
11	+8/+3	+7	+7	+7		+6/+6/+1
12	+9/+4	+8	+8	+8		+7/+7/+2
13	+9/+4	+8	+8	+8		+7/+7/+2
14	+10/+5	+9	+9	+9		+8/+8/+3
15	+11/+6/+1	+9	+9	+9		+9/+9/+4/-1
16	+12/+7/+2	+10	+10	+10		+10/+10/+5/+0
17	+12/+7/+2	+10	+10	+10		+10/+10/+5/+0
18	+13/+8/+3	+11	+11	+11		+11/+11/+6/+1
19	+14/+9/+4	+11	+11	+11		+12/+12/+7/+2
20	+15/+10/+5	+12	+12	+12		+13/+13/+8/+3

ascetic may add her Wisdom bonus (if any, minimum of 0) to her **AC**. This bonus increases by +1 at 4th, 10th, 14th, and 18th level.

Unarmed Strike (Ex): At 1st level the ascetic gains **Improved Unarmed Strike** as a bonus feat. An ascetic's attacks may be made with any appendage and may even attack while her hands are full. While making unarmed attacks, none of the ascetic's attacks are considered off-handed and she gains her full Strength bonus to the attack. The ascetic may choose to make either lethal or nonlethal (or a combination) while making unarmed attacks.

The ascetic's unarmed damage is more substantial than a normal unarmed attack and at 1st level each attack causes 1d6 points of damage. At 6th level this damage increases to 1d8 points of damage, 1d10 at 12th level, and 1d12 at 18th level. Her attacks are treated as both manufactured and natural in regards to any enhancements that may be cast on ascetic.

Flurry of Blows (Ex): At 2nd level the ascetic may make a flurry of blows as a **full attack** action. This has the same effect as the **Two-Weapon Fighting** feat, allowing the ascetic to make an extra attack while suffering a -2 penalty on all of her attack rolls when using unarmed attacks or her chosen monk weapon or quarterstaff. Unlike the monk, the ascetic does not use her ascetic level as her base attack bonus, but she does apply her full strength modifier to all attacks and she may substitute **disarm**, **sunder**, or **trip** combat maneuvers in place of an unarmed attack as part of the flurry of blows. The ascetic may not use a natural attack other than her normal unarmed attack as part of the attacks made with this ability.

Stunning Fist (Ex): The ascetic may **sacrifice** her 3rd level feat to gain the **Stunning Fist** feat without needing to meet any of the prerequisites. She may attempt a stunning **attack** a number of times equal to her ascetic level, plus one additional time for every four levels possessed in other



classes.

Fatiguing Fist (Ex): If the ascetic has the **Stunning Fist** feat (either as part of her normal feat selection or gained at 3rd level as part of her class abilities) then she may **sacrifice** her 5th level feat to gain this ability. The ascetic may replace the stun effect of the **Stunning fist** with the **fatigued** condition for 1d4 rounds, declared before the attack is made. Multiple strikes do not grant the exhaust condition, but will extend the duration of the fatigue condition.

Sickening Fist (Ex): The ascetic may sacrifice her 7th level feat to gain this class ability as long as she possesses the **Stunning Fist** feat (as above). She may sicken the opponent for 1 minute with a successful strike after declaring that the attack is a sickening first prior to the attack. Multiple **sickening strikes** will not nauseate an opponent, but it will extend the duration of the sickened condition.

Staggering Blow (Ex): The ascetic may

sacrifice her 13th level feat to gain this class ability as long as she possesses the **Stunning Fist** feat (as above). She may **stagger** the opponent for 1d6+1 rounds with a successful strike, the attack must be declared prior to the actual attack.

Battle Mage



While flinging fireballs and lightning bolts against enemy forces may have a temporary affect to the tide of battle, there are those that work behind the lines, enhancing troops with subtle arcane benefits, magically repairing broken equipment and providing other logistical enhancement to their units.

Alignment: The battle mage may be of any alignment.

Hit Die: d6

Class Skills

Craft, Heal, Intimidate, Knowledge (arcana), Profession, Ride, Spellcraft, Survival, and Use Magic Device

Skill Ranks per Level: 2 + Int modifier

Class Features

Weapon and Armor Proficiencies:

The battle mage is proficient with all simple weapons and a single light or one-handed martial weapon. He is not proficient with any type of armor or shield and will suffer the normal chance of arcane spell failure if the battle mage wears armor.

Spells (Sp): The battle mage casts arcane spells from the Battle Mage spell list as long as his Intelligence is equal to at least 10 + the spell level. The difficulty class for any saving throws for his spells is equal to 10 + the spell level + the battle mage's Intelligence modifier. The enchanter may cast a certain number of spells per day and gains additional spells based on his Intelligence as given in the **Table: Ability Modifiers and Bonus Spells** in the Pathfinder Core Rulebook.

The battle mage must

Battle Mage Progression Table

Level	Base Attk	Fort	Ref	Will	0	Spells Per Day				
						1 st	2 nd	3 rd	4 th	5 th
1	+0	+2	+0	+0	3	1	—	—	—	—
2	+1	+3	+0	+0	3	1	—	—	—	—
3	+1	+3	+1	+1	3	2	—	—	—	—
4	+2	+4	+1	+1	3	2	0	—	—	—
5	+2	+4	+1	+1	3	2	1	—	—	—
6	+3	+5	+2	+2	3	2	1	—	—	—
7	+3	+5	+2	+2	3	3	2	—	—	—
8	+4	+6	+2	+2	3	3	2	0	—	—
9	+4	+6	+3	+3	3	3	2	1	—	—
10	+5	+7	+3	+3	3	3	2	1	—	—
11	+5	+7	+3	+3	3	3	3	2	—	—
12	+6/+1	+8	+4	+4	3	3	3	2	0	—
13	+6/+1	+8	+4	+4	3	3	3	2	1	—
14	+7/+2	+9	+4	+4	3	3	3	2	1	—
15	+7/+2	+9	+5	+5	3	3	3	3	2	—
16	+8/+3	+10	+5	+5	3	3	3	3	2	0
17	+8/+3	+10	+5	+5	3	3	3	3	2	1
18	+9/+4	+11	+6	+6	3	3	3	3	2	1
19	+9/+4	+11	+6	+6	3	3	3	3	3	2
20	+10/+5	+12	+6	+6	3	3	3	3	3	2



maintain a spell book with his spells and spend an hour studying the ones he wishes to prepare each day after a full 8 hours of rest. The standard rules regarding spell books apply and the battle mage begins with a spell book with four cantrips and a two arcane spells from the battle mage spell list. The battle mage gains one additional spell per class level thereafter that he is able to cast (or two cantrips) as his efforts in research and continual study, though he may gain other spells through other means as well.

Cantrips: The battle mage may prepare a number of cantrips -- 0 level spells -- per day based on his class level. These spells are not expended when cast and the enchanter may cast them as desired.

Hard Hitter (Ex): The battle mage gains *Spell Focus* (Evocation) as a bonus feat at 2nd level.

Battle Mage Spell List

0: Acid Splash, Arcane Mark, Daze, Detect Magic, Flare, Light, Mending, Ray of Frost, Read Magic, and Spark

1st: Alarm, Animate Rope, Ant Haul, Burning Hands, Endure Elements, Enlarge Person, Expeditious Retreat, Flare Burst, Gravity Bow, Mage Armor, Magic Missile, Magic Weapon, Mount, Obscuring Mist, Reduce Person, Shield, Shocking Grasp, and Unerring Weapon



2nd: Ant Haul [Communal], Bear's Endurance, Bull's Strength, Cat's Grace, Darkvision, Endure Elements [Communal], Fire Breath, Flaming Sphere, Fog Cloud, Magic Siege Engine, Make Whole, Mount [Communal], Protection from Arrows, Resist Energy, Returning Weapon, Scorching Ray, and Shatter

3rd: Darkvision [Communal], Daylight, Dispel Magic, Fireball, Flame Arrow, Haste, Lightning Bolt, Magic Weapon [Greater], Protection From Arrows [Communal], Resist Energy [Communal], Slow, Stinking Cloud, Versatile Weapon, and Wind Wall

4th: Ball Lightning, Detonate, Dragon's Breath, Enlarge Person [Mass], Fire Shield, Flaming Sphere [Greater], Globe of Invulnerability [Lesser], Make Whole [Greater], Minor Creation, Reduce Person [Mass], Shout, Stone Shape, Stoneskin, and Wall of Fire

5th: Cloudkill, Cone of Cold, Energy Siege Shot, Fabricate, Lightning Arc, Magic Siege Engine [Greater], Major Creation, Sending, Stoneskin [Communal], Wall of Force, and Wall of Stone

Berserker



Either born of fury or evoked through personal conviction or tragedy, the berserker flies into a state of bestial tenacity and fervor when diving into battle. Berserkers are seen as savage and crude, generally avoided by those deemed more civilized.

Alignment: The berserker may be of any non-lawful alignment.

Hit Die: d12

Class Skills

Acrobatics, Climb, Craft, Handle Animal, Intimidate, Perception, Profession, Ride, Survival, and Swim

Skill Ranks per Level: 4 + Int modifier

Class Features

Weapon and Armor Proficiencies: The berserker is proficient with simple weapons and a number of martial weapons equal to his Intelligence modifier (minimum of 1). Berserkers are proficient with light and medium armors and all shields (except



Berserker Progression table

Level	Base Attack	Fort	Ref	Will
1	+1	+2	+0	+0
2	+2	+3	+0	+0
3	+3	+3	+1	+1
4	+4	+4	+1	+1
5	+5	+4	+1	+1
6	+6/+1	+5	+2	+2
7	+7/+2	+5	+2	+2
8	+8/+3	+6	+2	+2
9	+9/+4	+6	+3	+3
10	+10/+5	+7	+3	+3
11	+11/+6/+1	+7	+3	+3
12	+12/+7/+2	+8	+4	+4
13	+13/+8/+3	+8	+4	+4
14	+14/+9/+4	+9	+4	+4
15	+15/+10/+5	+9	+5	+5
16	+16/+11/+6/+1	+10	+5	+5
17	+17/+12/+7/+2	+10	+5	+5
18	+18/+13/+8/+3	+11	+6	+6
19	+19/+14/+9/+4	+11	+6	+6
20	+20/+15/+10/+5	+12	+6	+6

tower shields).

Rage (Ex): The berserker may enter a furious rage that boosts his adrenaline levels during combat. At 1st level the berserker may rage for a number of rounds per day equal to his class level plus his Constitution modifier. This rage grants the berserker a +4 bonus to his Strength and +2 bonus to his Constitution and Will saves while suffering a -2 penalty to his Armor Class. While in a rage the berserker may not use any Charisma, Dexterity, or Intelligence based skills except *Acrobatics*, *Fly*, *Intimidate*, and *Ride*. The berserker gains an additional hit point per level while in the rage, but these are subtracted from his current hit points when the rage ends (they are not treated as temporary hit points).

The berserker may enter or leave the rage as a *free action*, but once he stops raging he is *fatigued* for a number of rounds equal to twice the number of rounds spent raging. An *exhausted* or *fatigued* berserker may not enter into a rage and if the berserker falls

unconscious the rage immediately ends.

The berserker does not gain rage powers as a class ability, but they may take the *Extra Rage Power* feat beginning at 3rd level to obtain one or more rage powers as long as they meet the requirements for the rage power. Treat the berserker's class level as ½ the effective barbarian level for any level dependent requirements.

Conjurer



Summoning both items and creatures from the void, the conjuror lives to bring their imagination into existence. Taught stagecraft to entertain the masses, the conjuror relies on both magic and duplicity as part of his act. Focusing on magics that produce objects and monsters from thin air it gives his performances an air of authenticity.

Alignment: The conjuror may be of any alignment.

Hit Die: d6

Class Skills

Appraise, Bluff, Craft, Escape Artist, Fly, Knowledge (arcana), Knowledge (local), Knowledge (planes), Linguistics, Perform, Profession, Sleight of Hand, and Spellcraft

Skill Ranks per Level: 2 + Int modifier

Class Features

Weapon and Armor Proficiencies: The conjuror is proficient with the club, dagger, dart, crossbow (heavy and light), lasso, and whip. The conjuror is not proficient with any type of armor or shield and will suffer the normal chance of arcane spell failure if he wears armor.

Spells (Sp): The conjuror casts arcane spells from the Conjurer spell list as long as his Intelligence is equal to at least 10 + the spell level. The difficulty class for any saving throws for his spells is equal to 10 + the spell level + the conjuror's Intelligence modifier. The conjuror may cast a certain number of spells per day and gains additional spells based on his Intelligence as given in the **Table:**

Ability Modifiers and Bonus Spells in the *Pathfinder Core Rulebook*.

The conjuror must maintain a spell



Conjurer Progression Table

Level	Base Attk	Fort	Ref	Will	0	Spells Per Day				
						1 st	2 nd	3 rd	4 th	5 th
1	+0	+0	+2	+2	3	1	—	—	—	—
2	+1	+0	+3	+3	3	1	—	—	—	—
3	+1	+1	+3	+3	3	2	—	—	—	—
4	+2	+1	+4	+4	3	2	0	—	—	—
5	+2	+1	+4	+4	3	2	1	—	—	—
6	+3	+2	+5	+5	3	2	1	—	—	—
7	+3	+2	+5	+5	3	3	2	—	—	—
8	+4	+2	+6	+6	3	3	2	0	—	—
9	+4	+3	+6	+6	3	3	2	1	—	—
10	+5	+3	+7	+7	3	3	2	1	—	—
11	+5	+3	+7	+7	3	3	3	2	—	—
12	+6/+1	+4	+8	+8	3	3	3	2	0	—
13	+6/+1	+4	+8	+8	3	3	3	2	1	—
14	+7/+2	+4	+9	+9	3	3	3	2	1	—
15	+7/+2	+5	+9	+9	3	3	3	3	2	—
16	+8/+3	+5	+10	+10	3	3	3	3	2	0
17	+8/+3	+5	+10	+10	3	3	3	3	2	1
18	+9/+4	+6	+11	+11	3	3	3	3	2	1
19	+9/+4	+6	+11	+11	3	3	3	3	3	2
20	+10/+5	+6	+12	+12	3	3	3	3	3	2

book with his spells and spend an hour studying the ones he wishes to prepare each day after a full 8 hours of rest. The standard rules regarding spell books apply and the conjurer begins with a spell book with four cantrips and a two arcane spells from the conjurer spell list. The conjurer gains one additional spell per class level thereafter that he is able to cast (or two cantrips) as his efforts in research and continual study, though he may gain other spells through other means as well.

Cantrips (Sp): The conjurer may prepare a number of cantrips — 0 level spells — per day based on his class level. These spells are not expended when cast and the conjurer may cast them as desired.

