

The background of the cover is a detailed illustration of a character with large, brown, feathered wings, perched on a mossy tree branch. The character wears a dark green hooded robe with a gold collar and has glowing blue circuit-like patterns on their face and wings. The setting is a lush, misty forest with a waterfall in the background. The title text is overlaid on the top half of the image.

BOOK OF HEROIC RACES Occult Intrigue in the Wilderness

D&D FINDER
ROLEPLAYING GAME COMPATIBLE

**JON BRAZER
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Listing of Open Content

Open Content: All game mechanics. The names of all races, the names of all archetypes, prestige classes, spells, and magic items.

Product Identity: All proper nouns, art, trade dress, deity names, character names, plots, text of short stories and artifacts.

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Introduction How to Use

It was one year ago this month that the **Book of Heroic Races: Advanced Compendium** was released. After more than two years in development, we were thrilled to have completed such a massive project. It is an accomplishment that everyone here is proud to have been a part of.

In those two years, Paizo released two more hardcovers with new classes and announced a third, and it did not take fans long to start asking for an update to the *Advanced Compendium* that included support for these new classes. I joked that we should call it **Occult Intrigue in the Wilderness**, and the fans responded with, “Shut up and take my money!”

Doing this project was a great chance to get “the band” back together. Working with such a talented group of game designers for the *Advanced Compendium* was a dream come true, but working with them all again was lightning striking twice. Every creator brought their own unique perspective and delivered their best turnover. I am very glad to have worked with them all twice now, and I would like to thank each and every one of them for their hard work and dedication to the project.

I would also like to thank you, the fans, for your continued enthusiasm for our crazy ideas! Ultimately, this was created because of you. We designers are gamers just like you and would typically only write our own creations for our own home games, but because you want it, we can work together—creating something that none of us could do alone—and share that entire body of creations with you. So, thank you.

Keep sharing your game desires, interests, and product ideas with us over at JonBrazer.com, in the Third-Party Pathfinder RPG Products messageboard at Paizo.com, and on social media at Facebook.com/JonBrazer, Twitter.com/JonBrazerEnt, and Plus.Google.com/+JonBrazer.

Dale McCoy, Jr

President of Jon Brazer Enterprises

This book presents a number of new options you can use to create new characters for your game. However, your game master may choose to alter or disregard portions of this book, so it is best to ask him or her first before utilizing the options presented herein.

The classes and options presented here can be found in the following books:

Pathfinder Roleplaying Game: Occult Adventures ^(OA): kineticist, medium, mesmerist, occultist, psychic, spiritualist

Pathfinder Roleplaying Game: Ultimate Intrigue ^(UI): vigilante

Pathfinder Roleplaying Game: Ultimate Wilderness ^(UW): shifter

The follow books are also referenced in this book:

Pathfinder Roleplaying Game: Advanced Players Guide ^(APG)

Pathfinder Roleplaying Game: Ultimate Magic ^(UM)

Pathfinder Roleplaying Game: Ultimate Combat ^(UC)

Pathfinder Roleplaying Game: Advanced Race Guide ^(ARG): dhampir

Pathfinder Roleplaying Game: Advanced Class Guide ^(ACG)

Pathfinder Roleplaying Game: Horror Adventures ^(HA)

Jon Brazer Enterprises' Book of Heroic Races Compendium ^(BoHRC): sashahar, umbral kobold

Jon Brazer Enterprises' Book of Heroic Races: Advanced Compendium ^(BoHRAC): android, catfolk, changeling, elan, lizardfolk, merfolk, samsaran, skinwalker, tengu, wyrwood, wyvaran

Androids

RACIAL ARCHETYPES

Androids can select the following archetypes and class options.

Living Archive

Android bodies already serve as vessels for their living souls, and some androids learn to repurpose their bodies to channel spirits. Some android mediums take a different approach to the discipline, however, contacting legendary entities in an academic manner based on the study of mythology. These living archives use their intricate knowledge of mythology and folklore found in their memory banks to contact and channel lesser known spirits whose stories defy accepted conventions.

Associated Class: medium

Associated Race: android

Replaced Abilities: shared seance, haunt channeler, astral journey

Mythologist: The living archive uses his Intelligence, rather than his Charisma, to determine his bonus spells per day, the maximum spell level he can cast, and the save DCs of his spells.

Spirit Esoterica (Su): At 2nd level, the living archive chooses one of the six types of spirits which mediums channel to be his specialty. Even when not channeling a spirit, he gains the benefit of the chosen spirit's spirit bonus. If the living archive chooses to channel a different type of spirit, he can choose to gain the spirit bonus of his chosen spirit instead of the one normally associated with the spirit he is channeling.

Location Esoterica (Su): The living archive's field of study grants him knowledge of spirits who favored less typical locations. Beginning at 3rd level, he can perform a seance to channel a spirit of the type he chose for spirit esoterica without needing to be in a favored location.

Memory Delve (Sp): At 14th level, a living archive can perform a memory delve through the information banks of his chassis, allowing him to gain information as a *legend lore*, so long as the person, place, or thing is at hand. As with the normal use of *legend lore*, such a memory delve takes 1d4 x 10 minutes.

Splintered Mind

In pursuit of perfection, some android psychics learn to spread their mental processes across their inner nanites through meditation. This practice opens their splintered minds to the possibility of pursuing twin disciplines and allowing them to shake off the mental influence of others.

Associated Class: psychic

Associated Race: android

Replaced Abilities: detect thoughts, telepathic bond, telepathy

Modified Abilities: discipline

Discipline: The splintered mind knows that to seek perfection, she must develop both mind and body. At 1st level, instead of choosing a single discipline, the splintered mind instead pursues both the lore and self-perfection disciplines simultaneously. At 1st level, she chooses two discipline powers from those normally granted to the individual disciplines (so she could, for example, choose the AC bonus power from self-perfection and mnemonic cache from lore).

After 1st level, whenever she would gain a discipline power or a discipline spell, the splintered mind can choose a power or spell of the appropriate level from either of those disciplines. Alternatively, she can choose a lower-level spell or power from one of the two disciplines that she chose not to gain at a previous level.

As normal for each of these disciplines, the splintered mind uses her Wisdom score as her phrenic pool ability.

Phrenic Nanites (Su): Beginning at 2nd level, the splintered mind can use phrenic energy to power her nanites. She can spend a point from her phrenic pool to activate her nanite surge

racial ability, even if she has already expended her daily use of that ability.

Spread Consciousness (Su): Through periodic meditation, the splintered mind learns to disperse her consciousness throughout her android circuitry, making her mind difficult to control. Once she attains 9th level, if she fails a saving throw against an enchantment spell or effect, she can expend a daily use of her nanite surge (or activate her nanites through her phrenic nanites ability) to attempt the saving throw again 1 round later against the same DC, gaining a bonus on this second saving throw as though she had used a nanite surge. The splintered mind only gets this one extra chance to succeed on her saving throw.

Failsafe (Sp): Beginning at 17th level, the splintered mind can spend 10 minutes in meditation to ready the energies of another psychic spell, which her nanites become ready to cast at a moment's notice. This functions as *contingency*, allowing her to specify conditions in which her nanites will immediately cast the spell on her behalf. To ready her failsafe spell, the splintered mind must spend a number of points from her phrenic pool equal to twice the level of the readied spell. When the specified conditions occur, the chosen spell comes into effect so long as she has at least one daily use of her nanite surge remaining, after which that daily use is expended. If the splintered mind ever expends all of her nanite surges, she loses the effects of her failsafe and must ready a new one. When a splintered mind who knows *contingency* gains this ability, she can learn a different 6th-level spell in place of *contingency*, losing the old spell in exchange for the new one.

Racial Feats

Androids can select the following feats.

Nanite Firewall

By momentarily scattering your consciousness across your internal nanites, you can resist the influence of spirits.

Prerequisite: android, nanite surge racial ability, spirit class feature.

Benefit: When you use an ability that incurs influence, you can expend a daily use of your nanite surge. If you do so, the spirit's influence over you does not increase.

Nanite Stabilization

Your nanites keep your consciousness stable, allowing you to use emotional components even in altered mental states.

Prerequisite: Logical Spell ^{OA}, android, nanite surge racial ability.

Benefit: As long as you have at least one daily use of your nanite surge racial ability remaining, you can prepare and cast spells using Logical Spell without using higher-level spell slots.

Normal: A logical spell uses up a spell slot 1 level higher than the spell's actual level.

Nanite Maintenance

You can command your nanites to run cleaning routines on your circuitry, reducing the influence a spirit has on you.

Prerequisite: Nanite Firewall, android, nanite surge racial ability, spirit class feature.

Benefit: While channeling a spirit, you can expend a daily use of your nanite surge, reducing the spirit's influence over you by 1d3 points (to a minimum of 1 influence).

Racial psychic spell

Androids have access to the following psychic spell.

Psychic Repair

School enchantment [mind-affecting]; **Level** medium 2, mesmerist 3, occultist 3, psychic 3, spiritualist 3

Casting Time 1 standard action

Components V

Range personal

Target you



Duration instantaneous

Saving Throw none; **Spell Resistance** no
Psychic repair dispels any magical effects reducing your Intelligence, Wisdom, and Charisma ability scores or cures 1d4 points of temporary ability damage to the same scores.

If you are an android, when you cast this spell, you can expend a daily use of your nanite surge. If you do so, you can additionally make a caster level check to dispel any charm and compulsion effects affecting you (DC 10 + the caster level of each effect). You can cast *psychic repair* in this way even if a charm or compulsion effect (such as *dominate person*) would normally prevent you from taking this action.

favored class options

Kineticist: Add +1/3 point of damage to air element blasts that deal damage.

Medium: When gaining a taboo, the medium can use spirit surge without incurring influence an additional +1/4 time per day.

Mesmerist: Increase the number of mesmerist tricks the mesmerist can use per day by +1/3.

Occultist: Gain a +1/2 bonus on Spellcraft checks to identify the properties of magic items and on Use Magic Device checks to use scrolls.

Psychic: Add one spell known from the psychic spell list. This spell must be at least 1 level lower than the highest spell level the psychic can cast.

Shifter: Add +1/4 to the shifter's nanite surge bonus when used on attack rolls with natural attacks.

Spiritualist: Add +1/6 to the bonus on saving throws against mind-affecting effects granted by the shared consciousness ability.

Vigilante: Gain 1/6 of a new vigilante talent.

Catfolk

RACIAL ARCHETYPE

Catfolk can make use of the following new archetype.

Feline Interloper

Catfolk clan society functions fairly well when led by matriarchs who have their people's best interests at heart. When this ceases to be the case and too much power is concentrated in the hands of a single unscrupulous matriarch (or a small group of such individuals), those who chafe beneath their cruel reign sometimes deign to fight back clandestinely. Some feline interlopers are males who cannot abandon their clan lest their families become political hostages or victims of purge killings; others are themselves deposed matriarchs seeking to restore their clan to honor by deposing the new reigning matriarch...or, more sinisterly, a dark-hearted plotter exiled from leadership, now seeking revenge on those who cast her down. In addition to physical altercations with their enemies' minions, feline interlopers regularly engage in acts of theft, both to embarrass their foes and to deprive them of resources.

Associated Class: vigilante

Associated Race: catfolk

Replaced Abilities: unshakable

Modified Abilities: weapon and armor

proficiencies, class skills, vigilante

specialization, vigilante talents, social talents

Weapon and Armor Proficiencies: Feline interlopers are proficient with all simple and martial weapons as well as the bola, shuriken, and whip, and with light and medium armor.

Class Skills: The feline interloper adds Handle Animal and Knowledge (nature) to his list of class skills, instead of Knowledge (dungeoneering) and Knowledge (engineering).

Vigilante Specialization: A feline interloper must choose the stalker specialization; however, he may select the combat skill vigilante talent in order to gain a catfolk racial combat feat.

Wary (Ex): Starting at 3rd level, a feline interloper adds his class level to the DC of any Bluff checks made against him to attempt a feint.

Feline Interloper Talents: A feline interloper can select from any of the following social or vigilante talents, in addition to general social and vigilante talents.

Feline Interloper Social Talents

Animal Kinship (Sp): The feline interloper gains wild empathy as the druid ability, using his feline interloper class level to determine his bonus to the roll. Additionally, he may cast *charm animal* as a spell-like ability a number of times per day equal to 1 plus his Charisma modifier (minimum 1). At 7th level, this ability instead functions as *charm monster*. However, this ability only functions against feline (or, at least, felid) creatures; the GM has final discretion on what non-animal creatures qualify as valid targets for this ability.

Steal Renown (Ex): If a feline interloper steals an object from a foe, or a minion of that foe, with a market price of at least 1/4 the interloper's recommended wealth by level, he halves the amount of time needed within a week to gather renown in the locale where the theft occurred, requiring only two hours a day to socialize and make contacts.