Summoning Focus (Ex): At 1st level the conjurer gains the **Spell Focus** (Conjuration) as a bonus feat. When casting the summoning monster spell, the conjurer extends the duration by a number of rounds equal to his Charisma.

Familiar (Ex): The conjurer may sacrifice his 5th level feat to gain a familiar. The familiar's abilities and features gained based on the level of the wizard use the conjurer's class level - 4.

Conjurer Spell List

0: Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Flare, Light, Mending, Message, Open/Close, Prestidigitation, Read Magic, and Spark

1st: Dancing Lantern, Enlarge Person, Grease, Hold Portal, Mage Armor, Mount, Obscuring Mist, Reduce Person, Summon Monster I, Unseen Servant, Vanish, and Ventriloquism

2nd: Arcane Lock, Continual Flame, Create Pit, Darkness, Dust of Twilight, Fog Cloud, Glitterdust, Obscure Object, Pyrotechnics, Resist Energy, Summon Monster II, and Summon Swarm

3rd: Arcane Sight, Daylight, Dispel Magic, Displacement, Elemental Aura, Enter Image, Monstrous Physique I, Phantom Steed, Shrink Item, Suggestion, Summon Monster III, and Tongues

4th: Adjustable Polymorph, Arcane Eye, Confusion, Dimension Door, Dimensional Anchor, Minor Creation, Monstrous Physique II, Resilient Sphere, Solid Fog, Summon Monster IV, Tongues [Communal], and True Form

5th: Beast Shape III, Contact Other Plane, Dismissal, Mage's Faithful Hound, Major Creation, Monstrous Physique III, Planar Binding [Lesser], Polymorph, Secret Chest, Seeming, Summon Monster V, and Teleport

Cutthroat

Skulking in the darkest of alleyways, there are those that strike from the shadows whose intent is solely their own notion.



The cutthroat has learned from an early age that taking a victim out unawares is the easiest and best way to relieve them of their personal goods and possibly their lives.

Alignment: The cutthroat may be of any non-good alignment.

Hit Die: d8

Class Skills

Appraise, Bluff, Climb, Craft, Intimidate, Knowledge (local), Perception, Profession, Sense Motive, and Stealth

Skill Ranks per Level: 6 + Int Modifier

Class Features

Weapon and Armor Proficiencies: The cutthroat is proficient with all simple weapons, with light and one-handed martial slashing and piercing melee weapons, and the hand crossbow. He is also proficient with light armor but not with shields.

Sneak Attack (Ex): Beginning at 1st level the cutthroat may catch an opponent unaware and strike a vital spot to cause extra damage. Whenever the cutthroat's victim is denied their Dexterity bonus to AC (regardless of the actual dexterity modifier) or being flanked by the cutthroat, the attack causes an additional 1d6 points of damage. The damage increases to 2d6 at 4th level and increases an additional 1d6 every four levels thereafter (maximum of 6d6 at 20th level). This damage is not multiplied for critical hits and certain creatures may be immune to this type of precision damage. The cutthroat may use this ability with a ranged attack as long as it is within 30 feet or the first range increment (whichever is shorter).

The cutthroat may not cause nonlethal damage while performing the sneak attack unless the weapon is classified as nonlethal.

Cutthroat Talents: The cutthroat may sacrifice a normal feat beginning at 3rd level to gain one of the following Rogue Talents: Befuddling Strike, Bleeding Attack, Distracting Attack, Fast Stealth, Offensive Defense, Powerful Sneak, Slow Reactions, Sniper's Eye, and Swift Poison.

Beginning at 11th level the cutthroat may sacrifice a feat to gain one of the following

Cutthroat Progression table

Level	Base Attack	Fort	Ref	Will	Snk Attack
1	+0	+0	+2	+0	1d6
2	+1	+0	+3	+0	
3	+2	+1	+3	+1	
4	+3	+1	+4	+1	2d6
5	+3	+1	+4	+1	
6	+4	+2	+5	+2	
7	+5	+2	+5	+2	
8	+6/+1	+2	+6	+2	3d6
9	+6/+1	+3	+6	+3	
10	+7/+2	+3	+7	+3	
11	+8/+3	+3	+7	+3	
12	+9/+4	+4	+8	+4	4d6
13	+9/+4	+4	+8	+4	
14	+10/+5	+4	+9	+4	
15	+11/+6/+1	+5	+9	+5	
16	+12/+7/+2	+5	+10	+5	5d6
17	+12/+7/+2	+5	+10	+5	
18	+13/+8/+3	+6	+11	+6	
19	+14/+9/+4	+6	+11	+6	
20	+15/+10/+5	+6	+12	+6	6d6

Advanced Rogue Talents: Crippling Strike, Deadly Cocktail, Deadly Sneak, Entanglement of Blades, Stealthy Sniper, and Unwitting Ally. The cutthroat must meet any pre-existing talent requirements that an advanced talent may have as a requirement.

Druid Aspirant



For some, the call and power of the wild fills their very soul and they seek a lifetime of communion with mother nature though they lack the true faith to accept the true blessings she may bestow. These individuals take on the role of caretakers and administrators, fulfilling the duties of preservation and cultivation of the faith and nature itself. Druid aspirants congregate in small secretive groups, often led by a full blooded druid or possibly a nature based fey such as a dryad or satyr.

Alignment: The druid aspirant must have a neutral aspect to her alignment.



Druid Aspirant Progression Table

Level	Base Attack	Fort	Ref	Will	0	Spells Per Day				
						1 st	2 nd	3 rd	4 th	5 th
1	+0	+2	+0	+2	3	1	—	—	—	—
2	+1	+3	+0	+3	3	1	—	—	—	—
3	+2	+3	+1	+3	3	2	—	—	—	—
4	+3	+4	+1	+4	3	2	0	—	—	—
5	+3	+4	+1	+4	3	2	1	—	—	—
6	+4	+5	+2	+5	3	2	1	—	—	—
7	+5	+5	+2	+5	3	3	2	—	—	—
8	+6/+1	+6	+2	+6	3	3	2	0	—	—
9	+6/+1	+6	+3	+6	3	3	2	1	—	—
10	+7/+2	+7	+3	+7	3	3	2	1	—	—
11	+8/+3	+7	+3	+7	3	3	3	2	—	—
12	+9/+4	+8	+4	+8	3	3	3	2	0	—
13	+9/+4	+8	+4	+8	3	3	3	2	1	—
14	+10/+5	+9	+4	+9	3	3	3	2	1	—
15	+11/+6/+1	+9	+5	+9	3	3	3	3	2	—
16	+12/+7/+2	+10	+5	+10	3	3	3	3	2	0
17	+12/+7/+2	+10	+5	+10	3	3	3	3	2	1
18	+13/+8/+3	+11	+6	+11	3	3	3	3	2	1
19	+14/+9/+4	+11	+6	+11	3	3	3	3	3	2
20	+15/+10/+5	+12	+6	+12	3	3	3	3	3	2

Hit Die: d8

Class Skills

Climb, Craft, Handle Animal, Heal, Knowledge (nature), Knowledge (religion), Perception, Profession, Ride, Spellcraft, Survival, and Swim

Skill Ranks per Level: 4 + Int modifier

Class Features

Weapon and Armor Proficiencies: Druid aspirants are proficient with the club, dagger, quarterstaff, sickle, and sling. They are also proficient with light armor as long as it has no metal components but not with shields.

Spells (Sp): The druid aspirant may cast divine spells from the druid aspirant spell list derived from the Druid spell list. She must have a Wisdom score of at least 10 + the spell level to be cast and the DC to resist the effects of spells cast is equal to 10 + the spell level + the druid aspirant's wisdom modifier.

The druid aspirant may only cast a certain

number of spells per day based on her level, though she does gain additional spells based on her Wisdom score as given in the **Table: Ability Modifiers and Bonus Spells** in the Pathfinder Core Rulebook. The druid aspirant may select her spells from all of the spells found in the druid aspirant spell list, but must prepare them after 8 full hours of rest during an hour of meditation and communion with nature. She does not gain the normal druid ability to spontaneously cast Summon Nature's Ally and as the normal druid is restricted from casting spells that opposes her own moral and ethical beliefs that include chaos, evil, good, or lawful spells.

Orisons (Sp): The druid aspirant may prepare a number of 0-level



spells -- orisons -- per day as given on her progression table. However, unlike normal spells the spell is not expended and she may cast them as desired.

Bonus Languages (Ex): Druid aspirants may choose Druidic as a bonus language if her Intelligence grants additional languages or if she has taken a rank in the [Linguistics](#) skill.

Animal Companion (Ex): At 2nd level the druid aspirant with a Charisma of 12 or higher gains an animal companion as described in the druid's [Nature Bond](#) class ability. The druid aspirant's effective class level for this ability is treated as a druid of ½ her level.

Woodland Stride (Ex): The druid aspirant may sacrifice her 3rd level feat to gain the ability to move through any sort of natural undergrowth (briars, thickets, etc.) at her normal speed without suffering any ill effects. Magically enhanced areas designed to hamper movement affect the druid aspirant normally.

Trackless Step (Ex): The druid aspirant may sacrifice her 5th level feat to gain the ability to move through natural surroundings without leaving a trail and she may not be tracked. However, she may choose to leave a trail if desired.

Resist Nature's Lure (Ex): The druid may sacrifice her 7th level feat to gain a +4 bonus on saving throws against the spell-like and supernatural abilities of fey and spells that target plants.

Venom Immunity (Ex): The druid aspirant may sacrifice her 11th level feat to gain immunity to all non-magical poisons. She gains a +4 bonus versus magical poisons.

Druid Aspirant Spells

0: [Create Water](#), [Detect Magic](#), [Detect Poison](#), [Know Direction](#), [Light](#), [Mending](#), [Purify Food and Drink](#), and [Read Magic](#)

1st: [Alter Winds](#), [Call Animal](#), [Calm Animals](#), [Cure Light Wounds](#), [Detect Animals or Plants](#), [Detect Snares and Pits](#), [Endure Elements](#), [Faerie Fire](#), [Feather Step](#), [Goodberry](#), [Hide from Animals](#), [Keen Senses](#), [Longstrider](#), [Magic Stone](#), [Obscuring Mist](#), [Pass without Trace](#), [Produce Flame](#), and [Summon Nature's](#)

[Ally I](#).

2nd: [Animal Messenger](#), [Animal Trance](#), [Barkskin](#), [Chill Metal](#), [Delay Poison](#), [Eagle Eye](#), [Fog Cloud](#), [Gust of Wind](#), [Heat Metal](#), [Hold Animal](#), [Reduce Animal](#), [Restoration \[Lesser\]](#), [Scent Trail](#), [Summon Nature's Ally II](#), and [Wood Shape](#).

3rd: [Cloak of Winds](#), [Cure Moderate Wounds](#), [Daylight](#), [Delay Poison \[Communal\]](#), [Diminish Plants](#), [Dominate Animal](#), [Feather Step \[Mass\]](#), [Meld Into Stone](#), [Neutralize Poison](#), [Plant Growth](#), [Remove Disease](#), [Snare](#), [Summon Nature's Ally III](#), and [Water Breathing](#).

4th: [Antiplant Shell](#), [Blight](#), [Command Plants](#), [Control Water](#), [Cure Serious Wounds](#), [Dispel Magic](#), [Freedom of Movement](#), [Life Bubble](#), [Moonstruck](#), [Reincarnate](#), [Summon Nature's Ally IV](#), and [True Form](#).

5th: [Animal Growth](#), [Atonement](#), [Awaken](#), [Commune with Nature](#), [Control Winds](#), [Cure Critical Wounds](#), [Hallow](#), [Plant Shape I](#), [Rest Eternal](#), [Summon Nature's Ally V](#), [Treestride](#), [Unhallow](#), and [Wall of Thorns](#)

Enchanter



Whether just using his oozing charisma or casting mind-affecting spells, the enchanter loves to mess with the psyche of others. The enchanter typically takes the role of a confidence man or snake-oil salesman, using his skill and spells to bilk others of their fortune. While most work within the lower social strata, some notorious enchanters have gained positions of real wealth and power over a period of time.

Alignment: The enchanter may be of any non-good alignment.

Hit Die: d6

Class Skills

[Bluff](#), [Craft](#), [Diplomacy](#), [Handle Animal](#), [Intimidate](#), [Knowledge \(arcana\)](#), [Linguistics](#), [Perception](#), [Perform](#), [Profession](#), and [Use Magic Device](#)

Skill Ranks per Level: 2 + Int modifier



Enchanter Progression Table

Level	Base Attack	Fort	Ref	Will	0	Spells Per Day				
						1 st	2 nd	3 rd	4 th	5 th
1	+0	+0	+0	+2	3	1	—	—	—	—
2	+1	+0	+0	+3	3	1	—	—	—	—
3	+1	+1	+1	+3	3	2	—	—	—	—
4	+2	+1	+1	+4	3	2	0	—	—	—
5	+2	+1	+1	+4	3	2	1	—	—	—
6	+3	+2	+2	+5	3	2	1	—	—	—
7	+3	+2	+2	+5	3	3	2	—	—	—
8	+4	+2	+2	+6	3	3	2	0	—	—
9	+4	+3	+3	+6	3	3	2	1	—	—
10	+5	+3	+3	+7	3	3	2	1	—	—
11	+5	+3	+3	+7	3	3	3	2	—	—
12	+6/+1	+4	+4	+8	3	3	3	2	0	—
13	+6/+1	+4	+4	+8	3	3	3	2	1	—
14	+7/+2	+4	+4	+9	3	3	3	2	1	—
15	+7/+2	+5	+5	+9	3	3	3	3	2	—
16	+8/+3	+5	+5	+10	3	3	3	3	2	0
17	+8/+3	+5	+5	+10	3	3	3	3	2	1
18	+9/+4	+6	+6	+11	3	3	3	3	2	1
19	+9/+4	+6	+6	+11	3	3	3	3	3	2
20	+10/+5	+6	+6	+12	3	3	3	3	3	2

Class Features

Weapon and Armor Proficiencies: The enchanter is proficient with light simple weapons, light crossbows, rapiers, and short swords. He is not proficient with any type of armor or shields and if the enchanter wears armor he will suffer the normal chance of spell failure while doing so for spells with somatic components.

Spells (Sp): The enchanter casts arcane spells from the Enchanter spell list as long as his Intelligence is equal to at least 10 + the spell level. The difficulty class for any saving throws for his spells is equal to 10 + the spell level + the enchanter's Intelligence modifier. The enchanter may cast a certain number of spells per day and gains additional spells based on his Intelligence as given in the **Table: Ability Modifiers and Bonus Spells** in the Pathfinder Core Rulebook.

The enchanter must maintain a spell book with his spells and spend an hour studying the

ones he wishes to prepare each day after a full 8 hours of rest. The standard rules regarding spell books apply and the enchanter begins with a spell book with four cantrips and a two arcane spells from the enchanter spell list. The enchanter gains one additional spell per class level thereafter that he is able to cast (or two cantrips) as his efforts in research and continual study, though he may gain other spells through other means as well.

Cantrips: The enchanter may prepare a number of cantrips -- 0 level spells -- per day based on his class level. These spells are not expended when cast and the enchanter may cast them as desired.

Familiar: The enchanter may sacrifice his 5th level feat to gain a familiar. The familiar's abilities and features gained based on the level of the wizard use the enchanter's class level - 4.

Enchanter Spell List

0: Arcane Mark, Daze, Detect Magic, Flare, Ghost Sound, Light, Mending, Message, Prestidigitation, Read Magic, and Resistance

1st: Cause Fear, Charm Person, Color Spray, Comprehend Languages, Crafter's Curse, Crafter's Fortune, Disguise Self, Flare Burst, Hypnotism, Illusion of Calm, Lock Gaze, Memory Lapse, Moment of Greatness, Negative Reaction, Obscuring Mist, and Sleep

2nd: Adoration, Daze Monster, Detect Thoughts, Eagle's Splendor, Fog Cloud, Fox's Cunning, Hideous Laughter, Hypnotic Pattern, Misdirection, Owl's Wisdom, Qualm, Scare, Share Language, and Touch of Idiocy

3rd: Deep Slumber, Dispel Magic, Heroism, Hold Person, Locate Weakness, Pain Strike, Rage, Ray



of Exhaustion, Seek Thoughts, Suggestion, and Tongues

4th: Charm Monster, Confusion, Crushing Despair, Fear, Geas [Lesser], Malicious Spite, Moonstruck, Phantasmal Killer, Rainbow Pattern, Share Senses, and Tongues [Communal]

5th: Break Enchantment, Dominate Person, Feeblemind, Hold Monster, Magic Jar, Mind Fog, Pain Strike [Mass], Sending, Symbol of Pain, and Waves of Fatigue

Hedge Witch



Whether providing a poultice for a pox or a charm to promise a good harvest, the hedge witch provides minor magics to either help or hinder her neighbors. While not nearly as adept as those that seek pacts with

otherworldly powers, the hedge witch finds ways to entice the powers of the natural world about her to bring out the supernatural results.

Alignment: The hedge witch may be of any alignment.

Hit Die: d6

Class Skills

Craft, Fly, Heal, Intimidate, Knowledge (arcana), Knowledge (history), Knowledge (local), Knowledge (nature), Profession, Spellcraft, and Use Magic Device

Skill Ranks per Level: 2 + Int modifier

Class Features

Weapon and Armor Proficiencies:

The hedge witch is proficient with the club, dagger, quarterstaff, and spear. She is not proficient with any types of armor or shield and if she wears armor or carries a shield for defensive purpose she suffers the normal chance of arcane spell failure.

Spells (Sp): The hedge witch may prepare a number of spells daily drawn from the hedge

witch spell list (subset of the Witch spell list).

The hedge witch must spend an hour in studying her spell book after 8 full hours of rest and she must have an Intelligence score of at least 10 + the spell level in order to study and retain the spell. The difficulty class for saving throws versus spells cast is equal to 10 + the spell level + the hedge witch's Intelligence modifier.

The hedge witch may only cast a certain number of spells per day, though she does gain additional bonus spells for levels she has access based on her Intelligence score as given in the **Table: Ability Modifiers and Bonus Spells** in the Pathfinder Core Rulebook.

The hedge witch begins with 3 1st level spells and 6 cantrips and she gains one additional spell (or two cantrips) per level, and may gain additional spells in the same fashion as a wizard.

Hedge Witch Progression Table

Level	Base Attack	Fort	Ref	Will	0	Spells Per Day				
						1 st	2 nd	3 rd	4 th	5 th
1	+0	+0	+0	+2	3	1	—	—	—	—
2	+1	+0	+0	+3	3	1	—	—	—	—
3	+1	+1	+1	+3	3	2	—	—	—	—
4	+2	+1	+1	+4	3	2	0	—	—	—
5	+2	+1	+1	+4	3	2	1	—	—	—
6	+3	+2	+2	+5	3	2	1	—	—	—
7	+3	+2	+2	+5	3	3	2	—	—	—
8	+4	+2	+2	+6	3	3	2	0	—	—
9	+4	+3	+3	+6	3	3	2	1	—	—
10	+5	+3	+3	+7	3	3	2	1	—	—
11	+5	+3	+3	+7	3	3	3	2	—	—
12	+6/+1	+4	+4	+8	3	3	3	2	0	—
13	+6/+1	+4	+4	+8	3	3	3	2	1	—
14	+7/+2	+4	+4	+9	3	3	3	2	1	—
15	+7/+2	+5	+5	+9	3	3	3	3	2	—
16	+8/+3	+5	+5	+10	3	3	3	3	2	0
17	+8/+3	+5	+5	+10	3	3	3	3	2	1
18	+9/+4	+6	+6	+11	3	3	3	3	2	1
19	+9/+4	+6	+6	+11	3	3	3	3	3	2
20	+10/+5	+6	+6	+12	3	3	3	3	3	2

Cantrips (Sp): The hedge witch may prepare a number of cantrips per day that she may cast without expending





Gary Dupois

a spell slot, allowing her to cast them as desired.

Hexes: Beginning at 3rd level, the hex witch may sacrifice her feat to instead choose one of the following hexes: *Blight*, *Cauldron*, *Coven*, *Evil Eye*, *Fortune*, *Misfortune*, *Tongues*, *Unnerve Beasts*, and *Ward*. The hedge witch treats her class level as the effective witch level.

Familiar (Ex): The hedge witch may sacrifice her 5th level feat to gain a familiar. The familiar's abilities and features gained based on the level of the wizard use the hedge witch's class level - 4.

Hedge Witch Spell List

0: *Arcane Mark*, *Bleed*, *Dancing Lights*, *Detect Magic*, *Detect Poison*, *Light*, *Mending*, *Message*, *Read Magic*, and *Stabilize*

1st: *Air Bubble*, *Beguiling Gift*, *Cause Fear*, *Charm Person*, *Command*, *Comprehend Languages*, *Cure Light Wounds*, *Dancing Lantern*, *Identify*, *Inflict Light Wounds*, *Mask Dweomer*, *Mount*, *Obscuring Mist*, *Peacebond*, *Sleep*, and *Unseen Servant*.

2nd: *Alter Self*, *Augury*, *Blindness/Deafness*, *Cure Moderate Wounds*, *Delay Poison*, *Enthrall*, *Fester*, *Find Traps*, *Fog Cloud*, *Glitterdust*, *Inflict Moderate Wounds*, *Mask Dweomer* [Communal], *Pox Pustules*, *Qualm*, *Scare*, *See Invisibility*, and *Summon Swarm*

3rd: *Arcane Sight*, *Bestow Curse*, *Clairaudience/Clairvoyance*, *Deep Slumber*, *Delay Poison* [Communal], *Dispel Magic*, *Fly*, *Glyph of Warding*, *Locate Object*, *Pain Strike*, *Remove Blindness/Deafness*, *Remove Curse*, *Remove Disease*, *Speak with Dead*, *Stinking Cloud*, *Suggestion*, and *Tongues*

4th: *Arcane Eye*, *Charm Monster*, *Confusion*, *Cure Serious Wounds*, *Death Ward*, *Detect Scrying*, *Discern Lies*, *Divination*, *Fear*, *Geas* [Lesser], *Inflict Serious Wounds*, *Locate Creature*, *Neutralize Poison*, *Poison*, *Scrying*, *Solid Fog*, and *Tongues* [Communal]

5th: *Baleful Polymorph*, *Blight*, *Break Enchantment*, *Cloudkill*, *Contact Other Plane*, *Cure Critical Wounds*, *Dominate Person*, *Feeblemind*, *Inflict Critical Wounds*, *Magic Jar*, *Mind Fog*, *Minor Creation*, *Overland Flight*, *Reincarnate*, *Suffocation*, *Symbol of Pain*, and *Waves of Fatigue*

Hedge Wizard



While the mundane veil may hide the secrets of ultimate power, there are many who dabble in the study of the arcane to do many mundane tasks. The hedge wizard may or may not have studied at an arcane university but rarely do any actually graduate from there. Preferring to learn simple magical formula and spells to provide some comfort to his daily life or offering it for sale to others in the main focus of the hedge wizard.

Alignment: The hedge wizard may be of any alignment.

Hit Die: d6

Class Skills

Appraise, Craft, Knowledge



(arcane), Knowledge (engineering), Knowledge (geography), Knowledge (history), Linguistics, Profession, Sense Motive, Spellcraft, and Use Magic Device

Skill Ranks per Level: 2 + Int modifier

Class Features

Weapon and Armor Proficiencies:

The hedge wizard is proficient with the club, dagger, dart, and quarterstaff. He is not proficient with any type of armor or shield and suffers the normal chance of arcane spell failure if the hedge wizard decides to wear armor.

Spells (Sp): The hedge wizard may cast a certain number of arcane spells per day as listed on the hedge wizard spell list. The hedge wizard must have an Intelligence of at least 10 + the spell level in order to cast the spell and the DC for any spell cast is equal to 10 + the spell level + the hedge wizard's Intelligence modifier. The hedge wizard may only cast a certain number of spells per day based on his level, though he does gain additional spells based on his Intelligence score as given in the **Table: Ability Modifiers and Bonus Spells** in the Pathfinder Core Rulebook.

The hedge wizard may cast a certain number of spells per day based on his class level. He must maintain a spell book with his spells and spend an hour studying the ones he wishes to prepare each day after a full 8 hours of rest. The standard rules regarding spell books apply and the hedge wizard begins with a spell book with four cantrips and a single arcane spell from the hedge wizard spell list. The hedge wizard gains one additional spell per class level thereafter that he is able to cast (or two cantrips) as his efforts in research and continual study, though he may gain other spells through other means as well.

Cantrips (Sp): The hedge wizard may prepare a number of cantrips -- 0 level spells -- per day based on his class level. These spells are not

Hedge Wizard Progression Table

Level	Base Attk	Fort	Ref	Will	0	Spells Per Day				
						1 st	2 nd	3 rd	4 th	5 th
1	+0	+0	+0	+2	3	1	—	—	—	—
2	+1	+0	+0	+3	3	1	—	—	—	—
3	+1	+1	+1	+3	3	2	—	—	—	—
4	+2	+1	+1	+4	3	2	0	—	—	—
5	+2	+1	+1	+4	3	2	1	—	—	—
6	+3	+2	+2	+5	3	2	1	—	—	—
7	+3	+2	+2	+5	3	3	2	—	—	—
8	+4	+2	+2	+6	3	3	2	0	—	—
9	+4	+3	+3	+6	3	3	2	1	—	—
10	+5	+3	+3	+7	3	3	2	1	—	—
11	+5	+3	+3	+7	3	3	3	2	—	—
12	+6/=1	+4	+4	+8	3	3	3	2	0	—
13	+6/+1	+4	+4	+8	3	3	3	2	1	—
14	+7/+2	+4	+4	+9	3	3	3	2	1	—
15	+7/+2	+5	+5	+9	3	3	3	3	2	—
16	+8/+3	+5	+5	+10	3	3	3	3	2	0
17	+8/+3	+5	+5	+10	3	3	3	3	2	1
18	+9/+4	+6	+6	+11	3	3	3	3	2	1
19	+9/+4	+6	+6	+11	3	3	3	3	3	2
20	+10/+5	+6	+6	+12	3	3	3	3	3	2

expended when cast and the hedge wizard may cast them as desired.

Scribe Scroll (Ex): The hedge wizard gains the Scribe Scroll feat as a bonus feat at 2nd level.

Familiar (Ex): The hedge wizard may sacrifice his 5th level feat to gain a familiar. The familiar's abilities and features gained based on the level of the wizard use the hedge wizard's class level - 4.

Hedge Wizard Spell List

0: Arcane Mark, Detect Magic, Dancing Lights, Detect Poison, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, and Read Magic

1st: Air Bubble, Alarm, Animate Rope, Comprehend Languages, Crafter's Fortune, Disguise Self, Endure Elements, Erase, Feather Fall, Grease, Hold Portal, Hypnotism, Identify, Jump, Magic Aura, Magic Weapon, Mount, Obscuring Mist, and Silent Image





2nd: Arcane Lock, Bear's Endurance, Bull's Strength, Cat's Grace, Continual Flame, Darkness, Darkvision, Endure Elements [Communal], Fog Cloud, Hypnotic Pattern, Knock, Locate Object, Make Whole, Minor Image, Mount [Communal], Pyrotechnics, and Rope Trick

3rd: Arcane Sight, Clairaudience/Clairvoyance, Darkvision [Communal], Daylight, Dispel Magic, Fly, Heroism, Illusory Script, Magic Weapon [Greater], Major Image, Suggestion, Tiny Hut, Tongues, Water Breathing, and Wind Wall

4th: Arcane Eye, Darkvision [Greater], Dimension Door, Dimensional Anchor, Globe of Invulnerability [Lesser], Hallucinatory Terrain, Make Whole [Greater], Minor Creation, Remove Curse, Scrying, Secure Shelter, Stone Shape, Summon Monster IV, Tongues [Communal], and True Form

5th: Contact Other Plane, Fabricate, Life Bubble, Mage's Faithful Hound, Mage's Private Sanctum, Magic Jar, Major

Creation, Mind Fog, Overland Flight, Planar Adaptation, Polymorph, Seeming, Sending, Summon Monster V, and Teleport

Illusionist



Nothing is ever what it seems in the world of the illusionist. Focusing on energies the can fool nearly all of the senses, the illusionist paints the world as he sees it rather than the way it actually is. By their very nature Illusionists tend to be deceptive while captivating at the same time, finding employ in a wide variety of fields from entertaining locals to espionage.

Alignment: The illusionist may be of any alignment.

Hit Die: d6

Class Skills

Bluff, Craft, Disguise, Knowledge (arcana), Linguistics, Perception, Perform, Profession, Spellcraft, and Use Magic Device

Skill Ranks per Level: 2 + Int modifier

Class Features

Weapon and Armor Proficiencies: The illusionist is proficient with all simple light and one handed weapons, simple ranged attacks, and martial light weapons. The illusionist is not proficient with any type of armor or shield and will suffer the normal chance of arcane spell failure if he wears armor.

Spells (Sp): The illusionist casts arcane spells from the Illusionist spell list as long as his Intelligence is equal to at least 10 + the spell level. The difficulty class for any saving throws for his spells is equal to 10 + the spell level + the illusionist's Intelligence modifier. The illusionist may cast a certain number of spells per day and gains additional spells based on his Intelligence as given in the **Table: Ability Modifiers and Bonus Spells** in the Pathfinder Core Rulebook.