Feline Interloper Vigilante Talents

Feline Flurry (Ex): The feline interloper gains the Improved Unarmed Strike feat as a bonus feat, if he doesn't have this feat already. In addition, he gains the flurry of blows ability with a number of attacks and unarmed damage die as if he were an unchained monk three levels lower than his feline interloper class level. Only a feline interloper of at least 4th level can select this talent.

Graceful Style (Ex): The feline interloper learns an unchained monk style strike to use in conjunction with his flurry of blows, chosen from the following list: Defensive Spin, Flying Kick, Knockback Kick, Leg Sweep, Spin Kick. Any style strike effects which are normally determined or limited by a monk's fast movement are instead determined or limited by the bonus movement from the feline interloper's sprinter racial trait, plus any speed increases acquired via the Shadow's Speed vigilante talent. Only a feline interloper of at least 6th level can select this talent, and he must have first selected the feline flurry talent. This talent may be selected multiple times; each time, the feline interloper gains a new style strike from the list above.

catfolk mesmerist tricks

Distracting Cacophony: The subject emanates a field of consterning noises which distract an enemy from their intended course of action. The mesmerist can trigger this trick just before an enemy attacks or casts a spell on the subject; the trick resolves prior to the enemy's action. The enemy must make a Will save or be dazzled for a number of rounds equal to half the mesmerist's level (minimum 1); however, the Perception penalty from this condition applies to sound-based checks rather than sight-based ones. Additionally, if the enemy was about to cast a spell or use a spell-like ability, it must make a concentration check against the mesmerist's trick DC. This is an illusion (figment) effect.

Feigned Innocence: The subject is made to seem more sympathetic to a potential attacker, who may misconstrue them as a bystander or even a possible ally. The mesmerist can trigger this trick when an enemy moves adjacent to the subject, denying that enemy their Dexterity bonus to their AC against the subject's next attack. The enemy may make a Sense Motive check as an immediate action when the ability is triggered to avoid

this effect; the DC of the check is $10 + 1/2$ the mesmerist's level + the higher of the mesmerist's Charisma modifier or the subject's. This is a mind-affecting effect.

catfolk mesmerist masterful trick

Greater Feigned Innocence: This trick functions as the feigned innocence trick, except that the mesmerist can now trigger the trick when an enemy moves within 30 feet of the subject, and the trick affects even enemies with uncanny dodge.

avored class options

Kineticist: Add +1/6 to the maximum bonus allowed by elemental overflow.

Medium: Add +1/6 to the medium's spirit bonus when channeling a Marshal or Trickster spirit.

Mesmerist: Add +1/6 to the DC of the mesmerist's tricks and masterful tricks.

Occultist: Add +1/4 to the DC of the occultist's Cloud Mind focus power gained from an enchantment implement.

Psychic: Add +1/3 daily use of the Painful Reminder power granted by the Pain discipline.

Shifter: Add +1/6 to the shifter's enhancement bonus to Dexterity when using the tiger shifter aspect.

Spiritualist: Add +1/4 to the amount of damage to a phantom that is prevented by the spiritualist's etheric tether per hit point sacrificed.

Vigilante: Add +1 foot to the distance between the vigilante and the target of his Close The Gap talent. This has no effect unless the vigilante has selected this reward 5 times (or another increment of 5).

Changelings

Racial archetype

Changelings can make use of this archetype.

Malformed Eye

Mesmerists whose magic is channeled through a hag's call in one eye, malformed eyes harness potent witchcraft to supplement their punitive glares.

Associated Class: mesmerist

Associated Race: changeling

Replaced Abilities: consummate liar, hypnotic stare, painful stare

Modified Abilities: spellcasting

Hag's Casting: At 1st level, the malformed eye chooses a single witch patron and gains the associated patron spells as bonus spells known when she gains the ability to cast spells of those levels.

Witch's Glare (Su): At 1st level, the malformed eye gains the evil eye witch hex. It can be used at-will; however, a given creature can only suffer a given penalty from it once in a given 24-hour period of time. She can apply bold stare improvements to her witch's glare as if it were a hypnotic gaze.

Punitive Glare (Su): At 1st level, the malformed eye gains the ability to plant the seeds of her glare in a creature. As a free action on her turn, she can cast *forbid action* ^{UM} as an at-will spell-like ability, except that the action that is forbidden can still be performed. However, if the forbidden action is performed while under the effect of punitive glare, the target takes an amount of damage equal to 1d6 points for every 3 class levels the malformed eye possesses. A malformed eye can trigger this ability only once per round, but a single creature can take damage from multiple malformed eyes' punitive glares in a round.

CRONE (medium spirit)

The crone spirit is one commonly believed to be tied to the archmage, but its approach is much more focused: strengthen your allies and utterly debilitate your enemies.

Spirit Bonus: When you channel a crone, your spirit bonus applies on concentration checks, Intelligence-based skill checks, and Will saves.

Seance Boon: Your caster level is treated as if it were 3 levels higher when determining the duration of the non-instantaneous spells you cast.

Favored Locations: Graveyards, heretical churches, orchards.

Influence Penalty: Your body reacts much more slowly as your muscles age rapidly. You take a penalty equal to your spirit bonus to AC, attack rolls, non-spell damage rolls, and Reflex saves.

Taboos: Choose one: You have an unspeakable pact with a patron and cannot speak ill of their concerns; your very being is heretical and you must roll a saving throw against all divine spells that allow them (even harmless ones and those cast by your allies); you think you have a familiar, and must protect an ordinary animal with your life.

Crone's Casting (Lesser, Su): Instead of your normal spells per day for your medium level, you use the spells per day from Table 1–4: Mesmerist ^{OA}. For each level of spell you can now cast (including knacks), each time you channel a crone spirit, select a single spell of that level from the witch spell list to add to your medium spell list and spells known until you lose contact with the crone. When you cast these spells, they count as arcane (though not for the purpose of fulfilling prerequisites), and thus you must provide verbal and somatic components instead of thought and emotion components.

Patron's Prowess (Intermediate, Su): Each time you channel a crone spirit, choose one school of magic for which you know at least one spell (including from crone's casting). You

increase the caster level of spells of that school by 1. This does not stack with Spell Focus or other similar effects.

Cackling Arcanum (Greater, Su): Whenever you cast a spell that has a duration dependent on your caster level (such as 1 round/level), you can accept 1 point of influence to increase your caster level for that spell by 2 for the purpose of determining its duration.

Legendary Crone (Supreme, Su): Once per day when using your cackling arcanum ability, you increase the spell's caster level by 4 to determine its duration (instead of by 2) without accepting a point of influence and without expending a spell slot.

changeling shifter aspect

Black Cat

The black cat is an emblem of luck. Whether that luck is good or bad depends heavily on one's culture.

Minor Form: You gain a +1 luck bonus to AC. At 8th level, this increases to +2, and all hostile creatures within 10 feet of you take a -1 luck penalty to all saving throws. At 15th level, your luck bonus to AC increases to +3, and the luck penalty applies to all hostile creatures within 20 feet of you.

Major Form: Your shape changes to that of a tiny black cat. While in this form, you have a land speed of 30 feet, a climb speed of 20 feet, two claw attacks, and a +1 luck bonus to attack rolls. At 8th level your luck bonus to attack rolls increases to +2, and you gain Black Cat ^{ARG} as a bonus feat, even if you don't meet the prerequisites. At 15th level your luck bonus to attack rolls also applies to saving throws, and you can use your Black Cat feat up to three times per day.

avored class options

Kineticist: Choose one kineticist element you possess. Increase the maximum value of your internal buffer by +1/3 (maximum +3). This extra amount can only be spent in place of accepting burn for the selected element. If you reach the maximum bonus from this favored class bonus and possess more than one element at that time, you can choose that element to apply this favored class bonus to.

Medium: Choose one medium spirit whose lesser spirit power alters your spellcasting (such as archmage, hierophant, or crone). When channeling that spirit, you gain +1/2 of a 1st-level spell per day (maximum +3). When you reach the maximum bonus of this favored class bonus, choose a different qualifying spirit to which you apply this bonus. When you reach the maximum bonus of this favored class bonus with two or more different spirits, you may choose one such spirit and gain +1/3 of a 2nd-level spell per day (maximum +2) when channeling that spirit.

Mesmerist: Choose one bold stare improvement you know. You increase the penalty it imposes by +1/3 (maximum +2). When you reach this maximum, you can choose a different bold stare improvement to which you apply this bonus.

Occultist: Gain +1/5 of a new focus power, which must be from either the necromancy or transmutation school.

Psychic: Increase the DC of psychic necromancy spells you cast by +1/2.

Shifter: When wearing nonmetal armor and/or using a nonmetal shield, increase your bonus to AC from defensive instinct by +1/4, to a maximum of your Wisdom bonus.

Spiritualist: Increase the DC of any spiritualist knacks (0-level spells) you cast by +1/4.

Vigilante: Gain a +1/4 insight bonus to Will saves.

Dhampir

RACIAL ARCHETYPES

Dhampirs can select the following archetypes.

Blood Scion

Vampires are known for their supernatural ability to charm others, which they often use to lure their prey into vulnerable positions. All dhampirs inherit some of this charm, but those with an affinity for psychic magic can tap into their bloodline to emulate their sires. These blood scions can charm even their enemies with a well-timed look, and the creatures of the night heed their call just as they would a true vampire's.

Associated Class: mesmerist

Associated Race: dhampir

Replaced Abilities: touch treatment, mental potency, glib lie

Enchanting Stare (Su): At 3rd level, the blood scion can lock eyes with the target of his hypnotic stare as a standard action. The target must make a Will saving throw (DC 10 + 1/2 the blood scion's mesmerist level + his Charisma modifier) or begin to see the blood scion as a friend, as per the spell *charm person*. The blood scion must be able to see the target to use this ability. The target remains charmed as long as it is under the effect of the blood scion's hypnotic stare. Regardless of whether or not the target succeeds on its saving throw, it cannot be targeted by this ability again for the next 24 hours. The creature has no memory of a blood scion's enchanting stare once the effect ends.

Servants of the Night (Sp): At 5th level, the blood scion can call allies much like a vampire. As a full-round action, he can cast *summon nature's ally III*, though he can summon only dire rats, wolves, or a dire bat. At 10th level, this ability functions as *summon nature's ally IV* (allowing him to summon additional creatures of these types), and he can also choose to summon a dire wolf. At 15th level, this ability functions

as *summon nature's ally V*, and at 20th level, it functions as *summon nature's ally VI*.

Enthralling Stare (Su): At 11th level, the blood scion's hypnotic stare can bend individuals to his will, drawing on his vampiric lineage. The blood scion must take a standard action and lock eyes with the target of his hypnotic stare in order to use this ability. The target is allowed a Will save (DC 10 + 1/2 the blood scion's level + his Charisma modifier). On a failure, the target is affected as if by a *dominate person* spell. The blood scion must be able to see the target to use this ability. The target remains dominated for as long as it is under the effects of the blood scion's hypnotic stare. So long as the target of this ability remains dominated, the blood scion can maintain his hypnotic stare against it regardless of the distance between them. Regardless of whether or not the target succeeds on the saving throw, it cannot be targeted by this ability again for the next 24 hours. The creature has no memory of a blood scion's enthralling stare once the effect ends.

Greater Servants (Su): At 14th level, creatures the blood scion summons with servants of the night gain the advanced creature template.

Grim Warder

Frequently found in the company of dhampir kinslayers ^{ARG}, grim warders study the occult to combat the evils of the undead, from banshees to zombies and, of course, vampires. Their specialized magic circles protect against and bind the undead, as well as ward against the deadly negative energies that they wield.

Associated Class: occultist

Associated Race: dhampir

Replaced Abilities: magic circles, outside contact

Modified Abilities: implements, binding circles, fast circles, implement mastery

Implements: The grim warder must choose abjuration and conjuration as his first two implement schools. He casts spells drawn from these two schools at his caster level + 2. This specialized study comes at a cost, however. If

the grim warder later selects the necromancy implement school, he casts spells from that school at his normal caster level – 2. Additionally, the grim warder treats his occultist level as 2 lower when determining the effects or duration of focus powers drawn from the necromancy implement school.

Warding Circles (Su): At 8th level, the grim warder learns how to draw specialized magic circles that protect against the undead. Warding circles are created in the same manner as standard magic circles. A warding circle functions much as a *magic circle against evil*, except that all benefits of the effect (including the *protection from evil* benefits) apply only against the attacks and effects of undead creatures, regardless of alignment and whether or not the undead creature is summoned. Undead creatures cannot enter the area of a warding circle, nor can they make bodily contact with creatures inside one. A warding circle cannot be focused inward to bind an undead creature. This ability otherwise functions as the occultist's magic circles class feature.