The illusionist must maintain a spell book with his spells and spend an hour studying the ones he wishes to prepare each day after a full 8 hours of rest. The standard rules regarding spell books apply and the



Illusionist Progression Table

Level	Base Attk	Fort	Ref	Will	0	Spells Per Day				
						1 st	2 nd	3 rd	4 th	5 th
1	+0	+0	+0	+2	3	1	—	—	—	—
2	+1	+0	+0	+3	3	1	—	—	—	—
3	+1	+1	+1	+3	3	2	—	—	—	—
4	+2	+1	+1	+4	3	2	0	—	—	—
5	+2	+1	+1	+4	3	2	1	—	—	—
6	+3	+2	+2	+5	3	2	1	—	—	—
7	+3	+2	+2	+5	3	3	2	—	—	—
8	+4	+2	+2	+6	3	3	2	0	—	—
9	+4	+3	+3	+6	3	3	2	1	—	—
10	+5	+3	+3	+7	3	3	2	1	—	—
11	+5	+3	+3	+7	3	3	3	2	—	—
12	+6/+1	+4	+4	+8	3	3	3	2	0	—
13	+6/+1	+4	+4	+8	3	3	3	2	1	—
14	+7/+2	+4	+4	+9	3	3	3	2	1	—
15	+7/+2	+5	+5	+9	3	3	3	3	2	—
16	+8/+3	+5	+5	+10	3	3	3	3	2	0
17	+8/+3	+5	+5	+10	3	3	3	3	2	1
18	+9/+4	+6	+6	+11	3	3	3	3	2	1
19	+9/+4	+6	+6	+11	3	3	3	3	3	2
20	+10/+5	+6	+6	+12	3	3	3	3	3	2

Illusionist begins with a spell book with four cantrips and a two arcane spells from the illusionist spell list. The illusionist gains one additional spell per class level thereafter that he is able to cast (or two cantrips) as his efforts in research and continual study, though he may gain other spells through other means as well.

Cantrips (Sp): The illusionist may prepare a number of cantrips -- 0 level spells -- per day based on his class level. These spells are not expended when cast and the illusionist may cast them as desired.

Illusionary Grandeur (Ex): The illusionist gains *Spell Focus* (Illusion) as a bonus feat at 2nd level. In addition, for every four levels possessed by the illusionist an illusion with a duration of concentration will last an additional round after the illusionist stops concentrating on the effect.

Illusionist Spell List

0: Arcane Mark, Dancing Lights, Daze,

Detect Magic, Flare, Ghost Sound, Haunted Fey Aspect, Light, Message, Prestidigitation, and Read Magic

1st: Animate Rope, Cause Fear, Color Spray, Dancing Lantern, Disguise Self, Grease, Hypnotism, Magic Aura, Memory Lapse, Obscuring Mist, Silent Image, Vanish, and Ventriloquism

2nd: Blur, Continual Flame, Darkness, Darkvision, Dust of Twilight, Fog Cloud, Glitterdust, Hypnotic Pattern, Invisibility, Minor Image, Mirror Image, Misdirection, and See Invisibility

3rd: Arcane Sight, Blink, Daylight, Dispel Magic, Displacement, Enter Image, Illusory Script, Invisibility Sphere, Major Image, Nondetection, Phantom Steed, Secret Page, and Twilight Knife

4th: Arcane Eye, Darkvision [Greater], Hallucinatory Terrain, Illusory Wall, Invisibility [Greater], Phantom Chariot, Rainbow Pattern, Shadow Conjunction,

Shadow Projection, and Wandering Star Notes

5th: Dream, False Vision, Mind Fog, Mirage Arcana, Nightmare, Persistent Image, Prying Eyes, Secret Chest, Seeming, and Shadow Evocation

Minstrel



Entertaining others is a natural compulsion for many though they lack the drive and discipline to study the esoteric arts of the bardic colleges. The minstrel wraps skill and talent in one or more performing arts and makes a profession using those skills for the benefit of others (often while benefiting himself).

Alignment: The minstrel may be of any alignment.

Hit Die: d6



Minstrel Progression table

Level	Base Attack	Fort	Ref	Will
1	+0	+0	+2	+2
2	+1	+0	+3	+3
3	+1	+1	+3	+3
4	+2	+1	+4	+4
5	+2	+1	+4	+4
6	+3	+2	+5	+5
7	+3	+2	+5	+5
8	+4	+2	+6	+6
9	+4	+3	+6	+6
10	+5	+3	+7	+7
11	+5	+3	+7	+7
12	+6/+1	+4	+8	+8
13	+6/+1	+4	+8	+8
14	+7/+2	+4	+9	+9
15	+7/+2	+5	+9	+9
16	+8/+3	+5	+10	+10
17	+8/+3	+5	+10	+10
18	+9/+4	+6	+11	+11
19	+9/+4	+6	+11	+11
20	+10/+5	+6	+12	+12



Class Skills

Acrobatics, Bluff, Craft, Diplomacy, Disguise, Escape Artist, Intimidate, Knowledge (history), Knowledge (local), Knowledge (nobility), Linguistics, Perception, Perform, Profession, Sense Motive, and Sleight of Hand

Skill Ranks per Level: 6 + Int modifier

Class Features

Weapon and Armor Proficiencies: The minstrel is proficient with all light and one handed simple melee weapons, simple ranged weapons, and light martial weapons. The minstrel is not proficient with any type of armor or shield.

Oral Tradition (Ex): The minstrel takes the time to learn many stories and songs while perfecting his performances. As a result, he can add half his class level to any **Knowledge** skill checks for any skill in which he has at least 1 one rank.

Inspiring Performance (Ex): At 1st level the minstrel may use his performance to inspire others and regale crowds. As a **standard action** he may begin a performance that grants certain benefits and he may maintain it as a **move action** each round thereafter. He may use this ability a total number of rounds per day equal to his Charisma modifier + his class level. Any effects granted by the minstrel's performance is lost if he is incapacitated (killed, **paralyzed**, or **unconscious**). If a saving throw is required, the DC is equal to 10 + half the minstrel's class level + his Charisma modifier.

Inspire the Crowd (Ex): The minstrel may influence the attitude of a crowd of people (treat as a swarm) as the **Diplomacy** skill. Individuals within the crowd that actively seek to resist this ability are allowed a **Will** save. The crowd must be able to see and hear the minstrel and any obvious threat to the crowd as a whole will negate this ability. The minstrel may attempt to shift the attitude of the crowd by one step each round. Once the crowd is treated as friendly the minstrel may end this ability, though he may need to continue with his performance. Once the performance ends whether or not

the crowd's attitude worsens depends on the situation and the actions of the minstrel or any possible associates. This is a mind affecting ability that requires those affected to be able to both see and hear the minstrel.

Inspire Courage (Ex): The minstrel may use his Inspiring Performance to encourage friends and associates (as well as himself) while facing danger. Each ally that can see and hear the minstrel gains a +1 **morale bonus** against **fear** and **charm** effects and attack rolls. This bonus increased to +2 at 10th level.

Suggestion (Su): At 12th level the minstrel may make a **suggestion** as part of his performance, similar to the spell with following differences. The effect can be used on crowds of individuals for simple actions that can be explained by a single sentence or phrase with an action that may be completed while the minstrel is using this inspiring performance. The crowd must have a friendly attitude and individuals within the crowd are allowed a **Will** saving throw if desired and the crowd as a whole is allowed a saving throw if the action may cause them injury or perform actions that they normally would not do. Those in the crowd that are affected by this ability must be able to see and hear the minstrel. This is an enchantment (compulsion) language dependent ability.

Pickpocket

There are a thousand ways to fleece a mark and the pickpocket spends his spare time trying to learn them all. For some it is more enterprising to try and relieve others of their hard earned gold than to find an honest means to do the same. Whether it is a momentary distraction or a quick nick of the blade to empty an easily accessible pouch, the pickpocket thrives both in the application of his skill along with the thrill of possibly getting caught in the act.

Alignment: The pickpocket may be of any non-lawful alignment.

Hit Die: d6

Class Skills

Bluff, Craft, Disable Device, Disguise, Escape Artist, Knowledge (local), Perception,

Pickpocket Progression table

Level	Base Attack	Fort	Ref	Will
1		+0	+0	+2
2		+1	+0	+3
3		+1	+1	+3
4		+2	+1	+4
5		+2	+1	+4
6		+3	+2	+5
7		+3	+2	+5
8		+4	+2	+6
9		+4	+3	+6
10		+5	+3	+7
11		+5	+3	+7
12		+6/+1	+4	+8
13		+6/+1	+4	+8
14		+7/+2	+4	+9
15		+7/+2	+5	+9
16		+8/+3	+5	+10
17		+8/+3	+5	+10
18		+9/+4	+6	+11
19		+9/+4	+6	+11
20		+10/+5	+6	+12



Gary Dupois



Perform, Sleight of Hand, and Stealth

Skill Ranks per Level: 4 + Int modifier

Class Features

Weapon and Armor Proficiencies: The pickpocket is proficient with all simple weapons. He is not proficient with armor or shield.

Nimble Fingers (Ex): The pickpocket receives *Deft Hands* as a bonus feat at 1st level. In addition, beginning at 2nd level he may add half his class level to all skill checks involving *Sleight of Hand* skill checks as long as he has at least 1 rank in that skill.

Pickpocket Talents: Beginning at 3rd level the pickpocket may sacrifice his feat to gain one of the following Rogue Talents: *Canny Observer*, *Deft Palm*, *Fast Getaway*, *Fast Stealth*, *Hard to Fool*, *Honeyed Words*, *Quick Disguise*, *Rogue Crawl*, and *Stand Up*.

Beginning at 11th level the pickpocket may sacrifice a feat to gain one of the following Advanced Rogue Talents: *Another Day*, *Defensive Roll*, *Master of Disguise*, *Skill Mastery*, *Slippery Mind*, *Thoughtful Reexamining* and *Weapon Snatcher*.

Soothe-Sayer

Whether by star or by entrails the soothe-sayer attempts to divine the future for profit or prophet. Focusing on divination magics, the soothe-sayer typically offers his services to those that wish to know their fortune or misfortune. From the palm reader in the street to the king's personal augury, soothe-sayers can be found in nearly every strata of society.

Alignment: The soothe-sayer may be of any alignment.

Hit Die: d6

Class Skills

Appraise, Bluff, Craft, Diplomacy, Knowledge (arcana), Knowledge (history), Knowledge (local), Knowledge (religion), Knowledge (planes), Linguistics, Perform, Profession, and Spellcraft

Skill Ranks per Level: 2 + Int modifier

Class Features

Weapon and Armor Proficiencies: The soothe-

sayer is proficient with the club, dagger, sap, and sling. The conjuror is not proficient with any type of armor or shield and will suffer the normal chance of arcane spell failure if he wears armor.

Spells (Sp): The soothe-sayer casts arcane spells from the Soothe-Sayer spell list as long as his Wisdom is equal to at least 10 + the spell level. The difficulty class for any saving throws for his spells is equal to 10 + the spell level + the soothe-sayer's Wisdom modifier. The soothe-sayer may cast a certain number of spells per day and gains additional spells based on his Wisdom as given in the **Table: Ability Modifiers and Bonus Spells** in the *Pathfinder Core Rulebook*.

The soothe-sayer may choose any spell from the Soothe-Sayer spell list, but he must prepare them ahead of time by spending an hour in meditation after 8 hours of full rest.

Cantrips (Sp): The soothe-sayer may prepare a number of cantrips per day that he may cast without expending a spell slot, allowing him to cast them as desired.

Divinational Access (Sp): At 1st level the soothe-sayer gains *Spell Focus* (Divination) as



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Soothe Sayer Progression Table

Level	Base Attk	Fort	Ref	Will	0	Spells Per Day				
						1 st	2 nd	3 rd	4 th	5 th
1	+0	+0	+0	+2	3	1	—	—	—	—
2	+1	+0	+0	+3	3	1	—	—	—	—
3	+1	+1	+1	+3	3	2	—	—	—	—
4	+2	+1	+1	+4	3	2	0	—	—	—
5	+2	+1	+1	+4	3	2	1	—	—	—
6	+3	+2	+2	+5	3	2	1	—	—	—
7	+3	+2	+2	+5	3	3	2	—	—	—
8	+4	+2	+2	+6	3	3	2	0	—	—
9	+4	+3	+3	+6	3	3	2	1	—	—
10	+5	+3	+3	+7	3	3	2	1	—	—
11	+5	+3	+3	+7	3	3	3	2	—	—
12	+6/=1	+4	+4	+8	3	3	3	2	0	—
13	+6/+1	+4	+4	+8	3	3	3	2	1	—
14	+7/+2	+4	+4	+9	3	3	3	2	1	—
15	+7/+2	+5	+5	+9	3	3	3	3	2	—
16	+8/+3	+5	+5	+10	3	3	3	3	2	0
17	+8/+3	+5	+5	+10	3	3	3	3	2	1
18	+9/+4	+6	+6	+11	3	3	3	3	2	1
19	+9/+4	+6	+6	+11	3	3	3	3	3	2
20	+10/+5	+6	+6	+12	3	3	3	3	3	2

a bonus feat. The duration and effect of any divination spells he cast are more difficult to resist and the DC save if required is increased by 1 per four levels possessed by the Soothe-Sayer beyond the bonus granted by the **Spell Focus** feat.

Divination Penetration (Sp): If the soothe-sayer gains the **Spell Penetration** feat, the bonus to the caster level check to overcome spell resistance all adds the soothe-sayer's Wisdom modifier.

Familiar (Ex): The soothe-sayer may sacrifice his 5th level feat to gain a familiar. The familiar's abilities and features gained based on the level of the wizard use the soothe-sayer's class level - 4.

Soothe-Sayer Spell List

0: Arcane Mark, Daze, Detect Magic, Light, Mage Hand, Message, Open/Close, and Read Magic

1st: Comprehend Languages, Crafter's

Curse, Crafter's Fortune, Detect Secret Doors, Erase, Identify, Magic Aura, See Alignment, Unseen Servant, Vanish, and Ventriloquism

2nd: Arcane Lock, Augury, Detect Thoughts, Elemental Speech, Invisibility, Locate Object, Misdirection, Obscure Object, Owl's Wisdom, See Invisibility, and Share Language

3rd: Arcane Sight, Blood Biography, Clairaudience/Clairvoyance, Create Treasure Map, Dispel Magic, Nondetection, Seek Thoughts, Share Language [Communal], Speak with Dead, Suggestion, and Tongues

4th: Arcane Eye, Detect Scrying, Divination, Geas [Lesser], Locate Creature, Nondetection [Communal], Phantasmal Killer, Scrying, and Tongues [Communal]

5th: Commune, Contact Other Plane, Dream, Feeblemind, Legend Lore, Prying Eyes, Sending, Telepathic Bond, and True Seeing

Thaumaturge



Alchemy is a budding industry and some prefer to spend their time in isolated laboratories to produce large quantities of alchemical goods or researching new alchemical products. The thaumaturge is a thankless career and spending most of his time in a confined space with semi-toxic vapors generally takes a toll on his long term health.