Hallowed Circles (Su): Also at 8th level, whenever the grim warder creates a warding circle, he can expend 1 additional point of mental focus to infuse the circle with positive energy. Creatures within the area of a hallowed circle are protected as if by a *death ward* spell for as long as they remain inside it. A hallowed circle does not remove negative levels a creature already has upon entering it, but it does suppress the penalties from those levels while the creature is within its boundaries.

Binding Circles (Su): At 12th level, whenever the grim warder creates a warding circle, he can expend 1 additional point of mental focus to make it a binding circle. The grim warder's binding circles function normally, except that they can trap only undead creatures, regardless of their alignment. This ability otherwise functions as normal for the occultist's binding circles class feature.

Fast Circles (Su): This ability functions as normal for the grim warder, except that he can use it to create a warding circle or a hallowed

circle (rather than a magic circle) as a full-round action (with reduced duration as normal).

Implement Mastery (Su): The grim warder must select either the abjuration or conjuration implement school for this ability.

RACIAL feat

Dhampirs can select the following feat.

Hypnotic Charmer

Relying on your hypnotic stare to influence others, you need only a few words to change their minds.

Prerequisite: Natural Charmer ^{ARG}, dhampir, hypnotic stare class feature.

Benefit: You can take 20 on any Charisma-based skills to charm, convince, persuade, or seduce humanoids under the effects of your hypnotic stare, regardless of their starting attitude. You can also choose to take 10 on such checks.

FAVORED class options

Kineticist: Gain 1/6 of a new wild talent.

Medium: Increase the bonus the medium gains from its seance boon by +1/3 point. This doesn't increase the bonus allies gain from shared seance.

Mesmerist: Increase the number of mesmerist tricks the mesmerist can use per day by +1/3.

Occultist: Add +1/2 point of mental focus per day.

Psychic: When casting psychic enchantment spells, add +1/2 level to the effective caster level of the spell, but only to determine the spell's duration.

Shifter: Gain energy resistance against cold. Each time the shifter selects this reward, increase that energy resistance by 1, to a maximum resistance of 10.

Spiritualist: Add +1/6 to the circumstance bonus on saving throws granted to the spiritualist while under the effects of either spiritual interference or greater spiritual interference.

Vigilante: Gain 1/6 of a new vigilante talent.

Elan

RACIAL ARCHETYPE

Elans can make use of this archetype.

Generation Channeler

Generation channelers are elan mediums who call upon the collected spirits of the elders of their race, the fabled First Generation. They often multiclass with psionic classes.

Associated Class: medium

Associated Race: elan

Replaced Abilities: shared seance

Modified Abilities: spirit surge, haunt channeler

Elan Spirit Surge (Su): By spending 2 psionic power points, the generation channeler can increase the dice size of his spirit surge by one step. After spending power points, the channeler's spirit surge is 1d8 at 1st level, increasing to 1d10 at 10th level, and 1d12 at 20th level.

Psionic Mantle (Su): Rather than calling a single spirit in a seance, a generation channeler draws energy from the entire first generation of his race. This influx of psionic energy imbues his allies with a +2 bonus against enchantment effects and effects with the mind-affecting descriptor.

Haunt Inquisitor (Su): By expending 2 psionic power points, a generation channeler who has taken a haunt into himself may ask it an additional question. For every 3 power points spent in this way, he may ask another additional question up to a maximum number of questions equal to his Intelligence modifier.

elan kineticist talent

Elan kineticists can use this unique talent.

Elan Force Thrust

Element aether; **Type** composite blast (Sp);

Level —; **Burn** 2

Prerequisites primary element (aether), expanded element (aether)

Blast Type energy; **Damage** force

You hammer a single foe with force, dealing damage and pushing them back. If your attack hits, make a combat maneuver check to perform a bull rush against the target using your CMB.

elan mesmerist trick

Impedance: Psychic feedback impedes an enemy's ability to manifest. The mesmerist can trigger this trick when targeted by psionic powers or psi-like abilities. If the trick is triggered the subject is affected as though by *catapsi*, but only affecting the subject.

elan psychic phrenic amplifications

Drawing From Two Wells (Su): An elan psychic may substitute 2 psionic power points for 1 point from her phrenic pool to fuel psychic abilities and effects.

Psionic Psychic (Su): When casting a divination spell that is either of the scrying subschool or with the mind-affecting descriptor (such as *detect thoughts* or *scrying*), you can spend 1 psionic power point to increase the DC by 1. Alternatively, you can spend 2 psionic power points to cast any divination spell that requires a standard action to cast as a swift action.

elan vigilante talents

Shatter Morale (Su): The vigilante gains 1 psionic power point per vigilante level. In addition, the vigilante gains *demoralize* as a psi-like ability, usable a number of times per day equal to her Charisma modifier.

Occult Warrior (Su): All melee attacks made by the vigilante, including unarmed strikes, are treated as having the *ghost touch* weapon quality. At 10th level, she gains a +2 on all attacks against incorporeal undead, mediums currently channeling spirits, and spiritualist's phantoms.

elan elder (medium spirit)

The spirit of an elan from the first generation of the race is a bounty of knowledge and psionic might.

Spirit Bonus: When you channel an elan elder, your spirit bonus applies on concentration checks, Intelligence checks, and Intelligence-based skill checks.

Seance Boon: Your gain a +2 on Will saves against spells and powers with the mind-affecting descriptor.

Favored Locations: Elan enclaves, areas of concentrated psionic power, centers of psionic study, libraries

Influence Penalty: Your attention is focused on the interplay of psionic and psychic forces around you at the expense of awareness of your immediate physical environment. You take a penalty equal to your spirit bonus on Dexterity checks, Dexterity-based skill checks, and Perception checks.

Taboos: Choose one: you must not pass up the opportunity to learn something new and significant (a nontrivial piece of information with a Knowledge check of DC 20 or higher) when that opportunity is directly present; you must rely exclusively on the power of your mind for communication and may speak no words and use no abilities with the sonic descriptor (you break this taboo if you become enraged, frightened, or panicked); you must spend 12 hours a day in your meditative trance rather than 4.

Psychic Arcana (Lesser, Su): You gain the ability to spend psionic power points to improve your rolls when using psychic skill unlocks. For every 2 power points spent, you gain a +1 bonus to your roll, up to a maximum of +5.

Spirit Boost (Intermediate, Su): You can allow the elan elder spirit to gain 1 point of influence over you in order to enhance one of your medium spells or psionic powers with a surge of psionic energy, providing a +4 bonus to its DC.

Inspired Manifestation (Greater, Su): You can allow the elan elder spirit to gain 1 point of influence over you in order to manifest any psion/wilder power of a level you could cast if you were a psion of the same level. You must expend a spell slot of the appropriate level to fuel it, and you can't apply metapsionics to the power. To augment the power, you must spend the appropriate power points.

Psion of Antiquity (Supreme, Su): Once per day, you can manifest any power on the psion/wilder power list as if using the inspired manifestation ability, except the elan elder doesn't gain 1 point of influence over you, the power does not require a spell slot, and you can select a power of any level. Augmenting the power still requires an expenditure of power points.

favored class options

Kineticist: Gain a +1/4 bonus on damage rolls that apply to composite blasts.

Medium: Add +1/2 spell known from the medium spell list. This spell must be at least 1 level lower than the highest spell level the medium can cast.

Mesmerist: Add 1/4 of a mesmerist trick.

Occultist: Gain a +1/2 bonus on Use Magic Device checks made to emulate an alignment and a +1/2 bonus to knowledge (arcana) checks concerning spirits, undead, phantoms, and creatures from the astral plane.

Psychic: Add one spell known from the psychic spell list. This spell must be at least 1 level lower than the highest spell level the psychic can cast.

Shifter: Add +1/3 to the number of minutes the shifter can assume her minor form each day.

Spiritualist: Add +1 skill point to the spiritualist's phantom.

Vigilante: Gain +1/3 on all Knowledge (dungeoneering), Knowledge (engineering), and Knowledge (local) checks in urban areas.

Lizardfolk

Racial archetype

Lizardfolk can make use of this new archetype.

Reaver

When warfare breaks out between a lizardfolk tribe and a neighboring community, or a brood of creatures threatens a tribe's livelihood, reavers are the frontline of the lizardfolk's assault. Tribal reavers are tasked with quickly and stealthily infiltrating an enemy's territory—typically in their wild shape forms—so that their foes never suspect the impending onslaught. By the time the enemy realizes they are under attack, it is usually far too late.

Associated Class: shifter

Associated Race: lizardfolk

Replaced Abilities: shifter claws, defensive instinct, shifter claws increase, trackless step

Studied Target (Ex): At 1st level, a reaver can study an opponent she can see as a move action. The reaver then gains a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, and a +1 bonus on weapon attack and damage rolls against it. The DCs of reaver class abilities against that opponent, including any abilities gained via aspects or wild shape, increase by 1. A reaver can only maintain these bonuses against one opponent at a time; these bonuses remain in effect until either the opponent is dead or the reaver studies a new target.

At 7th, 13th, and 19th levels, the bonuses on weapon attack rolls, damage rolls, and skill checks and to reaver class ability DCs against a studied target increase by 1. In addition, at each such interval, the reaver is able to maintain these bonuses against an additional studied target at the same time. The reaver may discard this connection to a studied target as a free action, allowing her to study another target in its place.

Animalistic Aggression (Ex): At 2nd level, when unarmored, not using a shield, and unencumbered, the reaver adds her Wisdom bonus (if any) to her attack rolls and CMB. If she is wearing nonmetal armor or using a nonmetal shield, she instead adds half her Wisdom bonus to her attacks and CMB (minimum 0). In addition, the reaver gains a +1 bonus to her attacks and CMB at 4th level. This bonus increases by 1 for every 4 reaver levels thereafter (up to a maximum of +5 at 20th level).

Fast Movement (Ex): At 3rd level, a reaver's land speed becomes faster than the norm for a lizardfolk by +10 feet. This benefit applies only when she is unencumbered, and either unarmored or wearing nonmetal armor and using a nonmetal shield. Apply this bonus before modifying the reaver's speed because of any armor worn. This bonus stacks with any other bonuses to the reaver's land speed.

Reaving Momentum (Ex): At 5th level, whenever a reaver moves more than 10 feet in a round and makes an attack action, the attack deal 1d6 points of precision damage to the target. This damage stacks with other sources of precision damage, such as sneak attack, and is not multiplied on a critical hit. This extra precision damage increases to 2d6 at 11th level and 3d6 at 17th level. Foes with uncanny dodge are immune to this ability. When a reaver deals precision damage to a target as a result of this ability's use, he can study that target as an immediate action, allowing him to apply his studied target bonuses against that target (including to the normal weapon damage roll).

Lizardfolk shifter aspects

Alligator/Crocodile

The aspect of the alligator or crocodile, depending on the region of the shifter's origins, grants exceptional maneuverability and stealth in aquatic environments, as well as fearsome combat prowess.



Minor Form: You gain a +4 competence bonus on Stealth checks while in water. This bonus increases to +6 at 8th level and +8 at 15th level. At 8th level, you can increase your base speed by 20 feet for 1 round as a free action, usable once per minute.

Major Form: Your shape changes to that of a crocodile. While in this form, you gain a swim speed of 30 feet, low-light vision, a primary bite attack with the grab ability (1d8 damage, +4 racial bonus to CMB when grappling) and a secondary tail slap attack (1d6 damage). At 8th level, your swim speed increases to 60 feet and you gain the death roll special attack and a +4 racial bonus to CMD against trip attempts. At 15th level, you gain Improved Natural Attack with your bite and tail slap attacks, and the reach of your tail slap attack becomes 10 feet.

Chameleon

The aspect of the chameleon imparts uncanny sneakiness and subtlety. Those who take this aspect are often adept spies and ambushers.

Minor Form: You gain a +2 competence bonus on Stealth checks. This bonus increases to +4

at 8th level and +6 at 15th level. This bonus is doubled in any round during which you do not move. At 8th level, you may take both a standard and a move action (or a full-round action) during a surprise round.

Major Form: Your shape changes to that of a giant chameleon ^{B2}. While in this form, you gain a climb speed of 20 feet, low-light vision, primary bite (1d8 damage) and tongue attacks (the tongue deals no damage but has a 10-foot reach and the grab ability, including a +4 racial bonus to CMB when grappling), and a +10 racial bonus to Stealth checks. At 8th level, your climb speed increases to 40 feet, and you gain the hide in plain sight ability (as the advanced rogue talent ^{UC}). At 15th level, the reach of your tongue attack increases to 20 feet, and it deals bludgeoning damage equal to the damage dealt by either your shifter claws or your lizardfolk racial claw attacks (whichever is higher).

Gecko

The aspect of the gecko gives a shifter exceptional maneuverability, letting her easily traverse obstacles that her companions often cannot.

Minor Form: You gain a +2 competence bonus on Climb checks and a +1 bonus on Initiative checks. The Climb bonus increases to +4 at 8th level and +6 at 15th level; the Initiative bonus increases to +2 at 8th level and +3 at 15th level.

Major Form: Your shape changes to that of a giant gecko ^{B3}. While in this form, you gain a climb speed of 40 feet, low-light vision, and a primary bite attack (1d8 damage). At 8th level, your climb speed increases to 80 feet and you are treated as if under the effects of a constant *spider climb* spell. At 15th level, your bite attack deals damage equal to the damage dealt by either your shifter claws or your lizardfolk racial bite attack (whichever is higher), and you gain the Improved Critical feat for your bite attacks.

Pteranodon

The aspect of the pteranodon transforms a shifter into a dextrous dervish and a formidable flying combatant as well.

Minor Form: You gain a +1 dodge bonus to AC and a +1 bonus on Initiative checks. At 8th level, these bonuses increase to +2, and at 15th level they increase to +3.

Major Form: Your shape changes to that of a pteranodon. While in this form, you gain a fly speed of 40 feet (clumsy), low-light vision, and a +4 racial bonus on vision-based Perception checks. At 8th level, your fly speed increases to 60 feet (poor), your racial bonus on Perception checks increases to +6, and you gain a primary bite attack (1d8 damage). At 15th level, your fly speed increases to 60 feet (average), and you gain the Improved Natural Attack feat for your bite attacks as well as the Flyby Attack feat.

Snapping Turtle

The snapping turtle is invoked to bolster natural defenses. Fully embraced, this aspect grants superior reach and terrifying efficiency against smaller foes in battle.

Minor Form: You gain a +1 natural armor bonus to AC; this bonus is doubled during any

round in which you do not move or attack. This bonus increases to +2 at 8th level and +3 at 15th level.

Major Form: Your shape changes to that of a large giant snapping turtle ^{B2}, with a space of 10 feet. While in this form, you gain a swim speed of 20 feet, low-light vision, and a primary bite attack (1d10 damage). At 8th level, your swim speed increases to 40 feet, and you gain both the Lunge feat and the swallow whole ability (2d8 bludgeoning damage, plus your Strength modifier). At 15th level, you gain the armored stomach ability (see the creature's stat block) and the Improved Critical and Improved Natural Attack feat for your bite attack.

avored class options

Kineticist: The kineticist ignores 1/6 point of nonlethal damage when accepting a point of burn (minimum 0).

Medium: Add +1/6 to the medium's spirit bonus when channeling a champion or guardian spirit.

Mesmerist: Add +1/4 point of additional damage inflicted to the target of the mesmerist's painful stare. This also applies when the mesmerist uses this ability to increase his own damage.

Occultist: Add +1/3 point to the occultist's pool of mental focus per day.

Psychic: Reduce the penalty for not being proficient with one weapon by 1. When the nonproficiency penalty for a weapon becomes 0 because of this ability, the psychic is treated as having the appropriate Martial or Exotic Weapon Proficiency feat for that weapon.

Shifter: Add +1/3 minute to the duration of the shifter's shifter aspect ability.

Spiritualist: Add +1/2 round of usage of the spiritualist's bonded senses ability per day.

Vigilante: The vigilante gains +1/6 of a new vigilante talent.

Merfolk

merfolk kineticist blasts

Merfolk kineticists can blast their foes in unique ways.

Siren's Song

Element water; **Type** simple blast (Sp); **Level** —; **Burn** 0

Blast Type: energy; **Damage** sonic

Your song unleashes a blast of sonic damage against a single foe. Damage dice for this blast are d4s (instead of the d6s of a normal blast).

Shrieking Song

Element water; **Type** composite blast (Sp); **Level** —; **Burn** 2

Prerequisites siren's song, primary element (water), expanded element (water)

Blast Type: energy; **Damage** sonic

Your song unleashes a concentrated blast of sonic damage against a single foe. Damage dice for this blast are d4s (instead of the d6s of a normal blast).

merfolk kineticist utility talents

Siren's Kiss

Element water; **Type** utility (Sp); **Level** 2; **Burn** 0

Saving Throw Will negates; **Spell Resistance** yes

The siren's kiss fills a single creature with the compulsion to rush to the siren and passionately kiss or caress her on its next turn. This functions as *unnatural lust*^{UM}, except you need to concentrate or the effect ends. If you accept 1 point of burn, this increases the save DC by 2.

Siren's Call

Element water; **Type** utility (Sp); **Level** 3;

Burn 0

Saving Throw Will negates; **Spell Resistance** yes

The siren's call is a beautiful song that seductively summons all who hear it. This functions as *nixie's lure*^{ARG}, except you need to concentrate or the effect ends and the spell's range is 100 feet. If you accept 1 point of burn, you can prolong the effect without the need for concentration until the next time you recover burn.

medium legendary spirits

Merfolk can choose from these medium legendary spirits^{HA}.

Chardybdis (Marshal)

The Chardybdis spirit is a membranous sac with fins for legs and arms whose open mouth creates a gigantic whirlpool. Her size and legend strike fear in those who travel the open waters.

Gaining Favor: To gain the favor of the Chardybdis, you must intentionally sink a ship. You must then swear an oath to a sea god such as Neptan Rao.

Seance Boon: You gain a +2 bonus to all grapple checks.

Favored Locations: Sunken ships, dangerous rocks, rapids, and sea gods' temples.

Influence Penalty: You are quick to violence and prefer a weapon to spells or contemplation. You take a penalty equal to your spirit bonus on Intelligence checks and Intelligence-based skill checks, and to your caster level (to a minimum of caster level 1) when determining a spell's effects such as duration and range. You can't benefit from effects that increase your caster level.

Taboos: If you accept a taboo while channeling Chardybdis, you must not allow yourself or your allies to prevent a fleeing enemy from escaping; an enemy must be killed unless it surrenders.

Hopeless Heroes (Intermediate, Su): The medium's presence is so potent and strong that her opponents feel like everything is a struggle to defeat her, in spite of their best efforts. Whenever one of the medium's opponents uses an ability that directly affects the medium (including attacks and area effects) or directly counters or negates the medium's action, the medium can allow the spirit to gain 1 point of influence over her so that opponent is affected as a *crushing despair* spell for a number of rounds equal to the medium's highest spell level known. If an opponent triggers this effect again while the original *crushing despair* effect exists, the duration stacks.

Scylla (Trickster)

The Scylla spirit is a monstrous form with a cat's tail, twelve tentacle-like legs, and six ravenous dog heads sprouting from her waistline. The Scylla spirit is vain and manipulative.

Gaining Favor: To gain the Scylla spirit, you must first learn how to present yourself in the most beautiful fashion. This requires spending 2 months exercising vigorously and spending more than 1,000 gp on new clothes that are the height of fashion.

Spirit Bonus: When you channel a trickster, your spirit bonus applies on Dexterity checks, skill checks, and Reflex saves.

Seance Boon: Choose one skill when you gain this seance boon. You gain a +1 bonus on skill checks using that skill, and that skill counts as a class skill for you.

Favored Locations: Narrow waterways, rocky shorelines, cliffs and caves along water's edge.

Influence Penalty: The trickster within you is a protean schemer who fell victim to the deceit of another, and thus you begin to see the possibility that everyone around you might have ulterior motives as well. You never count as an ally for the purpose of gaining benefits from another creature's abilities, nor do you count as a willing target for spells. Anyone attempting to target you with a touch range spell, even a beneficial spell,

must succeed at a melee touch attack, though you need not attempt saving throws against harmless spells. You gain no benefit from another creature's aid another attempts, as you are too busy making sure they aren't secretly tricking or sabotaging you.

Taboos: If you accept a taboo while channeling Scylla, you must never pass up the chance to bathe, even if it causes you to do so at a very inopportune moment, and you must dress to the height of fashion (nothing less than a royal outfit). If any damage comes to the outfit (such as getting ripped by animal claws), you must change within 1 hour and the clothing must be destroyed.

Triumph of the Will (Greater, Ex): A medium can allow the spirit to gain 1 influence over her such that the medium can exert her will to force events to unfold according to its grand design. She can re-roll a die roll she has just made, or force another creature to re-roll a die roll it just made. The result of the second roll must be accepted even if worse. If the medium forces an enemy to reroll, the second roll suffers a penalty to the roll equal to the number by which she and her allies outnumber their enemies (minimum -0). The medium can use this ability after the results are revealed.

merfolk mesmerist tricks

Most merfolk are most comfortable with the power of the voice and song to exert control over others, but the angufolk^{BoHRAC} use their lures to great potential as mesmerists.

Blessing of the Light: When traveling far from the ocean's surface, where light is almost non-existent, the mesmerist can use any source of light as comfort and aid. This trick is triggered whenever the subject enters the radius of any *light* spell, gaining a number of temporary hit points equal to $1d8 + 1/2$ the mesmerist's level. These temporary hit points last for an hour, but any time spent within the radius of a *light* spell does not count against its duration.

Living in Darkness: The mesmerist can trigger this trick whenever the subject enters an area of darkness. The subject gains darkvision 60 feet for an hour. If the subject leaves the area of darkness during that time, he is considered to be light sensitive until the hour passes. The mesmerist can end this effect at will.

merfolk shifter aspect

Merfolk shifters often favor aquatic or at least amphibious creatures while in their underwater home, but they also excel with avian forms. Methods of travel such as soaring in the sky or swimming in the ocean's depths both require a certain amount of three-dimensional thinking that land-walkers do not possess, but merfolk excel in such thought naturally.

Shark

The shark is a powerful swimmer. Their razor-sharp teeth are used to shred and pierce their foes, and their keen scent for blood makes them frightful hunters.

Minor Form: You gain the keen scent ability. At 8th level, in addition to the keen scent ability, you also gain the blindsense ability with a range of 15 feet. If you already have blindsense, its range increases by 10 feet. At 15th level, you gain blindsense out to 30 feet instead. If you already have blindsense, its range increases by another 20 feet.

Major Form: You shape change into a large bull shark, and while in this form, you gain the aquatic subtype if you did not already have it. You

gain a swim speed of 60 feet, low-light vision, and the keen scent ability. At 8th level, you gain the blindsense ability to a range of 30 feet, and your bite attack critical multiplier increases by one. At 15th level, you gain the Improved Natural Attack feat for bite attacks and your bite attack deals an additional 1d6 bleed damage.

avored class options

Kineticist: Add +1/3 point of damage to water element blasts that deal damage.

Medium: When gaining a taboo, the medium can use spirit surge without incurring influence one additional +1/4 time per day.

Mesmerist: Increase the mesmerist's bonus damage from painful stare by +1/2 point.

Occultist: Gain 1/6 of a new phrenic amplification.

Psychic: Add one spell known from the psychic spell list. This spell must be at least 1 level lower than the highest spell level the psychic can cast.

Shifter: Add a +1/2 bonus on wild empathy checks to influence animals and magical beasts which are normally encountered in aquatic environments.

Spiritualist: Add +1/4 to the number of rounds that the spiritualist's incorporeal phantom can be out of sight and line of effect before being sent back to the Ethereal Plane.

Vigilante: Gain +1/3 on all Acrobatics, Stealth, and Swim checks in aquatic areas.

Samsarans

occultist implement school

Samsaran occultists can select the following implement school.

Eternal Implements

Eternal implements allow samsaran occultists to perform magic that draws on their past lives and their racial connection to the eternal cycles of life and death.

Implements: death shroud, family heirloom, journal, medal, noble vestment, pocket watch, veil.

Resonant Powers: Each time the occultist invests mental focus into an eternal implement, the implement grants the following power. The implement's bearer gains the benefit of this power until the occultist refreshes his focus.

Memory Echoes (Su): The implement invokes the knowledge and memories of those who have borne it in the past. The implement's bearer gains a +1 competence bonus on all Intelligence-based skill checks and ability checks for every 2 points of mental focus invested in the implement, to a maximum bonus of 1 + 1 for every 4 occultist levels you possess.

Base Focus Power: All occultists who learn to use eternal implements gain the following focus power.

Touch of Antiquity (Sp): As a standard action, you can expend 1 point of mental focus to cause an object to age, withering as though it had endured for long stretches of time. Your touch deals 1d4 points of damage + 1d4 points for every 2 occultist levels you possess beyond 1st to an object and grants it the broken condition. Alternatively, with a successful melee touch attack, you can cause the same decay in constructs, dealing 1d6 points of damage + 1d6

points of damage for every 2 occultist levels you possess beyond 1st.

Focus Powers: In addition to gaining the base focus power, occultists who learn to use eternal implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

Ancient Prowess (Sp): As a standard action, you can impart martial techniques from a past life on yourself or a living creature you touch. Your touch grants the use of any one combat feat for 1 minute. The granted feat must not have any other feat prerequisites but can be used without meeting other requirements (such as base attack bonus or race). This ability grants the use of an additional combat feat for every 6 levels you possess (to a maximum of 4 at 18th level). These subsequent feats can have feat prerequisites if those prerequisites are also granted by the same use of this ability.