Alignment: The thaumaturge may be of any alignment.

Hit Die: d6

Class Skills

Appraise, Craft, Disable Device, Heal, Knowledge (arcana), Perception, Profession, Spellcraft, Survival, and Use Magic Device

Skill Ranks per Level: 4 + Int modifier



Thaumaturge Progression Table

Level	Base Attk	Fort	Ref	Will	Extracts per Day			
					1 st	2 nd	3 rd	4 th
1	+0	+2	+2	+0	0	—	—	—
2	+1	+3	+3	+0	1	—	—	—
3	+1	+3	+3	+1	1	—	—	—
4	+2	+4	+4	+1	2	—	—	—
5	+2	+4	+4	+1	2	0	—	—
6	+3	+5	+5	+2	2	1	—	—
7	+3	+5	+5	+2	2	1	—	—
8	+4	+6	+6	+2	3	2	—	—
9	+4	+6	+6	+3	3	2	0	—
10	+5	+7	+7	+3	3	2	1	—
11	+5	+7	+7	+3	3	2	1	—
12	+6/+1	+8	+8	+4	3	3	2	—
13	+6/+1	+8	+8	+4	3	3	2	0
14	+7/+2	+9	+9	+4	3	3	2	1
15	+7/+2	+9	+9	+5	3	3	2	1
16	+8/+3	+10	+10	+5	3	3	3	2
17	+8/+3	+10	+10	+5	3	3	3	2
18	+9/+4	+11	+11	+6	3	3	3	2
19	+9/+4	+11	+11	+6	3	3	3	2
20	+10/+5	+12	+12	+6	3	3	3	3

Class Features

Weapon and Armor Proficiencies: The thaumaturge is proficient with simple weapons. They are not proficient with armor or shields. The thaumaturge may wear light armor without effecting their class abilities including the ability to make extracts. If the thaumaturge wears any heavier armor he suffers the normal chance of arcane spell failure for any extracts he produces.

Alchemy (Sp): The thaumaturge gains a [competence bonus](#) to any [Craft](#) (alchemy) checks equal to his class level as long as he has at least 1 rank in that skill. He may also use his [Craft](#) (alchemy) skill to identify potions as if using [Detect Magic](#) if he holds the potion for at least 1 round.

The thaumaturge may also use his alchemy skills to produce temporary potions known as extracts each day. Extracts are susceptible to [Dispel Magic](#) using the thaumaturge's class level as the caster level. Extracts may be



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chosen from the Thaumaturge extract list and he must have an Intelligence of at least 10 + the extract level in order to be able to create the extract. He also gains additional extracts per day if he has a high Intelligence score as given in the **Table: Ability Modifiers and Bonus Spells** in the [Pathfinder Core Rulebook](#).

The thaumaturge must have a formula to create an extract and will typically have a formulae list book to store them (see Thaumaturge Formulae List below). It takes one minute to create an extract, though the thaumaturge may prepare his extracts at the beginning of the day after 8 hours of rest. The thaumaturge begins with three 1st level formulas in his formulae



list book and he gains an additional formula for each level attained. He may also seek out other formulae from other thaumaturges or alchemists to add to his formulae list book.

The extracts only function for the thaumaturge, once it leaves his possession it becomes inert until he regains possession of it. Extracts expire after twenty four hours regardless and the thaumaturge must spend time daily to create the extracts he needs.

The thaumaturge may use spell-trigger magic items that is on his formulae list but may not use spell-completion items except through the [Use Magic Device](#) skill.

Brew Potion (Sp): The thaumaturge gains [Brew Potion](#) as a bonus feat at 1st level. He may use this feat to create potions for any formula he knows (up to 3rd level), using his thaumaturge level as his effective caster level. The formula must be one that can be made into a potion. The thaumaturge does not need to meet the prerequisites for this feat.

Poison Resistance (Ex): At 2nd level the thaumaturge gains some resistance to poison, gaining a +2 bonus to all saving throws involving them. This bonus increases to +4 at 12th level.

Discoveries: The thaumaturge may choose one of the following alchemist discoveries by sacrificing a normal feat at any level he normally receives a feat: [Combine Extracts](#), [Enhance Potion](#), [Extend Potion](#), and [Infusion](#). The thaumaturge must meet any prerequisites for the discovery, treating the thaumaturge's class level as ½ the effective alchemist level.

Thaumaturge Formulae List

1st: [Ant Haul](#), [Cure Light Wounds](#), [Detect Secret Doors](#), [Disguise Self](#), [Endure Elements](#), [Enlarge Person](#), [Jump](#), [Keen Senses](#), [Longshot](#), and [Reduce Person](#)

2nd: [Aid](#), [Alter Self](#), [Bear's Endurance](#), [Bull's Strength](#), [Cat's Grace](#), [Darkvision](#), [Delay Poison](#), [Eagle's Splendor](#), [Fox's Cunning](#), and [Owl's Wisdom](#)

3rd: [Arcane Sight](#), [Beast Shape I](#), [Cure Moderate Wounds](#), [Fly](#), [Gaseous Form](#), [Rage](#), [Remove Blindness/Deafness](#),

[Remove Disease](#), and [Water Breathing](#)

4th: [Beast Shape II](#), [Cure Serious Wounds](#), [Death Ward](#), [Elemental Body I](#), [Freedom of Movement](#), [Neutralize Poison](#), and [Restoration](#)

Transmorgifier



Being able to alter one's own body has several applications from entertainment to espionage. The transmorgifier focuses on arcane spells that allows him to alter his own appearance and body, likening himself to a living canvas of art. For the transmorgifier it is all about expressing his own creativity and will typically be adorned with tattoos or piercings to draw attention to himself in his unaltered appearance, but has no qualms altering himself magically to fit in with the masses as needed.

Alignment: The transmorgifier may be of any alignment.

Hit Die: d6

Class Skills

[Bluff](#), [Craft](#), [Disguise](#), [Knowledge](#) (arcana), [Perform](#), [Profession](#), [Spellcraft](#), and [Use Magic Device](#)

Skill Ranks per Level: 2 + Int modifier

Class Features

Weapon and Armor Proficiencies: The transmorgifier is proficient with all simple weapons. He is not proficient with any type of armor or shield and will suffer the normal chance of arcane spell failure if the transmorgifier wears armor.

Spells (Sp): The transmorgifier casts arcane spells from the Transmorgifier spell list as long as his Intelligence is equal to at least 10 + the spell level. The difficulty class for any saving throws for his spells is equal to 10 + the spell level + the transmorgifier's Intelligence modifier. The transmorgifier may cast a certain number of spells per day and gains additional spells based on his Intelligence as given in the **Table: Ability Modifiers and Bonus Spells** in the [Pathfinder Core Rulebook](#).

The transmorgifier records his spells as tattoos upon his person so he is never without his spell book. He must



spend an hour studying the spells he wishes to prepare each day after a full 8 hours of rest. Other than the unique media used, the standard rules regarding spell books apply and the transmorgifier begins with four cantrips and a two arcane spells from the transmorgifier spell list. The transmorgifier gains one additional spell per class level thereafter that he is able to cast (or two cantrips) as his efforts in research and continual study, though he may gain other spells through other means as well.

Cantrips: The transmorgifier may prepare a number of cantrips — 0 level spells — per day based on his class level. These spells are not expended when cast and the illusionist may cast them as desired.

Improved Transmorgification (Ex): The transmorgifier gains *Spell Focus* (Transmutation) at 2nd level as a bonus feat.

Familiar (Ex): The hedge wizard may sacrifice his 5th level feat to gain a familiar. The familiar's abilities and features gained based on the level of the wizard use the transmorgifier's class level - 4.

Transmorgifier Spell List

0: *Detect Magic*, *Detect Poison*, *Mending*, *Message*, *Prestidigitation*, *Read Magic*, and *Resistance*

1st: *Ant Haul*, *Disguise Self*, *Endure Elements*, *Enlarge Person*, *Expeditious Retreat*, *False Life*, *Reduce Person*, *Shocking Grasp*, *Stone Fist*, and *True Strike*

2nd: *Alter Self*, *Animal Aspect*, *Bear's Endurance*, *Bull's Strength*, *Burning Gaze*, *Cat's Grace*, *Darkvision*, *Elemental Touch*, *Invisibility*, and *Resist Energy*

3rd: *Beast Shape I*, *Blink*, *Displacement*, *Elemental Aura*, and *Haste*

4th: *Animal Aspect [Greater]*, *Beast Shape II*, *Darkvision [Greater]*, *Elemental Body I*, and *True Form*

5th: *Beast Shape III*, *Elemental Body II*,

Transmorgifier Progression Table

Level	Base Attk	Fort	Ref	Will	0	Spells Per Day				
						1 st	2 nd	3 rd	4 th	5 th
1	+0	+2	+0	+2	3	1	—	—	—	—
2	+1	+3	+0	+3	3	1	—	—	—	—
3	+1	+3	+1	+3	3	2	—	—	—	—
4	+2	+4	+1	+4	3	2	0	—	—	—
5	+2	+4	+1	+4	3	2	1	—	—	—
6	+3	+5	+2	+5	3	2	1	—	—	—
7	+3	+5	+2	+5	3	3	2	—	—	—
8	+4	+6	+2	+6	3	3	2	0	—	—
9	+4	+6	+3	+6	3	3	2	1	—	—
10	+5	+7	+3	+7	3	3	2	1	—	—
11	+5	+7	+3	+7	3	3	3	2	—	—
12	+6/=1	+8	+4	+8	3	3	3	2	0	—
13	+6/+1	+8	+4	+8	3	3	3	2	1	—
14	+7/+2	+9	+4	+9	3	3	3	2	1	—
15	+7/+2	+9	+5	+9	3	3	3	3	2	—
16	+8/+3	+10	+5	+10	3	3	3	3	2	0
17	+8/+3	+10	+5	+10	3	3	3	3	2	1
18	+9/+4	+11	+6	+11	3	3	3	3	2	1
19	+9/+4	+11	+6	+11	3	3	3	3	3	2
20	+10/+5	+12	+6	+12	3	3	3	3	3	2

Invisibility [Greater], *Polymorph*, and *Transformation*

Woodsman



The ability to stalk and hunt down game while living off of the land is not a new profession, but some are more capable than others. The woodsman prefers the outstretched forests and other natural environs over a more civilized lifestyle, gaining his thrills by proving he can survive the adversities life throws him out in the wild.

Alignment: The woodsman may be of any alignment.

Hit Die: d10

Class Skills

Climb, Craft, Handle Animal, Heal, Intimidate, Knowledge (geography), Knowledge (nature), Perception, Profession, Ride, Stealth, Survival, and Swim



Woodsman Progression table

Level	Base Attack	Fort	Ref	Will
1	+1	+2	+2	+0
2	+2	+3	+3	+0
3	+3	+3	+3	+1
4	+4	+4	+4	+1
5	+5	+4	+4	+1
6	+6/+1	+5	+5	+2
7	+7/+2	+5	+5	+2
8	+8/+3	+6	+6	+2
9	+9/+4	+6	+6	+3
10	+10/+5	+7	+7	+3
11	+11/+6/+1	+7	+7	+3
12	+12/+7/+2	+8	+8	+4
13	+13/+8/+3	+8	+8	+4
14	+14/+9/+4	+9	+9	+4
15	+15/+10/+5	+9	+9	+5
16	+16/+11/+6/+1	+10	+10	+5
17	+17/+12/+7/+2	+10	+10	+5
18	+18/+13/+8/+3	+11	+11	+6
19	+19/+14/+9/+4	+11	+11	+6
20	+20/+15/+10/+5	+12	+12	+6

Skill Ranks per Level: 6 + Int modifier

Class Features

Weapon and Armor Proficiencies: The woodsman is proficient with all simple and martial weapons. He is also proficient with light armor and shields.

Track: The woodsman adds ½ his class level (minimum of 1) to any **Survival** skill checks made to follow tracks at 1st level.

Combat Savvy: The woodsman may select any of the following combat feats as part of his normal feat selection: **Deadly Aim**, **Double Slice**, **Focused Shot**, **Improved Precise Shot**, **Improved Two-Weapon Fighting**, **Many Shot**, **Point Blank Master**, **Point-Blank Shot**, **Precise Shot**, **Quick Draw**, **Rapid Shot**, **Two-Weapon Defense**, and **Two-Weapon Fighting**. The woodsman does not need to meet any ability requirements for these feats but must meet any other requirements.

Favored Terrain: The woodsman may sacrifice his 3rd level feat to select a favored terrain. This ability is similar to the Ranger's



Favored Terrain and the woodsman selects from the Ranger's Favored Terrain list. While in his selected terrain, the woodsman gains a +1 bonus on initiative checks and a +2 **circumstance bonus** on **Knowledge**, **Perception**, **Stealth**, and **Survival** skill checks. In addition, the woodsman leaves no trail while moving through his favored terrain and cannot be tracked unless he desired to do so. The woodsman may select another favored terrain by sacrificing his 9th level feat or 15th level feats as well. Unlike the ranger, previous favored terrains gain no additional benefits when another terrain is selected.

Swift Tracker (Ex): The woodsman may sacrifice his 7th level feat to gain the ability to move at his normal speed while using **Survival** to track others without the -5 penalty. If he moves up to twice his normal speed, the woodsman only suffers a -10 penalty.

Camouflage (Ex): The woodsman may sacrifice his 11th level feat and have at least one favored terrain to gain the ability to hide in any of his favored terrains, using his **Stealth** skill even if the terrain does not grant cover or concealment.



NPC Archetypes

Even NPC classes may apply archetypes. However, these always come at a cost of the NPC class feats gained at every odd level. Some archetype abilities may replace a single feat while others may require multiple feats as the ability itself grows in power. NPC archetypes are never as powerful as the Player Character archetype counterpart, and often do not duplicate all of the same abilities as the original. However, these archetypes are easily applied to an existing NPC character of the required class by simply replacing the character's current feats with the archetype abilities. Note that feats that are required prerequisites for other feats cannot be replaced unless the feat with the prerequisite is replaced as well.

Adept Archetypes

Bone Doctor

Rites and rituals of the dead hearken back to ancient times and there are those within even modern societies that still practice these primitive and often taboo magics.

Alignment: Bone Doctors may be of any non-good alignment.

Alternate Bone Doctor Spell List: The bone doctor gains the following spells rather than the standard adept spell list.