Collective Calm (Sp): As a standard action, you can spend 1 point of mental focus to draw upon the collective experiences of your past lives, giving you improved ability to perform difficult tasks under pressure. When you use this focus power, select a number of skills equal to 1 + your Intelligence modifier. For 1 minute per occultist level you possess, you can take 10 on skill checks with the chosen skills even when stress and distractions would normally prevent you from doing so. You must be at least 9th level to select this focus power.

Mantle of Antiquity (Sp): As a standard action, you can spend 1 point of mental focus to shroud yourself in an ephemeral mantle that causes your countenance to shift between images of your past lives. The shifting nature of the images makes your position hard to discern, causing attacks against you to have a 20% miss chance. Once, while the mantle is active, you can call upon the skills of your past lives to automatically succeed on any one saving throw as though you had rolled a natural 20, which instantly ends this effect. The mantle otherwise lasts for 1 minute for each occultist level you possess. You must be at least 5th level to select this focus power.

Reincarnation's Guise (Sp): As a standard action, you can spend 1 point of mental focus to assume the form of one of your past lives, changing your appearance as per the spell *disguise self* (though your appearance must be either human or samsaran, as appropriate for your past lives) and gaining a +4 enhancement bonus to any one ability score for 1 minute for each occultist level you possess. You must be at least 3rd level to select this focus power.

Restore Grandeur (Sp): As a standard action, you can spend 1 point of mental focus to touch an object or creature and restore it to its former glory. If you restore grandeur to an object, your touch restores 1d4 points of damage to the object plus 1d4 points for every 2 occultist levels you possess beyond 1st. If you instead target a creature, your touch instead restores 1d6 points of damage plus 1d6 points for every 2 occultist levels you possess beyond 1st. Living creatures can only receive healing from this ability once per day.

Wisdom of the Ages (Sp): You can spend 1 point of mental focus to search memories from your past lives to recall legends and myths. This functions as *legend lore*, but the person or thing

you wish to learn of must be at hand, and the casting time is always 1d4 minutes. You must be at least 11th level to select this focus power.

Occultist Spells

Occultists who select the eternal implements school gain access to the following spells.

0-Level Occultist Spells: *guidance, purify food and water, stabilize*

1st-Level Occultist Spells: *borrow skill*^{APG}, *burst of insight*^{OA}, *comprehend languages*, *deathwatch*, *deja vu*^{OA}, *disguise self*, *karmic blessing*^{ARG}, *object reading*^{OA}, *protection from chaos/evil*, *sanctify corpse*^{UM}, *see alignment*^{UC}, *share language*^{APG}, *youthful appearance*^{UM}

2nd-Level Occultist Spells: *augury, blessing of courage and life*^{APG}, *hypercognition*^{OA}, *make whole*, *share memory*^{UM}, *tongues, undetectable alignment*

3rd-Level Occultist Spells: *gentle repose, haste, hold person, erase impressions*^{OA}, *lesser age resistance*^{UM}, *magic circle against chaos/evil*, *retrocognition*^{OA}, *sands of time*^{UM}, *slow, speak with dead*



4th-Level Occultist Spells: *age resistance*^{UM}, *death ward*, *legend lore*, *reincarnate*

5th-Level Occultist Spells: *atonement*, *dispel chaos/evil*, *elude time*^{APG}, *fabricate*, *greater age resistance*^{UM}, *serenity*^{UM}, *threefold aspect*^{APG}

6th-Level Occultist Spells: *disintegrate*, *euphoric tranquility*^{APG}, *mislead*, *repress memory*^{OA}, *transformation*

RACIAL FEATS

Samsarans can select the following feats.

Empathic Healer

You can take the pain of others into yourself.

Prerequisite: Life's Blood^{ARG}, mental focus or phrenic pool class feature, samsaran.

Benefit: When you use your Life's Blood feat to heal a creature, you can spend 1 point of mental focus or from your phrenic pool to also heal 1d4 points of ability damage to one ability score the creature is suffering, taking the same ability damage yourself.

Reincarnated Hero

Your vigilante identity takes the form of one of your past lives in which you were a hero to the people.

Prerequisite: dual identity class feature, samsaran.

Benefit: While in your vigilante identity, you gain a +2 bonus on Charisma-based skill checks

made to influence creatures who know stories of the hero you were in your past life. If you gain the renown social talent, you can gain renown in only 3 days in any community that knows stories of your past life.

Special: You can only take this feat at the same time that you gain your first vigilante level. The benefits of this feat are subject to GM approval.

FAVORED CLASS OPTIONS

Kineticist: Gain 1/6 of an Extra Wild Talent feat.

Medium: Increase the bonus the medium gain from its seance boon by +1/3 point. This doesn't increase the bonus that allies gain from shared seance.

Mesmerist: Gain 1/6 of a new bold stare.

Occultist: Increase the occultist's total number of points of mental focus by +1/2 point.

Psychic: When casting psychic divination spells, add +1/2 level to the effective caster level of the spell, but only to determine the spell's duration.

Shifter: Add +1/3 to the number of minutes the shifter can assume her minor form each day.

Spiritualist: Add 1 skill point to the spiritualist's phantom.

Vigilante: Gain +1/2 on the Disguise bonus from seamless guise.

Sashahar

medium legendary spirits

Sashahar can choose from these medium legendary spirits ^{HA}.

Sessinakka (Guardian)

Sessinakka was a general in the dawn of days. His name is spoken with reverence by all sashahar, as it was he who single-handedly defeated the umbral kobolds of the Violet Alliance. After his armies were slain, he held the gap between the Plane of Shadow and the Material Plane until the pisions of his clan could close it. It is said that he saved the sashahar from extinction that day.

Gaining Favor: In order to gain Sessinakka's favor you must find a conjunction of the Plane of Shadow and the Material Plane and defeat seven creatures of shadow as they attempt to cross over. Then you must sit in vigil for seven days meditating on the ideal of sacrificing oneself for one's people. At the end you must spill your own blood (1d6 hp) at the gateway and swear a blood oath to defend the Material Plane from extraplanar intruders.

Taboos: If you accept a taboo from Sessinakka, you must always attack extraplanar threats first in combat, you must always defend portals to the Material Plane, and you can never ally with planetouched races.

Hold The Gap (Intermediate, Su): Add the following spells of spell levels you can currently cast to your list of spells known of those levels: 1st—*true strike*, *line in the sand* ^{ACG}; 2nd—*litany of defense* ^{UC}, *tactical acumen* ^{UC}; 3rd—*keen edge*, *extreme flexibility* ^{ACG}; 4th—*fire shield*, *wreath of blades* ^{UC}. You can also use your spirit surge on concentration and caster level checks when you cast these spells.

occultist implement school

Sashahar occultists can select the following implement school.

Sentinel Implements

Implements from the sentinel school include the corporeal remains of powerful guardians. The first implement was a fang from the great sashahar champion, Sessinakka who saved his race from extinction by defending the gate alone in the face of the Violet Alliance. Jewels that were carved and enchanted with bits of his bones are particularly treasured by his race, while others draw power from other protectors. To followers of the school, such symbols represent great tenacity, something the legendary guardians of old showed to the very end.

Implements: fang-shaped jewel necklace, breastplate, shield, chunk of brick

Resonant Power: Each time the occultist invests mental focus into a sentinel implement, the implement grants the following power. The implement's bearer gains the benefit of this power until the occultist refreshes his focus.

Planar Talisman (Su): The implement wards against attacks from extraplanar sources. Whoever wears the implement gains a +1 resistance bonus on saving throws against extraplanar creatures for every 2 points of mental focus invested in the implement, to a maximum bonus of 1 + 1 for every 4 occultist levels you possess.

Base Focus Power: All occultists who learn to use a sentinel implement gain the following focus power.

Defensive Burst (Su): As a swift action, you can expend 1 point of mental focus to create a 20-foot burst of mental energy around yourself, dealing a total of 2 points of damage per occultist level you possess to all in the radius.

Focus Powers: In addition to gaining the base focus power, occultists who learn to use sentinel implements can select from the following focus powers when choosing the powers gained from their focus powers class feature.

Defensive Planar Awareness (Su): As a standard action, you can expend 2 points of mental focus to expand your awareness through the planar structure of the multiverse, negating any flanking bonuses opponents might otherwise gain. This effect lasts for 1 round per occultist level you possess. You must be at least 9th level to select this focus power.

Hold The Line (Su): As an immediate action, you can expend 1 point of mental focus to gain a +4 bonus to your CMD against a bull rush attempt or to a saving throw against any effect which would physically move you.

Impeded Summoning (Su): As a standard action, you can expend 2 points of mental focus to create an impedance field that extends 100 feet in every direction. Summoning and calling spells and spell-like abilities are suppressed within this radius, as are spiritualist's phantoms and medium's spirits. Creatures summoned outside the impedance field can enter it normally. The field lasts for up to 1 minute per occultist level you possess. Creatures summoned or called before you create the dampening field are unaffected. You must be at least 11th level to select this focus power.

Planar Guardian (Su): You can rally against foes from other planes when at death's door. If brought below 0 hp by any attack, spell, or ability originating from an outsider or a creature with the extraplanar subtype, you can expend 2 points of mental focus as an immediate action to fight on as if you are disabled rather than dying. You automatically stabilize and do not need to make a Constitution check each round to avoid losing additional hit points. This effect persists for a number of rounds equal to your level or until the creature whose action triggered this effect's activation is either killed or excised from the plane you are currently on. You must be at least 5th level to select this focus power.

Planar Ward (Sp): As a standard action, you can expend 2 points of mental focus to surround yourself with a planar ward. Creatures not native to the plane that you are currently on suffer a -4 penalty on attacks against you, and you receive a +4 circumstance bonus on saving throws against the spells, spell-like abilities, psionic powers, psi-like abilities, and supernatural abilities of such creatures. This ward lasts for 1 minute.

Teleportation Scramble (Su): As a standard action, you can expend 1 point of mental focus to target a creature within 60 feet with this ability. Whenever that creature attempts to pass through a *gate* or casts a spell of the teleportation subschool, it must attempt a Will save; on a failed save, the spell fails or the *gate* does not function (the target passes through it without any effect as if it had entered from the back of the *gate*). This effect lasts for up to 1 minute per occultist level you possess, or until triggered. You must be at least 15th level to select this focus power.

Occultist Spells

Occultists who select the sentinel implements school gain access to the following spells.

0-Level Occultist Spells: *daze, resistance, telekinetic projectile* ^{OA}

1st-Level Occultist Spells: *alarm, anticipate peril* ^{UM}, *confusion (lesser), deathwatch, enlarge person, forbid action* ^{UM}, *heightened awareness* ^{ACG}, *hold portal, mage armor, mindlink* ^{OA}, *protection from chaos/evil/good/law, reduce person, true strike, unprepared combatant* ^{UM}

2nd-Level Occultist Spells: *ablative barrier, aid, analyze aura* ^{OA}, *bear's endurance, bestow curse, bestow weapon proficiency* ^{UC}, *clairaudience/clairvoyance, compassionate ally* ^{UM}, *darkvision, daze monster, detect thoughts, enshroud thoughts* ^{OA}, *false life, find traps, hideous laughter, purge spirit* ^{OA}

3rd-Level Occultist Spells: *displacement, explosive runes, heroism, hold person, magic circle against chaos/evil/good/law, protection from energy, remove curse, suggestion, thaumaturgic circle* ^{OA}

4th-Level Occultist Spells: *break enchantment*, *darkvision (greater)*^{UM}, *daze (mass)*^{UM}, *death ward*, *dimensional anchor*, *dismissal*, *false life (greater)*^{UM}, *hold monster*, *planar adaptation*^{APG}, *sending*, *thoughtsense*^{OA}

5th-Level Occultist Spells: *create demiplane (lesser)*^{UM}, *planar binding (lesser)*, *planeshift*, *teleport*, *wall of stone*

6th-Level Occultist Spells: *create demiplane*^{UM}, *guards and wards*, *heroism (greater)*, *planar binding*, *planar adaptation (mass)*^{APG}

Gate Guardian (psychic discipline)

An early life encounter with an extraplanar threat put you on the path to developing your psychic abilities. Drawing inspiration from the sashahar hero Sessinakka, you constantly hone your powers and defenses against greater threats that lurk at the edges of our reality, waiting to break through. Like Sessinakka, you *will* hold the line!

Phrenic Pool Ability: Wisdom.

Bonus Spells: *burst of adrenaline*^{OA} (1st), *mental barrier I*^{OA} (4th), *mental barrier II*^{OA} (6th), *mental barrier III*^{OA} (8th), *etheric shards*^{OA} (10th), *mental barrier IV*^{OA} (12th), *psychic crush I*^{OA} (14th), *mental barrier V*^{OA} (16th), *telekinetic storm*^{OA} (18th)

Discipline Powers: Your powers serve to fortify you in your battle against threats from beyond our world.

Stalwart Gatekeeper (Su): As a move action, you can gain one of the following monster abilities: fortification, fast healing 5, or ferocity. This new ability lasts for 1 round per psychic level.

You can use this ability a number of times per day equal to your Wisdom modifier. At 11th level, you can also use it to gain DR 10/cold iron or a +4 dodge bonus to AC.

At 15th level, you can use it to gain resistance 5 against one of the following energy types: acid, cold, electricity, or fire.

Intrepid Gatekeeper (Su): At 5th level, you gain a +4 resistance bonus on either Fortitude or Reflex saving throws. Once this choice is made, it cannot be reversed. This bonus increases by 1 for every 5 levels you possess beyond 5th.

Indomitable Gatekeeper (Su): At 13th level, you may negate the confirmation of a critical hit confirmed against you once per day. At 18th level, you may use this ability twice per day.

sashahar vigilante talent

Planar Strike (Su): All melee attacks made by the vigilante, including unarmed strikes, are treated as having the planar weapon quality. At 10th level, he gains a +2 on all attacks against creatures with the extraplanar subtype.

favored class options

Kineticist: Gain 1/3 of an infusion wild talent.

Medium: Add 1 spell known from the medium spell list. This spell must be at least 1 level lower than the highest spell level the medium can cast.

Mesmerist: Add 1/4 of a mesmerist trick.

Occultist: Gain +1/4 bonus points to mental focus.

Psychic: Gain 1/5 of a new phrenic amplification.

Shifter: Add +1/2 to the shifter's wild empathy bonus.

Spiritualist: Add 1 hit point to the spiritualist's phantom.

Vigilante: Gain 1/6 of a vigilante talent.

Skinwalkers

Racial archetypes

Skinwalkers can select the following archetypes and class options.

Lunar Legendkeeper

Lunar legendkeepers channel spirits of legendary lycanthropes and skinwalkers, sharing animal power in a manner like the curse of lycanthropy but more fleeting.

Associated Class: medium ^{OA}

Associated Race: skinwalker

Modified Abilities: spirit

Lunar Spirits: The lunar legendkeeper's legendary spirits each function like a standard legendary spirit ^{HA} except as noted in their descriptions below.

Witchbeast (Archmage)

The witchbeast is a master of curses.

Seance Boon: You also gain a werewolf-kin bestial feature.

Favored Locations: Arcane redoubts, sites of grisly deaths, skinwalker graves, wilderness inhabited by wolves.

Influence Penalty: You become recklessly spiteful. You take a penalty to your Armor Class equal to your spirit bonus. The penalty also applies to your caster level when casting on willing targets other than you; those spells can't benefit from bonuses to your caster level. (You can't cast a spell if below the minimum caster level for that spell.)

Spirit Powers: The witchbeast's spirit powers use the witch spell list instead of the sorcerer/wizard spell list.

Ruler of Fangs (Champion)

The ruler of fangs is a legend of untamed, animalistic might.

Seance Boon: You gain a weretiger-kin bestial feature.

Favored Locations: Battlefields, palaces, places of violence, wilderness inhabited by tigers.

Fanged Prowess (Lesser, Su): You gain proficiency in all martial weapons, and your natural weapons have increased base damage as if you were one size category larger.

Furred Warden (Guardian)

The furred warden protects beasts and wild places.

Seance Boon: You gain a werebear-kin bestial feature.

Favored Locations: Cave openings, gates, structures of snow, wilderness inhabited by bears.

Influence Penalty: Instead of damage rolls, the penalty applies to your caster level when casting spells on unwilling creatures and negates any caster level bonuses.

Warding Fur (Lesser, Su): You gain proficiency with heavy armor and add your spirit bonus to your natural armor.

Sudden Grapple (Greater, Ex): After an enemy's attack would hit you or an ally within your reach, you can use spirit surge to make a grapple combat maneuver check against that foe with the appropriate die bonus. If the foe is not within reach, success simply causes that attack to miss. If the foe is within reach, you also begin grappling the foe and can make an attack of opportunity against it with a natural weapon.

Moonwatcher (Heiropant)

The moonwatcher uses signs from the heavens and supernatural instincts to guide others.

Seance Boon: You gain a wereshark-kin bestial feature.

Favored Locations: Places ideal for stargazing, sacred groves, skinwalker holy sites, wilderness inhabited by lycanthropes.

Lunar Surge (Lesser, Su): This power functions as the archmage arcana spirit power, except that you choose from the druid or shaman

spell list (these spells count as divine), and you need a divine focus if the spell requires one.

Font of Moonlight (Intermediate, Su):

This power functions as energy font, except that you can't affect undead with channel energy. Instead, you can expend 1 use as a swift action to cause all skinwalkers within 30 feet to use their skinwalker's change shape racial trait instantaneously (without an action); a successful Will save negates the forced transformation.

Overflowing Moonlight (Greater, Su): This power functions as overflowing grace, except that the bonus also applies for 1 round to each skinwalker you transform with channeled energy.

Grinning Beast (Marshal)

The grinning beast lures foes into a false sense of security.

Seance Boon: You gain a werecrocodile-kin bestial feature.

Favored Locations: Courts, fords, stages, waters frequented by crocodiles or sharks.

Influence Penalty: You can't abide showing weakness or accepting help. This otherwise functions as the trickster (not marshal) influence penalty.

Taboos: Instead of never leaving an ally behind, you can never tell the truth.

Sewer Grandmaster (Trickster)

The sewer grandmaster is an elusive thief in the night.

Seance Boon: You gain a wererat-kin bestial feature.

Favored Locations: Alleys, mazes, places inhabited by many rats, sewers.

Influence Penalty: Like a weak rodent, you take a penalty equal to your spirit bonus on Strength checks, Strength-based skill checks, and Strength-based attack rolls. When struck by a confirmed critical hit, you must succeed at a Will saving throw against DC 15 + half medium level or be forced to use (or dismiss) your change shape racial trait as your next action.

Taboos: Instead of never telling the truth, you can never end your movement without being adjacent to a wall or source of cover.

Moonlight Lurker

Moonlight lurkers hone their transformative powers by building up a vigilante identity invested with primal animal archetypes. This vigilante identity might be a way to vent pent-up impulses or to wield animalistic might for specific goals without revealing the skinwalker's true nature.

Associated Class: vigilante

Associated Race: skinwalker

Replaced Abilities: vigilante specialization, social talent gained at 1st level

Modified Abilities: dual identity

Lycanthrope Identity: The moonlight lurker's vigilante identity must incorporate the animalistic features from his change shape ability.

Identity Shift (Su): The moonlight lurker can shift between his social identity and vigilante identity as a full-round action. In moonlight, he can shift as a standard action. In either case, he can use his skinwalker change shape ability as part of the action to assume his vigilante identity and dismiss it as part of the action to assume his social identity.

Multiplied Metamorphosis (Su): The moonlight lurker gains two bestial traits rather than one when using his change shape skinwalker racial trait. At 5th level and 9th level, the moonlight lurker gains an additional bestial trait when using change shape. At 13th level, the moonlight lurker also gains his choice of grab, pounce, fly 30 feet (average), swim 60 feet, darkvision 60 feet, or blindsense 10 feet when using change shape. At 17th level, the moonlight lurker gains another of those abilities when using change shape. At 20th level, the moonlight lurker gains regeneration 5 suppressed by silver when using change shape.

Moonshifter

Moonshifters focus intently on the gradual blending between one animal at a time with their humanoid shapes.

Associated Class: shifter

Associated Race: skinwalker

Replaced Abilities: chimeric aspect, greater chimeric aspect, final aspect

Modified Abilities: minor form, shifter claws

Practiced Shapechanging (Su): The moonshifter's shifter claws benefits apply to up to two natural weapons gained with her change shape racial trait and/or with her shifter class abilities. The moonshifter can activate her change shape racial trait as a swift action.

Hybrid Aspect (Su): At 9th level, when the moonshifter assumes a minor form and is not in a major form, she can choose to gain the ability score modifiers and either the speed or the attacks of the matching major form without fully changing form. She retains approximately her natural form and size, and her equipment adjusts to suit her new abilities.

Greater Hybrid Aspect (Su): At 14th level, when the moonshifter assumes a minor form and is not in a major form, she can gain all the effects of the matching major form without fully changing shape.

Lunar Resurgence (Su): At 20th level, the moonshifter gains DR 10/silver. In addition, she can wild shape without spending a daily use instead of gaining the usual benefits for using her change shape racial trait.

skinwalker vigilante talents

Skinwalker vigilantes can select the following talent.

Lycanthrope's Might (Su): The vigilante gains a +2 enhancement bonus to his choice of Strength, Dexterity, or Constitution. At 8th level, the bonus increases to +4. At 15th level, the bonus increases to +6. Only an avenger vigilante or moonlight lurker can select this talent.

Lycanthrope's Tenacity (Su): The vigilante gains damage reduction 1/silver while in his vigilante identity. At 12th level, it increases to 2/silver. At 16th level, it increases to 3/silver. Only a moonlight lurker of at least 8th level can select this talent.

avored class options

Kineticist: Gain a +1/4 bonus on damage rolls that apply the kineticist's elemental overflow bonus.

Medium: When gaining a taboo, the medium can use spirit surge without incurring influence an additional +1/4 time per day.

Mesmerist: Increase the mesmerist's bonus damage from painful stare by +1/2 point.

Occultist: Deal an additional +1/2 point of damage with focus powers.

Psychic: Add +1/4 point to the psychic's phrenic pool.

Shifter: Add +1/3 to the number of minutes the shifter can assume her minor form each day.

Spiritualist: Add 1 hit point to the spiritualist's phantom.

Vigilante: Gain +1/3 bonus on Bluff and Disguise checks.

Tengus

RACIAL ARCHETYPES

Tengus can make use of these archetypes.

Vinculum Corruptor

Some tengu occultists specialize in corrupting and abusing vincula—the bonds between objects and their former owners. They choose implements which formerly belonged to their foes, often stealing them and subverting the psychic bond the vincula shared with previous owners to channel their magic.

Associated Class: occultist

Associated Race: tengu

Replaced Abilities: magic item skill, aura sight

Modified Abilities: mental focus

Mental Focus (Su): A vinculum corruptor has less focus than a typical occultist, possessing a number of points of mental focus equal to 1/2 his occultist level + his Intelligence modifier.

Corrupt Vinculum (Su): A vinculum corruptor gains a pool of vinculum focus points equal to 1/2 his level. These points can be invested in an implement just as regular mental focus points but have different effects. They can only be invested in an implement which rightfully belongs to someone other than the occultist. If the implement was purchased or received as a gift, or the previous owner is now dead, vinculum focus points have no effect when invested in that implement.

Each point invested in an implement increases the caster level of implement powers or spells of the associated school by 1 when targeting creatures of the same type or subtype (per the ranger favored enemy list) as the previous owner of the implement, to a maximum of 1 + 1 for every 2 levels the vinculum corruptor possesses.

Every 2 points invested in an implement increases the saving throw DCs for implement powers or spells from the associated school by 1

against the rightful owner of the implement, to a maximum of 1 + 1 for every 3 levels the vinculum corruptor possesses.

Pickpocket (Ex): At 2nd level, a vinculum corruptor becomes more adroit at stealing others' possessions. He gains a bonus on all Sleight of Hand checks equal to 1/2 his occultist level.

Trace Vinculum (Sp): At 5th level, the vinculum corruptor can use a stolen implement to find the previous owner as a standard action. This functions as the *locate creature* spell with a duration of 1 round. It can only be used to find a specific creature, not a creature of a certain type.

Swaggering Avenger

Tengu consider most things in life to be better when done with style and panache. They uniquely apply this philosophy as vigilantes who draw attention to their actions, rather than hiding and skulking in the shadows.

Associated Class: vigilante

Associated Race: tengu

Replaced Abilities: 2nd-level vigilante talent, startling appearance, frightening appearance, stunning appearance

Modified Abilities: vigilante specialization, vigilante talents

Vigilante Specialization (Ex): A swaggering avenger must choose the avenger specialization.

Braggart (Ex): At 2nd level, a swaggering avenger can spend a standard action to extol his own accomplishments and battle prowess. He receives Dazzling Display as a bonus feat. He does not need a weapon in hand to use this ability. The swaggering avenger receives a +2 morale bonus on melee attack rolls made against demoralized targets.

Swaggering Avenger Talents: A swaggering avenger can select the following vigilante talent, in addition to general vigilante talents.