0: Bleed, Detect Magic, Disrupt Undead, Ghost Sound, Mending, Resistance, and Touch of Fatigue

1st: Cause Fear, Chill Touch, Compel Hostility, Deathwatch, Detect Undead, Endure Elements, Entropic Shield, Hide from Undead, Inflict Light Wounds, Obscuring Mist, Ray of Enfeeblement, Sculpt Corpse, and Touch of Gracelessness

2nd: Burning Gaze, Command Undead, Darkness, Death Knell, Desecrate, False Life, Fog Cloud, Gentle Repose, Ghoulish Touch, Inflict Moderate Wounds, Scare, Summon Swarm, and Touch of Idiocy

3rd: Animate Dead, Bestow Curse, Blindness/

Deafness, Blood Biography, Contagion, Deeper Darkness, Healing Thief, Inflict Serious Wounds, Phantom Steed, Ray of Exhaustion, Speak with Dead, Stinking Cloud, and Vampiric Touch

4th: Death Ward, Dispel Magic, Enervation, False Life [Greater], Fear, Inflict Critical Wounds, Locate Creature, Moonstruck, Poison, Shadow Projection, and Unholy Blight

5th: Contagion [Greater], Feeblemind, Inflict Light Wounds [Mass], Insect Plague, Magic Jar, Raise Dead, Unhallow, and Wave of Fatigue

Dead Bob: At 5th level the bone doctor may raise one zombie from a specially prepared corpse through a special ritual. The zombie acts in all ways as the bone doctor's familiar, treating the bone doctor's effective level equal to a wizard - 4. The zombie grants no special benefit to the bone doctor, its Intelligence does not change from mindless, and it retains the **staggered** condition common to all zombies.

If the zombie should be destroyed, the bone doctor may perform the ritual again after 30 days or attaining a new level, whichever comes first.

This ability replaces the feat the adept receives at 5th level.

Doctrinal Scholar

Scholars are not limited to the realm of arcane study, the doctrinal scholar spends long days in study and formulating doctrines relating to his faith.

Religious Focus (Ex): At 1st level the doctrinal scholar gains a +3 bonus for all **Knowledge** skill checks for the history and religion fields of study as long as he has at least 1 rank. The doctrinal scholar may make **knowledge** skill checks for all fields of study as an untrained skill, representing the amount of time spent studying various sources as part of his tenure as a scholar.

At 5th level the doctrinal scholar may take 10 on any **Knowledge** skill check

for which he has at least 1 rank. He may choose to roll for the check instead, taking that result regardless of whether it is better or worse than taking 10.

At 9th level, the doctrinal scholar may take 20 on any **Knowledge** (religion) skill checks as long as he has at least 1 rank as a **standard action**. He may do this a number of times per day equal to his Wisdom modifier (minimum of 1).

This ability replaces the feat the adept gains at 1st, 5th, and 9th level.

Evangelist

Whether through natural charisma or faith that does not falter, there are some that proclaim the glory of their deity above all else, preaching the ideals and tenants to any that will listen.

Public Speaker (Ex): At 1st level the evangelist gains **Perform** as a class skill. She can speak in nearly any condition and she adds her class level plus her Charisma modifier to all DC checks when speaking to crowds in hampered conditions.

This ability replaces the feat gained by the evangelist at 1st level.

Sermonic Performance (Su): At 3rd level the evangelist gains a bardic performance like ability that she may use a total number of rounds per day equal to 1 + her Charisma modifier. She must spend a **standard action** to begin the performance and then maintain it or end it as a **free action** thereafter. She may use this ability to attempt to fascinate a number of individuals equal to half her class level + her Charisma modifier, though individuals are allowed a **Will** saving throw equal to 10 + half the evangelist's class level + her Charisma modifier. This is a mind-affecting (compulsion effect) and those affected must be within 90 feet of the evangelist and be able to see and hear her while she is using this ability. Any obvious threats or distractions within the area will automatically disrupt this effect.

This ability replaces the feat the adept gets at 3rd level.

Hand of Light

Those called to **aid** in the time of need for a congregation of followers are granted powers to demonstrate the true power of their chosen deity or faith.

Domain Access (Su): At 1st level the hand of light must choose one domain associated with his deity. The hand of light then gains the 1st level power associated with that domain. The hand of light's class level is treated as the effective cleric level for any level dependent calculations for the power. The hand of light also gains access to the spells associated with the domain, but gains no additional daily spell slots to cast those spells, he must select them as he would his other daily spells.

The hand of light does not gain access to spells other than his orisons (0-level spells) at 1st level. He gains his spells normally starting at 2nd level at the rate given for the adept.

Improved Domain Access: At 7th level the hand of light gains the second domain power associated with his chosen domain.

This ability replaces the feat the adept gains at 7th level.

Healer

The calling to tend the sick and provide care to the infirm is an honorable and justified profession and many find solace in providing such aid to their fellow inhabitants.

Expanded Healer Spell List: The healer adds the following to her spell list.

2nd: **Restoration** [Lesser] and **Status**

3rd: **Delay Poison** [Communal], **Remove Blindness/Deafness** and **Sacred Bond**

4th: **Neutralize Poison**

5th: **Breath of Life**, **Cleanse**, and **Cure Light Wounds** [Mass]

Expert Healer (Ex): The healer adds +1 to all **heal** checks and finds efficient ways to use her heal kit at 1st level. As a result, whenever she is giving aid that expends 1 or more uses from her healing kit, the number of uses is reduced by one (minimum of 0).

This ability replaces the feat the adept normally gets at 1st level.

Healing Hands (Su): At 3rd level the

healer may sacrifice one of her spells to instead heal a number of points of damage equal to 1d6 per spell level sacrificed.

This ability replaces the adept's 3rd level feat.

Herbs of health (Ex): At 5th level, if a healer successfully treats a diseased patient, the patient adds the healer's Wisdom modifier on top of the +4 **competence bonus** for the saving throw against the disease.

This ability replaces the feat the adepts gets at 5th level.

Poison Poultice (Ex): At 9th level, if a healer successfully treats a poisoned patient, the patient adds the healer's Wisdom modifier on top of the +4 **competence bonus** for the saving throw against the poison.

This ability replaces the feat the adepts gets at 9th level.

Missionary

Spreading the faith sometimes takes an individual far from her own homeland and into the wild lands beyond. The missionary seeks out new cultures that have not been corrupted by the various pantheons of society to show them the true power of her faith.

Class Skills: The missionary gains **Diplomacy** and **Linguistics** as class skills and loses **Profession** and **Spellcraft**.

Expanded Missionary Spells: The missionary adds the following to her spell list.

1st: **Ant Haul**, **Calm Animals**, **Hunter's Lore**, **Remove Fear**, and **Sanctuary**

2nd: **Ant Haul** [Communal], **Augury**, **Blessing of Courage and Life**, **Calm Emotions**, **Endure Elements** [Communal], **Enthrall**, **Make Whole**, **Restoration** [Lesser], and **Share Language**

3rd: **Delay Poison** [Communal], **Guiding Star**, **Share Language** [Communal], and **Water Walk**

4th: **Control Water**, **Divination**, **Neutralize Poison**, and **Water Walk** [Communal]

New Frontiers (Ex): At 1st level the missionary gains a +3 bonus to **Climb**, **Survival**, and **Swim** skill checks if she has at least 1 rank in the skill. She also gains a +1 bonus when exposed to natural poisons and toxins.

This ability replaces the feat the adept gains

at 1st level.

Native Tongue (Ex): At 5th level the missionary gains a +3 bonus to **Diplomacy** skill checks when dealing with primitive peoples if she has at least 1 rank in **Diplomacy** and can speak the native language while attempting the **Diplomacy** skill check.

This ability replaces the feat the adept gains at 5th level.

Aristocrat Archetypes

Avant-Garde

Blue blood often comes with the expectation, honor, and price of leading others into battle. The avant-garde is trained from birth in the role of leadership while in the heat of battle.

Born to the Saddle (Ex): The avant-garde receives the **Mounted Combat** feat at 1st level. In addition, while astride a mount that he has trained with for at least a week, the avant-garde gains a +3 bonus to his Ride checks.

This ability replaces the feat the aristocrat gains at 1st level.

Noble's Banner (Ex): At 5th level, if the avant-garde displays his house's banner while on his mount, all allies within 30 feet gain a +1 **morale bonus** on attack rolls while the avant-garde is actively engaged on the battlefield. If the avant-garde is incapacitated or retreats, the bonus turns into a -1 penalty to attack and damage instead.

This ability replaces the feat the aristocrat gains at 5th level.

Privilege of Ransom (Ex): At 9th level, if the avant-garde surrenders he may make a **Diplomacy** skill check to improve the attitude of those capturing him as a **full round action**. If successful, the capturers are more likely to treat him fairly if not quite handsomely as befitting his station in order to hold him for ransom. However, rather cruel or barbaric victors may not see his intrinsic value.

This ability replaces the feat the aristocrat gains at 9th level.

Bandit Lord

Being born with a silver spoon does



not guarantee compliance and rectitude, some just want to carve out their own piece of the pie, and the bandit lord prefers to take what he wants even if it has already been given to him.

Class Skills: The bandit lord loses *Profession* as a class skill but gains *Stealth* in its place.

Ambush Expert (Ex): At 5th level the bandit lord gains the ability to take the full gamut of actions during the surprise round if he isn't surprised including a *move*, *standard*, and *swift action* or a *full round action*.

This ability replaces the feat the aristocrat gains at 5th level.

Band of Merry Men (Ex): The bandit lord gains the *Leadership* feat at 7th level. He gains +2 to his leadership score due to his noble background.

This ability replaces the feat the aristocrat gains at 7th level.

Work in Unison (Ex): At 11th level the bandit lord grants all allies within 10 feet of him access to any teamwork feat he knows by taking a *move action* to provide instruction and guidance to his lackeys. He may maintain this effect for a number of rounds equal to ½ his class level as a *free action*, but if the affected ally moves farther than 10 feet away the effect is lost and cannot be regained. The bandit lord may use this ability once per encounter.

This ability replaces the feat the aristocrat gains at 11th level.

Clanmaster

Leading a group of bull headed perfectionistic crafts people is not as easy as it sounds, and the job of the dwarven clanmaster is rarely appreciated.

Race: The clanmaster must be of dwarven stock.

Enduring Fortune (Sp): At 1st level the clanmaster may cast *Endure Elements* and *Expeditious Excavation* as spell-like abilities a total number of times per day equal to his Wisdom modifier (minimum of 1). The clanmaster uses his class level as the effective class level for these and other spell-like abilities he gains through his administration.

This ability replaces the aristocrat's 1st level feat.

Enduring Repair (Sp): At 5th level the clanmaster may cast *Communal Endure Elements* and *Make Whole* as spell-like abilities in addition to the spell-like abilities gained at 1st level. He is still limited to casting these a total number of times per day equal to his Wisdom modifier (minimum of 1).

This ability replaces the feat the aristocrat gains at 5th level.

Call of the Earth (Sp): At 9th level the clanmaster adds *Elemental Speech* (only for those native to the plane of earth) and *Spike Growth* to his list of spell-like abilities.

This ability replaces the feat the aristocrat gains at 9th level.

Emissary

The life of comfort and wealth maybe the purview of many nobility, but some are sent to other powers and principalities to represent their own land and etiquette and knowledge of the local culture is paramount.

Fit Right In (Ex): At 3rd level the emissary may add +3 bonus to all skill checks involving *Diplomacy* and *Knowledge* (local) when dealing with a culture other than her own.

This ability replaces the aristocrat's 3rd level feat.

Espionage Training (Ex): At 5th level the emissary learns several tricks and gains a small network of individuals that serve to smuggle sensitive information back to her own country. She gains a +2 bonus to any *Bluff skill* checks involving passing secret messages to others without being discovered and the same bonus to try and ferret out veiled information by using *Sense Motive*.

This ability replaces the aristocrat's 5th level feat.

Highborn

Born of elven highborn blood, elven aristocrats are blessed with a natural affinity towards nature and the world beyond.

Race: The highborn must be of elven stock, not including *Drow*.

Nature of Nurture (Sp): The highborn



elf may cast *Calm Animals* as a spell-like ability a number of times per day equal to her Charisma modifier (minimum of 1) at 1st level. The highborn uses her class level as the effective caster for this and other spell-like abilities she acquires throughout her career.

This ability replaces the feat the aristocrat gains at 1st level.

Blend with Nature (Sp): At 5th level, the highborn elf adds *Animal Messenger* or *Tree Shape* as a spell-like abilities in addition to the spell-like ability gained at 1st level. She may cast any of these spell-like abilities a total number of times per day equal to her Charisma modifier (minimum of 1).

This ability replaces the feat gained by the aristocrat gained at 5th level.

Botanical Touch (Sp): At 9th level the highborn elf adds *Diminish Plants* and *Plant Growth* to her list of spell-like abilities gained at previous levels.

This ability replaces the feat the aristocrat gains at 9th level.

Warden of the Shires

Born to protect the interests of his fellows, the warden of the shires is responsible to keeping an eye on the health of the shire and it's occupants and assisting in the resolution of any disputes or issues that may arise.

Race: The warden of the shires must be of halfling stock.

Mount (Ex): The warden of the shires gains a riding dog or pony as a mount at 1st level. The mount acts in all ways as the animal companion to the warden, treating the warden's class level as his effective druid level for determining the mount's abilities. If the mount should expire or be lost, the warden may not receive another one for 30 days or until he gains a class level, whichever comes first.

This ability replaces the feat the aristocrat gains at 1st level.

Pulse of the Shire (Ex): At 3rd level the warden of shires gains a +3 bonus to any *Knowledge* (history) or *Knowledge* (local) skill checks involving the shire he is attending. He is considered trained in these skills even if he

has no ranks in them as far as information pertaining to his assigned lands.

This ability replaces the feat the aristocrat gains at 3rd level.

Lay the Land (Ex): At 7th level the warden of the shires knows his lands like the back of his hand. He gains a +3 bonus to all *Survival* skill checks while in his shire and a +2 bonus overall for all *Survival* skill checks elsewhere. While traveling in his shire, the warden may choose to not leave a trail that may be followed by others if desired, whether he is on foot or riding his mount.

This ability replaces the feat the aristocrat gains at 7th level.

Commoner Archetypes

Master Craftsman

Whether a farmer's plow or the resident lord's plate armor, the master craftsman forges the most items of great precision and beauty.

Forge Born (Ex): The master craftsman gains a +3 bonus to any *Craft* skills in which he has at least 1 rank that require the use of a forge at 1st level. If the master craftsman successfully succeeds the construction DC for the week he adds his class level to the calculated to the price for the week (skill check result X the DC).

This ability replaces the feat the commoner normally receives at 1st level.

Less is More (Ex): At 5th level the master craftsman learns to more effectively use the raw materials, and the raw material cost is reduced from 1/3 to 1/4 the cost of the item being crafted.

This ability replaces the feat the commoner gains at 5th level.