Stop Hitting Yourself (Ex): A swaggering avenger can attempt a grapple or disarm combat maneuver to make a creature harm itself. If the combat maneuver check is successful, the vigilante rolls damage against the targeted



creature as if the creature had hit itself with its own weapon or natural attack. This attack uses the swaggering avenger's Strength modifier and other bonuses from feats or special abilities to determine damage dealt rather than the target's; however, it applies any of the weapon's special qualities such as poisons or weapon special abilities such as *flaming*. This attack bypasses any damage reduction the target creature has due to racial or class abilities, except for damage reduction which applies to all sources of damage (such as that granted by the barbarian's damage reduction class feature). If the swaggering avenger used a grapple check to activate this talent, he ends his turn grappling the creature. If he used a disarm maneuver, he ends his turn holding the creature's manufactured weapon.

Grandstanding (Ex): At 5th level, a swaggering avenger gains both a performance feat ^{UC} of his choice and the Performing Combatant ^{UC} feat as bonus feats. He must meet prerequisites for these feats as normal.

Adulation (Ex): At 11th level, when a swaggering avenger is in an area where he has established renown, he basks in the reactions of witnesses to his combat flair. In such an area, if a bystander or enemy other than his foe witnesses his successful performance combat check, the swaggering avenger gains a number of temporary hit points equal to his vigilante level. These temporary hit points last for 1 minute. The swaggering avenger can benefit from adulation no more than once every hour.

Finishing Move (Ex): At 17th level, when a swaggering avenger reduces a creature to less than zero hit points with a melee attack, he finishes off his foe with a gratuitous display. As a swift action, he may inflict additional damage as if he had hit the target one additional time. Creatures immune to critical hits or precision damage are immune to this additional damage. If this kills his enemy, the swaggering avenger makes an Intimidate check to demoralize all foes within 30 feet who witnessed the finishing move.

tengu psychic phrenic amplifications

Mind Thief (Su): The psychic can spend 1 point from her phrenic pool to steal mental energy from a single target of the linked spell. If the target of the linked spell fails its saving throw or is hit by the spell, the psychic leeches some of their mental energy to replenish her own phrenic pool. If the affected target has a phrenic pool, mesmerist tricks, or mental focus, they lose either 1 point or 1 use for the day, and 1 point is added to the psychic's phrenic pool. If the target has mental focus which is fully invested, then the point lost must be removed from an implement, chosen by the target. Target creatures without these abilities, but with an Intelligence of 13 or more, are instead staggered for 1 round per level of the linked spell, and the psychic siphons enough of the creature's mental energy to add 1 point to her current phrenic pool. Creatures with an Intelligence below 13, or ones staggered from a previous use of the mind thief power, are unaffected.

If the linked spell doesn't already require an attack roll or allow a saving throw, the target can attempt a Will saving throw to avoid the thought-detection effect only; the DC is calculated using the linked spell's level (and all other bonuses that would apply if the linked spell allowed a Will save). This amplification can be linked only to spells that affect a target or an area. If the linked spell can affect more than one creature, the psychic must choose one target to affect.

tengu shifter aspect

Crow

The crow is a clever and stealthy thief, often outwitting its foes. This aspect offers unorthodox options.

Minor Form: You gain a +4 competence bonus on Sleight of Hand checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Major Form: Your shape changes to that of a Tiny crow (with stats as a raven; see the *Pathfinder Roleplaying Game Bestiary*). While in this form, you gain a bite attack (1d3 damage), a fly speed of 40 feet (average), low-light vision, and a space of 2-1/2 feet with a reach of 0 feet. While in this form, you gain the Improved Steal ^{APG} and Improved Dirty Trick ^{APG} feats. If you already have either of these feats, you instead gain a +2 competence bonus to Steal and Dirty Trick combat maneuvers. At 8th level, your maneuverability improves to good, and you gain a +4 racial bonus to Stealth checks. At 15th level, you gain two claw attacks (1d2 damage) and the Quick Dirty Trick ^{UC} and Quick Steal ^{UC} feats.

avored class options

Kineticist: Gain 1/5 of an Extra Wild Talent feat, which can only be applied to air or aether element utility wild talents. If Extra Wild Talent is gained at 5th level, the kineticist can select a 1st-level wild talent.

Medium: Gain 1/3 of an effective medium level for determining bonuses and abilities from a trickster spirit.

Mesmerist: Learn 1/4 of a new mesmerist trick.

Occultist: Increase the enhancement bonus of the occultist's legacy weapon by +1/4 when applied to a sword-like weapon. Each time the bonus is increased by 2, increase the maximum bonus that legacy weapon can bestow by 1.

Psychic: When casting psychic language-dependent spells, add 1/2 level to the effective caster level of the spell.

Shifter: Gain 1/5 of a new aspect which has a fly speed, such as bat, falcon, or owl.

Spiritualist: Increase the number of rounds per day the spiritualist can use bonded senses by 1. Increase by 1% the concealment miss chance granted by the 3rd-level incorporeal bonded manifestation ability.

Vigilante: Gain 1/5 of a new vigilante talent marked with an asterisk which applies to hidden strike.

UMBRAL KOBOLDS

RACIAL ARCHETYPE

Umbral kobolds can make use of this archetype.

Shadowpsychic

Shadowpsychics use their innate connection to the Plane of Shadow to infuse their psychic abilities with shadowstuff.

Associated Class: psychic

Associated Race: umbral kobold

Modified Abilities: Phrenic pool, phrenic amplifications

Phrenic Shadow: The shadowpsychic's phrenic pool functions as normal with the following exceptions: The maximum number of points in a shadowpsychic's phrenic pool increases by +1. This increases to +2 at 5th level, +3 at 10th level, +4 at 15th level, and +5 at 20th level. Whenever the psychic uses 2 or more points from her phrenic shadow to fuel a phrenic amplification, the linked spell gains the shadow descriptor.

Shadow Amplification: The psychic gains access to the telepathic shadow barrage and shadow targeting amplifications as bonus amplifications.

KURGOG the Guardian (medium spirit)

The highest-ranked among the kobolds stranded in shadow so long ago, Kurgog was the first ruler and protector of the umbral kobolds. Many were lost to the nightmare perils of the Plane of Shadow in those dark times, but five times as many would have been lost if not for Kurgog. "It was he who protected us while we learned to thrive here," is an axiom in common use in umbral kobold communities.

Seance Boon: You gain a +1 bonus to your CMD.

Favored Locations: kobold encampments, the Plane of Shadow near its borders with the Ethereal or Material Plane, city walls and gates

Influence Penalty: You are quick to leap to the defense of others, sometimes to your detriment. You gain a +2 bonus to attack rolls and suffer a -4 penalty on AC during your first attack or full attack of any combat.

Taboos: Choose one: you must always protect others from danger when you can (including defeated enemies, but not enemies that are an active threat to you and others); you must always come to the aid of small creatures being attacked by larger opponents (including defeated enemies, but not enemies that are an active threat to you and others); you must venerate dragons and dragonkin, particularly umbral kobolds, and you may never deny a request one makes of you.

Nimble Feet (Lesser, Su): You gain the Dodge feat as a bonus feat. At 10th level, you gain uncanny dodge (as the rogue class feature).

Shadow Shield (Intermediate, Su): As a swift action, you can expend 1 point of mental focus to surround yourself with a roiling shield of semi-solid shadow that protects you from damage. The shadow shield provides DR 5/cold iron + 1 per occultist level you possess. This shield lasts for 1 minute or until its power is exhausted. Its effect doesn't stack with itself or with DR derived from another source. You can activate the shadow shield as an immediate action by expending 2 points of mental focus instead of 1. You must be at least 3rd level to select this focus power.

Defend the Tribe (Greater, Su): As a standard action, you can expend 1 point of mental focus and touch a melee weapon to grant it an enhancement bonus. The bonus is equal to 1 + 1 for every 6 occultist levels you possess (to a maximum bonus of +4 at 18th level). Enhancement bonuses gained via this ability stack with those of the weapon, to a maximum total enhancement bonus of +5. You can also imbue the weapon with any one of the listed special abilities that has an equivalent enhancement bonus less than or equal to your

maximum bonus granted by this ability by reducing the granted enhancement bonus by the appropriate amount. Available weapon special abilities include: *cunning*^{UE}, *defending*, *distracting*^{ACG}, *ghost touch*, *liberating*^{UI}, *planar*^{UE}, *speed*, or *umbral*^{UI} (considered +2 for purposes of this ability). The weapon must have an enhancement bonus of at least +1 (from the item itself or from this ability) in order to gain a special ability. In either case, these bonuses last for 1 minute.

Shadow Mantle (Supreme, Su): Once per day as an immediate action, you can allow any ally within 30 feet to ignore the effects of a single attack against them, including enemy spells targeting them or whose area of effect includes them. The attack affects other creatures as normal.

umbral kobold kineticist blast

The umbral kobold kineticist can blast their foes in unique ways.

Shadow Blast

Element aether; **Type** simple blast (Sp); **Level** —; **Burn** 0

Prerequisites umbral kobold, expanded element (any)

Blast Type special; **Damage** special, see below
You draw on your innate connection to the plane of shadow in order to suffuse a simple blast with shadowstuff, causing it to deal 2 additional points of damage for each of its damage dice; however, all damage dealt is nonlethal. It otherwise acts as the simple blast. At 15th level, you can also infuse a composite blast with shadow. To infuse a composite blast in this way, you must accept 1 additional point of burn.

umbral kobold psychic phrenic amplifications

Telepathic Shadow Barrage (Su): When the psychic uses her telepathic bond, as a swift action she can spend 1 point from her phrenic pool to apply the dazed, frightened, panicked, shaken, or stunned condition to one target of the bond at any time within its duration. Doing so applies the status immediately. For each additional point the psychic spends from her phrenic pool, she can apply the chosen condition to one additional target.

Shadow Targeting (Su): By spending 2 points from her phrenic pool, the psychic can target any creature that is standing in or touched by shadow with the linked spell, even if the creature would normally be out of range. The linked spell must have a range of touch or greater.

avored class options

Kineticist: Gain a +1/2 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks against creatures with the shadow subtype.

Medium: Gain a +1/3 bonus on occult skill unlocks and Disable Device checks.

Mesmerist: When casting mesmerist enchantment spells, add +1/2 to the effective caster level of the spell, but only to determine the spell's duration.

Occultist: Gain a +1/3 bonus on Spellcraft and Use Magic Device checks.

Psychic: Increase the number of points in the psychic's phrenic pool by +1/3.

Shifter: Add a +1/2 bonus on wild empathy checks to influence animals and magical beasts that are normally nocturnal or encountered on the Plane of Shadows.

Spiritualist: Add 1 skill rank or 1 hit point to the spiritualist's phantom.

Vigilante: Gain a +1/3 bonus on all Acrobatics, Climb, and Stealth checks performed in areas of shadow.

Wyrwoods

RACIAL ARCHETYPES

Wyrwoods can make use of these archetypes.

Equinox Infiltrator

The wyrwoods, because of their relative scarcity, are typically easy to pick out in a crowd. As a result, they turned to magic to master the art of disguise, developing identities with their own abilities. These identities are called equinoxes by those who practice them, and each is tied to a domain of natural influence, as their naturally-disciplined power allows them to tie their arcane origin to divine power.

Associated Class: vigilante

Associated Race: wyrwood

Replaced Abilities: dual identity, vigilante specialization, vigilante talents (4th-level, 8th-level, 10th-level, 14th-level, and 16th-level only), social talents (7th-level and 15th-level only).

Modified Abilities: weapon and armor proficiencies, seamless guise.

Weapon and Armor Proficiencies: The equinox infiltrator cannot wear metal armor, just as a druid, and wearing metal armor causes them to lose their spellcasting class feature for 12 hours.

Equinox Identity (Su): At 1st level, the equinox infiltrator has three identities. This functions as the vigilante's dual identity class feature, except that changing identities takes one minute of careful meditation, and the effect is that the equinox infiltrator changes the appearance of their bark, based on which equinox identity they change into. An equinox infiltrator has a social identity as normal, as well as two equinox identities, and can choose which one to turn into whenever changing identities.

Each equinox infiltrator selects two domains (as the cleric class feature) from the following: fire, water, earth, air. Each equinox identity is connected to one domain, referred to as their

fire equinox, water equinox, and so forth. They can only use their domain powers while in the corresponding equinox.

The equinox infiltrator always starts the day in the identity in which they ended the previous day.

The equinox infiltrator's equinox identities all count as their vigilante identity.

Seamless Guise (Ex): At 1st level, the equinox infiltrator gains a +20 circumstance bonus to Disguise checks to appear as their current identity instead of any other identities they have.

Spellcasting: The equinox infiltrator casts divine spells and orisons as a hunter, except they draw their spells from solely the druid spell list and the domain spell list for their current equinox identity, if any. The spells from their current identity's domain are added to their spells known as bonus spells for as long as they are in that identity.

Seasonal Cycle (Su): Starting at 7th level, the equinox infiltrator gains one more equinox identity. This occurs again at 15th level. In doing so, they select additional domains from those available for equinox identities, without gaining the same equinox identity multiple times.

Phantasmagorist

Just as the living have spiritualists which channel the spirits of the dead, the wyrwoods have phantasmagorists. The beings they call are not phantoms but memoranda, instead being drawn from the collective subconscious of their constructed race, and given a mostly-physical form by way of their callers' inherent connection to the arcane. Many phantasmagorists train to gain the discipline necessary to bring about these memoranda while others utilize an overactive imagination to bring their "imaginary friends" to life.

Associated Class: spiritualist

Associated Race: wyrwood

Replaced Abilities: phantom, shared consciousness, bonded manifestation.

Memorandum: At 1st level, the phantasmagorist can bring a memorandum

into the world by spending one minute focusing on their race's collective subconscious. This functions as a spiritualist bringing out their phantom, with the following differences: it is a construct instead of an outsider, does not have an emotional focus, and does not have an ethereal form.

In place of an emotional focus, the phantasmagorist selects one sorcerer bloodline. Their memorandum gains bloodline powers and bloodline feats as a sorcerer of three-fourths the phantasmagorist's level. Additionally, each bonus spell from that bloodline that a sorcerer of three-fourths the phantasmagorist's level could cast can be used by the memorandum once per day as a spell-like ability.

If the phantasmagorist has levels in a class with the bloodline class feature, they need not select the same bloodline as their memorandum.

Any class features the phantasmagorist has that refer to their phantom function for their memorandum instead.

Elaborate Subconscious (Su): At 1st level, while the phantasmagorist's memorandum is confined in their subconscious, the phantasmagorist gains access to all teamwork feats their allies within 30 feet possess. This does not count as the phantasmagorist as having the feat for meeting prerequisites.

Elaborate Manifestation (Su): At 3rd level, the phantasmagorist can call upon their memorandum's magical presence. This functions as a spiritualist's bonded manifestation, except instead of giving an ectoplasmic or ethereal bonded manifestation, it gives an elaborate manifestation. This gives the phantasmagorist all of their memorandum's bloodline powers and adds their spell-like abilities to their own spells known, provided they can cast spells of that level. Using bloodline powers of their memorandum with a limited number of uses per day consumes those uses.

Racial Feats

Wyrwoods can select the following feats.

Solstice Identity

Your powers of disguise have led to certain developments that allow you greater versatility.

Prerequisite: Equinox identity class feature, vigilante level 7th.

Benefit: You gain one additional identity, referred to as a solstice identity. This identity possesses a domain as if it were an equinox identity, except the list of domains it can draw from is as follows: animal, community, plant, strength. It otherwise functions as an equinox identity in all regards, including for prerequisites.

Special: This feat may be taken multiple times, the vigilante level prerequisite increasing by 4 each time (to 11th, 15th, and 19th).

Specialized Equinox

You have learned to channel different aspects of your identities than most.

Prerequisite: Equinox identity class feature, vigilante level 5th.

Benefit: Choose one equinox identity you have and one subdomain associated with its associated domain. The first time each day you change into that identity, you may choose to take up that subdomain instead. This affects said identity until you take 8 hours of rest, after which you may make the choice again. You count as being in the equinox identity with which that subdomain is associated for all purposes.

Special: This feat may be taken multiple times. Its effects do not stack. Instead, a different equinox identity is affected each time. You may not take this more times than you have equinox identities.

favored class options

Kineticist: Gain a +1/3 bonus to the damage of wood elemental blasts.

Medium: Gain +1/2 of a 1st-level spell per day when using the archmage or hierophant spirit.

Mesmerist: Gain a +1/2 bonus to painful stare damage when used to augment your own attacks.

Occultist: Gain +1/5 of a new focus power for an implement which must be from the abjuration or divination schools.

Psychic: Increase the DC of psychic abjuration and divination spells you cast by +1/4.

Shifter: Choose the deinonychus, stag, or tiger minor aspect. You must possess the selected aspect to choose it with this favored class bonus. You increase the bonus it provides by +1/4 (maximum +2). When you reach the maximum bonus, choose a different aforementioned minor aspect and apply this favored class bonus to that aspect when chosen from that point onward.

Spiritualist: Add +1/2 round of bonded manifestation use per day.

Vigilante: Gain a +1/4 dodge bonus to Reflex saves.

Wyvarans

RACIAL ARCHETYPES

Wyvarans can select the following archetypes.

Dragonshifter

Dragonshifters take on draconic aspects similar to animals or chimerae.

Associated Class: shifter

Associated Race: wyvaran

Replaced Abilities: animal aspect gained at 1st level

Dragon Aspect (Su): The dragonshifter gains the following dragon aspect at 1st level. Animal aspects the dragonshifter assumes have draconic features (for example, resembling a dragonne or dragon turtle).

Dragon Aspect

The dragon aspect evokes the raw elemental power of true dragons.

Minor Form: Choose acid, cold, electricity, or fire when you assume your minor form. You gain energy resistance 5 to that type and a breath weapon that deals 1d6 points of the same energy damage in a 15-foot cone. A successful Reflex save against a DC of 10 + 1/2 your shifter level + your Constitution modifier halves the damage. Once you use this breath weapon, you can't use it again for 1d4 rounds.

Your energy resistance increases by 5 at 5th level and every fifth level thereafter. Your breath weapon damage increases by 1d6 at 3rd level and every odd level thereafter.

Major Form: You take on the form of a Medium true dragon. You gain a +2 size bonus to Strength, a +2 natural armor bonus to AC, a fly speed of 40 feet (clumsy), darkvision 60 feet, one bite attack (1d6) with reach 10 feet, two claw attacks (1d4), and the benefits of your minor dragon form for the appropriate energy type. At 8th level, your fly speed improves to 60 feet (clumsy), your

bite damage increases to 1d8, your claw damage increases to 1d6, and you gain the appropriate extra ability for your dragon type as *form of the dragon I*. At 15th level, you gain a +2 size bonus to Constitution and two wing attacks (1d4), and your natural armor bonus to AC increases to +4.

Treasure Hoarder

Treasure hoarders derive magical power from the precious treasures they keep.

Associated Class: occultist

Associated Race: wyvaran

Replaced Abilities: outside contact, implements gained at 14th level and 18th level

Modified Abilities: implements, spellcasting

Diminished Spellcasting: The treasure hoarder can cast one fewer spell per day of each spell level he can cast.

Force of Personality: Relying upon his own psychic clout and prestige as much as the psychic potency of his implements, the treasure hoarder uses Charisma in place of Intelligence for all occultist spellcasting and class features.

Implements: The treasure hoarder has 2 implements at 1st level and gains an additional implement at 2nd level and every even level thereafter, to a maximum of 7 at 10th level.

Hoard Focus (Su): At 7th level, each of the treasure hoarder's implements always counts as having 1 more point of mental focus invested in it than the treasure hoarder has actually invested (minimum 1). At 20th level, the implements effectively have 2 more points invested.

Extra Focus Power: At 14th, 16th, and 18th level, the treasure hoarder gains another focus power.

vishapakar (psychic discipline)

Wyvaran psychics develop the vishapakar discipline to draw power from ley lines in imitation of the great vishaps. Some simply learn by communing with the mysterious vishapakar

monoliths while others study the teachings of distant vishaps.

Phrenic Pool Ability: Intelligence.

Bonus Spells: *burst of insight* ^{OA} (1st), *blood geyser* ^{UM} (4th), *arcane sight* (6th), *glimpse of truth* ^{UI} (8th), *acidic spray* ^{UM} (10th), *create greater mindscape* ^{OA} (12th), *greater arcane sight* (14th), *greater possession* ^{OA} (16th), *pillar of doom* ^{BOHRAC} (18th).

Discipline Powers: Wyvaran psychics of the vishapakar discipline are sensitive to the ebb and flow of psychic energy that forms and shapes ley lines.

Ley Line Sense (Su): You can cast *identify* at will and automatically notice ley lines you enter. You can use the dowsing occult skill unlock for ley lines and magic items even if you are untrained in Survival. The Survival check DC is 30 to locate the nearest ley line or magic item within 400 feet + 40 feet per rank of Survival you have. You require only 10 minutes per 2 levels of a ley line to attune to it. You regain 1 point in your phrenic pool whenever you successfully attune to a ley line, to a maximum number of points each day equal to your Intelligence bonus.

Psychic Intuition (Ex): You use Wisdom rather than Intelligence for the purposes of your psychic class spellcasting.

Ley Line Step (Sp): At 5th level, you can cast *dimension door* with a range of 20 feet per psychic level. You can break this distance into multiple uses of shorter range, but each use consumes at least 20 feet. At 13th level, you can spend 200 feet to use *ethereal jaunt*.

Improvise Vishapakar (Su): At 13th level, you can touch any Large or larger carved stone in an accessible part of a ley line as a standard action to attune to that ley line. If the object is ever moved, broken, or destroyed, your attunement ends.

Wyvaran kineticist wild talents

The following wild talents were developed by wyvaran kineticists.

Draconic Mantle

Element universal; **Type** utility; **Level** 4; **Burn** 0

Prerequisite any energy blast

Saving Throw none; **Spell Resistance** no

As a swift action, you can surround yourself with an aura of intense energy matching an energy blast you possess. When you activate this talent and at the start of your turn each round, all creatures within 5 feet take a number of points of that energy blast's type of damage equal to the number of points of burn you have. You can dismiss this aura as a swift action.

Mature Breath Cone

Element universal; **Type** form infusion; **Level** 4; **Burn** 3

Associated Blasts any energy blast

This wild talent functions like wyrmling breath cone, except the area is a 30-foot cone.

Mature Breath Line

Element universal; **Type** form infusion; **Level** 5; **Burn** 3

Associated Blasts any energy blast

This wild talent functions like wyrmling breath cone, except the area is a 60-foot line.

Wurm Breath Cone

Element universal; **Type** form infusion; **Level** 6; **Burn** 4

Associated Blasts any energy blast

This wild talent functions like wyrmling breath cone, except the area is a 60-foot cone.

Wyrms Breath Line

Element universal; **Type** form infusion; **Level** 7; **Burn** 4

Associated Blasts any energy blast

This wild talent functions like wyrmwing breath cone, except the area is a 120-foot line.

Wyrmling Breath Cone

Element universal; **Type** form infusion; **Level** 2; **Burn** 1

Associated Blasts any energy blast

Saving Throw Reflex half

You channel your kinetic blast into a supernaturally expansive breath. All creatures and objects in a 15-foot cone take your normal amount of blast damage. The saving throw DC is Dexterity-based.

Wyrmling Breath Line

Element universal; **Type** form infusion; **Level** 3; **Burn** 2

Associated Blasts any energy blast

This wild talent functions like wyrmling breath cone, except the area is a 30-foot line.

Racial Feats

Many wyvarans make use of the following feats.

Hoard Aura

You consider your hoard such a part of your identity that your own aura interferes with divinations on your items.

Prerequisite: Spellcraft 3 ranks, wyvaran.

Benefit: Divinations fail to reveal your worn and carried items or anything about them unless the caster succeeds at a caster level check against DC 15 + your character level. This protection also applies to objects in one area you designate up to 5 feet per character level in each dimension. You can designate an area after living there for one week, ending any previous designation.

Hoard Guard

You are trained in wyvaran techniques for protecting your property from thieves.

Prerequisite: Combat Reflexes, wyvaran.

Benefit: You gain a +4 bonus on Perception checks to notice foes taking items you own or are charged with defending. Whenever a foe attacks or seizes an item you own from within your reach, that foe provokes an attack of opportunity with a +2 bonus from you (even if it has a feat such as Improved Disarm or Improved Sunder). If your attack hits, you can force the foe to drop the item or negate the attack against the item. If you made your attack with a natural weapon or unarmed strike, you can grab the item as it is dropped as an immediate action.

Favored Class Options

Kineticist: Gain a +1/4 bonus on damage rolls that apply the kineticist's elemental overflow bonus.

Medium: Increase the bonus the medium's seance boon grants (to both yourself and your allies) by +1/5 point.

Mesmerist: Add 1 foot to the range of the mesmerist's stares and mesmerist spells with a range of at least 30 feet. Round this benefit down to the nearest 5 feet in combat.

Occultist: Gain 1/6 of a new focus power.

Psychic: Add one abjuration spell known from the psychic spell list of a level the psychic can cast.

Shifter: +1/2 bonus on Intimidate checks to demoralize and on Perception checks intentionally made to search.

Spiritualist: Add +1/5 to the spiritualist's phantom's damage reduction when it uses ectoplasmic manifestation and to the shield bonus granted by ectoplasmic bonded manifestation.

Vigilante: Gain a +1/3 bonus on all Appraise and Acrobatics checks.



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