Forge Master (Ex): At 11th level the master craftsman can effectively run a forge with a number of apprentices equal to his Charisma modifier (minimum of 1). These apprentices gains a +2 bonus to their craft checks while under the supervision of the master craftsman.

This ability replaces the feat the commoner gains at 11th level.

Expert Archetypes



Bureaucrat

Running the government either at the local level or broader expanses requires knowledge, experience, and the ability to boldly lie to everyone else to get things done.

Class Skills: The bureaucrat must choose **Bluff**, **Diplomacy**, **Knowledge** (local), and **Profession** (bureaucrat) as four of his ten selected class skills.

The Art of Denial (Ex): At 3rd level the bureaucrat may add ½ his class level to any **Bluff** or **Diplomacy** skill checks while performing his duties as a bureaucrat as long as he has at least 1 rank in the skill.

This ability replaces the feat the expert gains at 3rd level.

Crowd Pleaser (Ex): The bureaucrat may attempt to alter the attitude of a group of people by using **Diplomacy** at 5th level. For every ten people in the group the DC increases by 1 to a maximum of +10. Rules regarding influencing attitude apply including time requirements, typically at least a minute or more of being able to address the crowd. Most of the crowd must be able to see the bureaucrat and all of them must be able to hear him.

This ability replaces the feat the expert gains at 5th level.

Locksmith



In a society where securing ones valuables has become common place, individual trained at creating and breaking locks becomes a necessity.

Class Skills: The Locksmith must choose **Disable Device** as one of his class skills.

Break Tumbler (Ex): The locksmith may use **sunder** on any type of non permanent lock (such as manacles or pad lock) at 3rd level. The locksmith may add his Intelligence modifier to his **CMB** for the **sunder** attempt and he may ignore the hardness equal to half his class level. At 11th level the locksmith may use this ability with more permanent locks including those found on doors, built into chests, etc.

This ability replaces the feats the expert gains at 3rd and 11th level.

Pop Lock (Ex): When dealing with mechanical locks that include a key, the locksmith adds his Intelligence modifier to the skill check to open the lock at 5th level. At 9th level this ability includes all types of mechanical locks that involve some type of tumbler.

This ability replaces the feats the expert gains at 5th and 9th level.

Locksmith's Lubrication (Sp): At 15th level the locksmith may cast **Knock** as a spell like ability a number of times per day equal to his Intelligence modifier (minimum of 1).

This ability replaces the feat the expert gains at 15th level.

Loremaster



The study of the obscure and obtuse is a way of life for the loremaster, spending days at a time trenching through mounds of ancient tomes sifting through stories and knowledge from ages past.

Class Skills: The loremaster must choose at least one **Knowledge** skill as a class skill.

Field of Study (Ex): At 3rd level the loremaster may select one field of study granted by the **Knowledge** skill that he has at least 1 skill rank as his specialization. The loremaster gains an additional bonus equal to his Intelligence modifier to any skill check rolls regarding that particular field of study. If the loremaster has at least one tome with information regarding the field of study he may spend one full round reviewing the tome and take 10 on a single **Knowledge** skill check regarding that tome of study. The tome may not necessarily hold the relevant information but acts as the catalyst to trigger the information within the loremaster's mind.

At 9th level the loremaster may select a different field of study and gain the same bonus to skill checks involving that field of study. He may do this a final time at 15th level as well.

This ability replaces the expert's feats gained at 3rd, 9th, and 15th level.

Language Master (Su): At 7th level



the loremaster may cast **Comprehend Languages** as a spell-like ability a number of times per day equal to the number of ranks he possesses in **Linguistics**. At 19th level the loremaster gains the ability to cast **Tongues** as well, each use consuming two ranks of the total **Linguistics** for the total number of uses per day between the two spell-like abilities. This ability replaces the feats the expert gains at 7th and 19th level.

Scout

The success of an army relies on logistics and information just as much as it does brute force. The scout is responsible for both of those roles.

Supply Scrounger (Ex): The scout gains a +3 bonus to any **Survival** skill checks to **forage** for food and water at 1st level. In addition, for every 2 points over the required 10 DC to get along in the wild, the scout may provide sustenance to 2 additional people.

This ability replaces the feat the scout receives at 1st level.

Favored Terrain (Ex): At 5th level the scout may choose a single terrain (based on the list given for the Ranger's favored terrain). While in that environment the scout gains a +2 bonus to his Initiative checks, **Knowledge** (geography), **Perception**, **Stealth**, and **Survival** skill checks. The **Survival** bonus stacks with the bonus gained at 1st level as far as locating food and water in the wild.

This ability replaces the feat the expert gains at 5th level.

Master Scout (Ex): At 11th level the scout may hide in his favored terrain even if it doesn't grant cover or concealment. At 17th level this ability allows the scout to hide in plain sight while in his favored terrain.

This ability replaces the feats the expert gains at 11th and 17th level.

Warrior Archetypes

Archer

The bread and butter of any large scale army, archers are rigorously trained to accurately fire the bow at amazing distances.

Hawkeye (Ex): At 3rd level the archer gains a +1 **Perception** check and the range increment of any bow he uses increases by 5 feet. These bonuses increase by +1 / 5 feet respectively every six levels thereafter to a maximum of +3 and +15 foot range bonus at 15th level.

This ability replaces the feats the warrior gains at 3rd, 9th, and 15th level.

Trick Shot (Ex): At 5th level the archer may perform one of the following maneuvers while firing a bow up to a range of 30 feet (suffering a -4 penalty to his **CMB**): **disarm**, **sunder**, or **trip**. Arrows used for these abilities are automatically spent when fired. The archer may choose another maneuver at 11th level.

This ability replaces the feats the warrior gains at 5th and 11th level.

Volley (Ex): At 17th level the archer may fire a volley of arrows as a **full round action**. He makes a single attack at his highest base attack bonus, attempting to strike any number of creatures within a 15-foot radius burst within range of his bow. A separate roll is made for each target for both attack and damage rolls.

This ability replaces the feat the warrior gains at 17th level.

Armor Master

Focusing on a heavy defense, those trained as armor masters learn effective ways of being maneuverable on the battlefield while wearing the heaviest of armors.

Deflective Shield (Ex): At 3rd level the armor master learns to keep his shield between himself and his enemy more effectively, granting him the ability to apply +1 from his **shield bonus** for his touch **AC**. The armor master must be using a shield for this ability's benefit.

This ability replaces the warrior's 3rd level feat.

Armored Defense (Ex): At 5th level the armor master gains a **DR** 1/- while wearing light armor, **DR** 2/- while wearing medium armor, and **DR** 3/- while wearing heavy armor. This **damage reduction** stacks when used in conjunction with adamantine armor, but no other types. **Damage**

reduction is lost if the armor master is **helpless** or **unconscious**.

This replaces the feat the warrior gains at 5th level.

Fortified (Ex): At 11th level the armor master may use his armor more effectively in protecting his core. As a result the armor worn is treated as having the **light fortification** special ability. This fortification does not stack with any other special abilities that grant fortification, the better of the two is automatically applied.

This replaces the feat the warrior gains at 11th level.

Corsair

As long as there are sea-faring battles, there will be those that are specially trained in shipboard tactics.

Class Skills: The corsair gains the **Acrobatics** skill as a class skill but loses the **Ride** skill.

Pirate Weapons (Ex): At 1st level, the corsair gains a +1 bonus to attacks made with any weapon found within the pirates weapon group (boarding axe, boarding gaff, boarding pike, crossbow, cutlass, dagger, hook hand, rapier, and shortsword).

This ability replaces the feat the warrior gains at 1st level.

Deck Fighting (Ex): At 3rd level the corsair gains the **Cleave** feat and does not suffer the -2 **AC** penalty while using **Cleave**. He does not need to meet the **Power Attack** prerequisite for **Cleave**.

At 9th level the corsair gains the **Great Cleave** feat and does not suffer the -2 **AC** penalty while using it. He does not need to meet the prerequisites for the feat.

This ability replaces the feat the warrior gains at 3rd level and 9th level.

Armored Pirate (Ex): The corsair may ignore any armor check penalties while performing activities that require **Acrobatics**, **Climb**, or **Swim** checks while wearing light or medium armor once he reaches 7th level.

This ability replaces the feat gained by the warrior at 7th level.

Crossbowman

While many consider the crossbow the weapon of choice for the unskilled, the crossbowman proves them wrong by showing them what skill really means.

Deadshot (Ex): At 3rd level the crossbowman adds ½ his Dexterity modifier (minimum of 1) on all damage rolls from a successful strike with a crossbow. This ability improves to his full Dexterity modifier at 13th level.

This replaces the feats the warrior gains at 3rd and 13th level.

Crossbow Expert (Ex): At 5th level the crossbowman gains a +1 bonus to attack and damage rolls while firing a crossbow. This bonus increases by +1 at 11th, and 17th levels.

This ability replaces the feats the warrior gains at 5th, 11th, and 17th levels.

Improved Deadshot (Ex): At 9th level the crossbowman may prepare a readied action with his crossbow and if triggered the opponent is denied its Dexterity bonus to its **AC**.

This ability replaces the feat the warrior gains at 9th level.

Meteor Shot (Ex): At 19th level the crossbowman may make a single attack with a -4 penalty as a **standard action**. If the attack is successful the target is subject to a bull rush or **trip** maneuver, using the attack roll as the combat maneuver check. The crossbowman must decide which maneuver to attempt before making the attack roll.

This ability replaces the feat the warrior gains at 19th level.

Dragoon

To serve the elite of the mounted vanguard is both an honor and a duty, and the dragoon was born to lead and the proven master of the mounted charge.

Weapon and Armor Proficiencies: The dragoon is not proficient with the tower **shield**.

Skilled Rider (Ex): At 1st level the dragoon may choose either **Mounted Combat** or **Skill Focus** (Ride) as a bonus feat.

Spear Training (Ex): At 5th level the dragoon gains the benefit of



weapons training with the spear weapon group, gaining a +1 to attack and damage with those weapons. This bonus increases by +1 at 9th, 13th, and 17th level with a maximum of +4 to attack and damage rolls.

This ability replaces the feats the warrior gains at 5th, 9th, 13th, and 17th levels.

Spinning Lance (Ex): At 7th level the dragoon may alternate attacks with both ends of the lance, using the piercing end for reach and the butt end against adjacent targets using it as a club. If the lance is masterworks or magical, the bonus or enhancement is granted for either attack unlike a normal double weapon, except for any special abilities that apply only to bladed weapons.

This ability replaces the feat the warrior gains at 7th level.

Banner (Ex): At 11th level the dragoon may attack a banner to his lance, granting the similar benefits as a cavalier's banner. As long as the dragoon's banner is clearly visible all allies within 60 feet receive a +1 **morale bonus** on saving throws against **fear** and on attack rolls made as part of a **charge**.

This ability replaces the feat the warrior gains at 11th level.

Piercing Lance (Ex): At 15th level the dragoon may make two attacks as part of a **charge** against a mount and its rider, using his highest base attack bonus. If the opponent attempts to use **Mounted Combat** to deflect the attack on the mount, the dragoon's attack roll gains a +2 bonus when calculating the **Ride** check DC to negate the attack.

This ability replaces the feat the warrior's gains at 15th level.

Free Hand Warrior

For some, the shield is more a hindrance than a help and they train in techniques of wielding a weapon in one hand and using the other for balance, blocking, and otherwise distracting the opponent.

Deceptive Strike (Ex): At 3rd level the free hand warrior gains a +1 bonus to his **CMB** and **CMD** on **disarm** checks and on **Bluff** checks to **feint** an opponent or create a diversion to hide. This bonus increases by +1 at 9th and

15th level.

This ability replaces the feats the warrior gains at 3rd, 9th, and 15th levels.

Elusive (Ex): At 5th level the free hand warrior gains a +1 **dodge bonus** to his **AC** as long as he is only wearing light or no armor and carrying nothing heavier than a light load. This bonus increases by +1 at 11th and 17th levels.

This ability replaces the feats the warrior gains at 5th, 11th, and 17th levels.

Timely Tip (Ex): At 13th level the free hand warrior may attempt to knock an opponent's shield away as a **disarm** combat maneuver with a **move action** as long as the free hand warrior is threatening the opponent. If successful, the free hand warrior may ignore the opponent's **shield bonus** for his next attack.

This ability replaces the feat the warrior gains at 13th level.

Gladiator

For some, battle for survival becomes a means of entertainment for others. Whether by choice or by lot, the gladiator quickly learns it is not how fast you can kill an opponent but how to finish him off with grandeur and panache.

Skills: The gladiator gains **Perform** (act, comedy, and dance) as class skills.

Weapon and Armor Proficiencies: The gladiator loses proficiency with heavy armor and tower shields but gains the **Performance Weapon Mastery** feat at 1st level. If the gladiator is wearing piecemeal armor, he is treated as if wearing a suit of armor as long as two or three pieces remain, gaining the +1 **armor bonus** but still suffering the +5% chance of arcane spell failure if they are mixed.

Performance Feats: The gladiator must take a performance feat at least every other time a feat is taken as part of his class progression starting at 5th level.

Fame (Ex): At 3rd level the gladiator begins a performance combat with at least 1 victory point. He he already has victory points, he gains an extra point.

This ability replaces the feat the



warrior gains at 3rd level.

Phalanx Soldier



Training in formations is essential when it comes to producing effective armies that directly engage the enemy. The phalanx soldier focuses on working with his allies to create a living bulwark.

Stand Firm (Ex): At 1st level the phalanx soldier gains a +1 bonus to his **CMD** against bull rush, drag, **overrun**, and **trip** attempts as well as saving throws against **trample** attacks. This bonus increases to +2 at 10th level.

This ability replaces the feat the warrior gains at 1st level.

Phalanx Fighting (Ex): At 3rd level the phalanx soldier gains the ability to wield a spear or pole arm appropriately sized for him as a one-handed weapon while using a shield.

This ability replaces the warrior's 3rd level feat.

Ready Pike (Ex): At 5th level the phalanx soldier may ready a weapon with the brace property as an **immediate action** and gains a +1 bonus on the attack and damage roll.

This ability replaces the feat the warrior gains at 5th level.

Shield Ally (Ex): At 9th level the phalanx fighter wielding a heavy or tower shield may provide partial cover to both himself and adjacent allies as a **move action**. This bonus lasts until the beginning of his next turn.

This ability replaces the feat the warrior gains at 9th level.

Polearm Master



Regiments schooled in intricate maneuvers while wielding a polearm can provide an effective infantry vanguard that may drive through the toughest of enemy defenses.

Pole Fighting (Ex): At 1st level the polearm master may shorten the grasp of his polearm or spear to attack adjacent targets as an **immediate action**. Attacking in this fashion causes a -4 penalty to all attacks with the polearm until the polearm master spends another **immediate action** to return to the normal polearm grip.

This ability replaces the warrior's 1st level feat.

Pole Maneuverability (Ex): At 3rd level the polearm master learns to shift his hand holds to wield the polearm as a double weapon as an **immediate action**. As part of a full round attack the polearm master may make an attack with both the head of the pole arm and the butt end of the pole arm against adjacent opponents. He still suffers penalties for wielding it in this fashion as found in two-weapon combat and the butt end causes 1d6 points of bludgeoning damage. He loses the reach of the weapon until the polearm master shifts back to the normal position as another **immediate action**.

This ability replaces the feat normally gained at 3rd level by the warrior.

Flexible Flanker (Ex): At 9th level the polearm master may choose an adjacent area and treats that square as his location for determining the benefits of flanking. The area may be occupied by another creature, object, or solid barrier.

This ability replaces the feat the warrior gains at 9th level.

Sweeping Fend (Ex): At 13th level the polearm master may use his polearm or spear to make a bull rush maneuver, suffering a -4 penalty to his **CMB**. When someone attempts to bull rush or **overrun** the polearm master he gains a +2 bonus to his **CMD** while wielding his polearm or spear.

This ability replaces the feat the warrior gains at 13th level.

Roughrider



The mounted calvary has always been a staple of any mobile army and there are those that become one with their mount whether it is a domesticated animal or a wild monster that hunts the wild woods.

Steadfast Mount (Ex): At 1st level the roughrider gains **Mounted Combat** as his first feat. In addition, he also grants a +1 **dodge bonus** to his mount's **AC** as long as the roughrider has spent at least an hour of training with it and he is astride or adjacent to the mount.

This ability replaces the feat the warrior gains at 1st level.



Armored Charger (Ex): At 3rd level the roughrider no longer suffers any armor check penalties regarding his **Ride** skill no matter what type of armor he is wearing. In addition, his mount is not hampered or slowed while carrying a medium or lighter load or wearing medium barding.

This ability replaces the warrior's 3rd level feat.

Leap from the Saddle (Ex): At 7th level the roughrider may perform a fast dismount after the mount has taken a single **move action** with a DC of 20 to succeed. If successful, the roughrider may make a full-attack action.

This ability replaces the warrior's 7th level feat.

Relentless Steed (Ex): The roughrider's mount no longer suffers any movement penalties while wearing heavy armor or carrying a heavy load once the roughrider reaches 11th level.

This ability replaces the feat the warrior gains at 11th level.

Ride Them Down (Ex): At 15th level the roughrider gains the ability to make a **full attack** action while his mount takes a single **move action**, attacking anywhere along the path taken by the mount. If the roughrider has the **Trample** feat he may substitute one attack for the **overrun** combat maneuver, though this does provoke **attacks of opportunity** against the roughrider (but not his mount).

This ability replaces the feat the warrior gains at 15th level.

Savage Warrior

Many monstrous creatures have learned to adapt and evolve their natural attacks to new levels of martial mastery that can equal if not surpass those wielding and wearing steel.

Martial Prowess (Ex): The savage warrior gains the **Multiattack** feat at 1st level. If the savage warrior does not have enough natural attacks to qualify, he gains a +1 bonus to attack with his natural weapon instead.

This ability replaces the feat the warrior gains at 1st level.

Struggle for Life (Ex): The savage warrior gains a +1 bonus on saving throws against energy drain and death effects at 3rd level. In

addition, he also gains a +1 bonus to his **CMD** against bull rush, grapple, and **trip** maneuvers as long as he is not **helpless** or **unconscious**.

This ability replaces the warrior's feat at 3rd level.

Savage Charge (Ex): At 9th level the savage warrior may attack with all of his natural weapons at the end of a **charge** but suffers an **AC** penalty equal to half his warrior class level for the **charge**.

This ability replaces the feat the warrior gains at 9th level.

Piercing Claw (Ex): At 13th level, if the savage warrior makes a natural attack against an opponent's whose defenses automatically damage the opponent, the savage warrior reduces the damage equal to half his class level.

This ability replaces the feat gained by the warrior at 13th level.

Shield Master

Although armor offers some level of protection, many soldiers find their true defense strapped to their other arm, offering a more reflexive means of deflecting blows from the enemy and effective improvised weapon from time to time.

Active Defense (Ex): At 3rd level the shield master gains a +1 **dodge bonus** to his **AC** while wielding a shield and fighting defensively, using **Combat Expertise**, or **total defense**. The shield master may share this bonus with one adjacent ally as a **swift action** that lasts until the shield master's next turn or the ally is no longer adjacent to him.

This ability replaces the feat the warrior gains at 3rd level.

Shield Basher (Ex): At 5th level the shield master gains a +1 bonus on attack and damage rolls with a shield bash. When **performing a full attack** action the shield fighter may alternate between his weapon and his shield without incurring penalties for **two-weapon fighting** as long as the shield master does not specifically make an additional off-handed attack with the shield.

This ability replaces the feat the



warrior gains at 5th level.

Shield Buffet (Ex): At 9th level the shield master may make a special combat maneuver with his shield as a **move action** to impede an adjacent opponent. If successful, the opponent suffers a -2 penalty on its attack rolls against the shield master until the beginning of the shield master's next turn.

This ability replaces the warrior's 9th level feat.

Tower Shield Specialist



While many scoff at the real effectiveness of the tower shield, there are some that find new ways to employ it to their advantage.

Burst Barrier (Ex): At 1st level the tower shield specialist gains a +1 bonus on any **Relfex** saving throw involving area affect attacks that grant a saving throw while employing his tower shield.

Tower Shield Training (Ex): At 3rd level the tower shield specialist becomes more adept at handling the tower shield. The **armor check penalty** for the **shield** is reduced by 3 and the **maximum Dexterity bonus** increases by 2.

This ability replaces the feat the warrior gains at 3rd level.

Tower Shield Adaptability (Ex): At 5th level the tower shield specialist no longer suffers the -2 penalty on attack rolls while hoisting the tower shield due to its encumbrance.

This ability replaces the warrior's 5th level feat.

Tower Shield Defense (Ex): At 9th level the tower shield specialist may apply the **AC** bonus of the tower shield to any touch attacks made against him.

This ability replaces the feat the warrior gains at 9th level.

Town Guard



Protecting the populace is a thankless job but it does have some perks, including knowing who belongs and who doesn't and a sixth sense for when something just isn't quite right.

Class Skills: The town guard gains **Knowledge** (local) as a class skill.

A Thousand Faces (Ex): At 1st level the town guard gains a +3 bonus to any **Sense Motive** or **Perception** checks when determining when

if someone is attempting to lie about their identity or purpose.

This ability replaces the feat the warrior gains at 1st level.

Nothing gets Past Me (Ex): At 5th level the town guard gains a +3 bonus for any **Knowledge** (local) skill checks involving his town or city as long as he has 1 rank in that skill. Even if he has no ranks, he may make **Knowledge** (local) skill checks untrained as long as it is regarding his own town or city.

This ability replaces the feat the warrior gains at 5th level.

I am the Law (Ex): At 9th level the town guard gains a +3 bonus to all **Intimidate** skill checks while performing his duties, even if he has no ranks in that skill. If the town guard has a negative modifier for Charisma, the penalty is ignored for any **Intimidate** skill checks as long as the town guard has at least 1 rank in **Intimidate**.

This ability replaces the warrior's 9th level feat.

Two-Handed Warrior



There are some that **prefer** the heft and weight of overly large weapons that don't grow on poles. The two-handed warrior excels and pounding his foes into the ground.

Shattering Strike (Ex): At 1st level the two-handed warrior gains a +1 bonus on his **CMB** bonus and **CMD** involving the **sunder** maneuver while wielding a two-handed melee weapon. He also gains a +1 bonus to damage caused while **sundering** an object.

This ability replaces the warrior's 1st level feat.

Overhead Chop (Ex): At 3rd level the two-handed warrior may add twice his Strength modifier to the damage caused with his two-handed melee weapon when making a single attack as a **standard action**.

This ability replaces the warrior's feat gained at 3rd level.

Backswing (Ex): At 7th level the two-handed warrior may make a full-attack action with his two-handed melee weapon, adding twice his Strength modifier for damage rolls for all attacks after the first.

This ability replaces the feat the



warrior gains at 7th level.

Piledriver (Ex): At 11th level the two-handed warrior may make a single melee attack with his two-handed weapon and if successful may then initiate a bull rush or trip maneuver against the same target as a **free action**. The bonus maneuver does not provoke an attack of opportunity.

This ability replaces the warrior's feat gained at 11th level.

Two-Weapon Warrior

Whether wielding a double weapon or a pair of daggers, there are some that enter battles as a whirlwind of fury, finding ease wielding a weapon in each hand.

Two-Weapon Expert (Ex): The two-weapon warrior gains **Two-Weapon Fighting** as his 1st level feat and also gains a +1 attack bonus with the off hand if he is wielding a light weapon.

This ability replaces the warrior's feat gained at 1st level.

Defensive Flurry (Ex): The two-weapon warrior gains a +1 **dodge bonus** to his **AC** when making a **full attack** with both weapons at 3rd level. This bonus lasts until the beginning of the two-weapon warrior's next turn.

This ability replaces the warrior's 3rd level feat.

Doublestrike (Ex): At 9th level the two-weapon master may take his off-hand attack with his normal attack as part of a **standard action**, applying the normal penalties for attacking with two weapons. This does not add any additional attacks if he decides to take a full-round attack action.

This ability replaces the feat the warrior gains at 9th level.

Equal Opportunity (Ex): At 13th level the two-weapon warrior may attack with both his primary and secondary weapons as part of an attack of opportunity. He may only do this for one attack of opportunity per round, even if he is able to make multiple **attacks of opportunity**.

This ability replaces the warrior's 13th level feat.

Deft Doublestrike (Ex): At 17th level the two-weapon warrior may perform a **disarm** or

sunder maneuver as an **immediate action** if he successfully strikes the same opponent with both weapons in a single action. The maneuver does not provoke an attack of opportunity.

This ability replaces the feat the warrior gains at 17th level.

Weapon Master

Focusing all of his training and time with a single weapon allows the weapon master to gain nearly supernatural powers with his chosen weapon.

Weapon and Armor Proficiencies: The weapon master is proficient with all simple weapons and a single martial or exotic weapon of his choice. Once made this decision cannot be reversed and all of the benefits listed below only apply when the weapon master is wielding this chosen weapon.

Weapon Guard (Ex): At 1st level the weapon master gains a +1 bonus to his **CMD** against **disarm** and **sunder** attempts while wielding his chosen weapon. If the weapon is the target of a spell effect (such as **grease** or **heat metal**), the weapon master may add the same +1 bonus to the saving throw for the weapon.

This ability replaces the 1st level feat normally gained by the warrior.

Reliable Strike (Ex): At 5th level the weapon master may reroll a single attack roll, critical hit confirmation, miss chance check or damage roll once per day as an **immediate action**.

This ability replaces the feat gained by the warrior at 5th level.

Weapon Speak (Ex): At 9th level, the weapon master gains a +1 **insight bonus** to his **AC** from anyone attacking him with a weapon of his chosen type.

This ability replaces the feat the warrior gains at 9th level.

Deadly Focus (Ex): At 13th level the weapon master's critical multiplier increases by 1 and he gains a +1 to confirm the critical hit when wielding his chosen weapon.

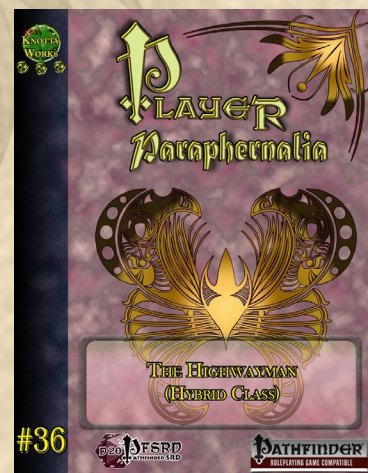
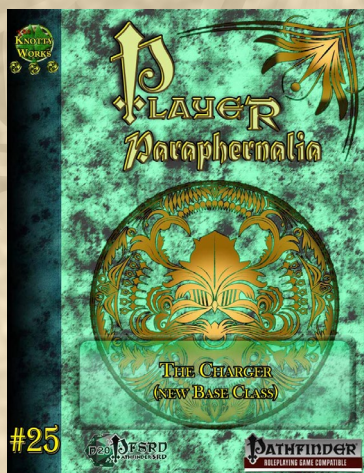
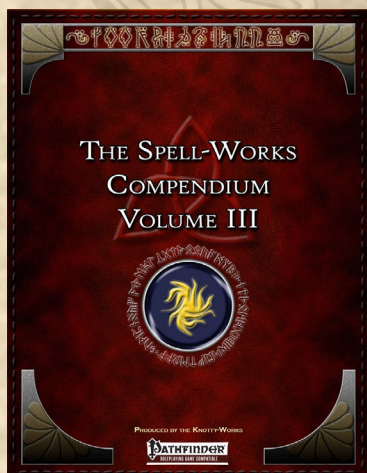
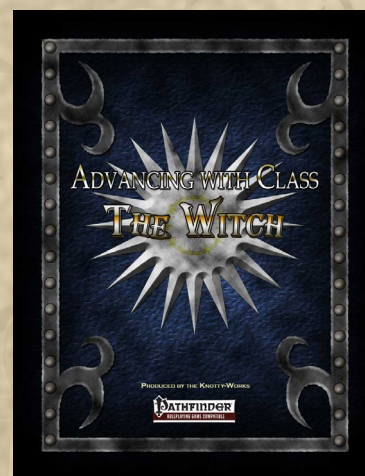
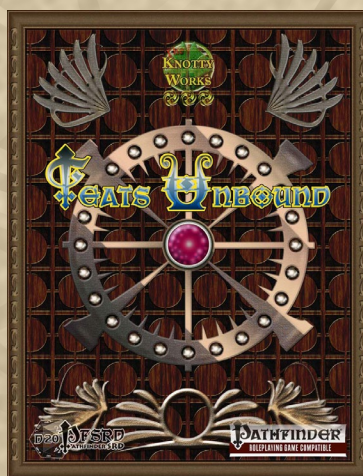
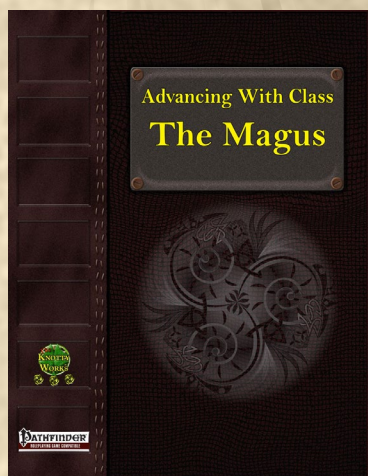
This ability replaces the feat the warrior gains at 13th level.



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