



The Genius Guide to:

Expanded Favored Class Options



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

In the *Pathfinder Roleplaying Game*, every time a character takes a level in a favored class, he or she gains a bonus. Under the core rules, that bonus is either an additional skill point or an extra hit point. However, the *Advanced Player's Guide* introduced a new set of racial favored class options. Members of specific races can get these benefits when they gain a level in a class that is listed as a favored class for their race. These rules are extremely interesting in that they add a new way to differentiate between characters, creating even more potential points of difference between two characters who take the same race and class combination. The options given in the *Advanced Player's Guide* help make some iconic choices more interesting, since each race (other than human) is given favored class options for only a few classes.

A GM who wants to make different regions or organizations unique could also take the new “racial” options and instead link them to a specific kingdom, knightly order, or school. Doing so is a simple and effective way to help show the differences between the crofter-folk of the Misty Plains and the battle-hardened fighting tribes of the Frostweald, regardless of what races make up those societies. Of course such uses might result in needing a good set of favored class options for dwarf alchemists, elf gunslingers, and halfling barbarians.

To help GMs have more tools to make campaigns flavorful, and to support players with a taste for unusual class/race combinations, the *Genius Guide to Expanded Favored Class Options* fills in the “missing” class/race combinations, so every race has a favored class option for every class (including new classes, such as the magus, gunslinger, ninja, and samurai). We also added a few more universal favored class options (available to any character) and a few racial options available regardless of class (listed under each race as “any”).

The original favored class options from the *Advanced Players Guide* are included in the lists below, each marked with an asterisk (“*”). Our hope is to make this a complete, convenient resource that allows readers to easily tell what options come from “official” products.

Because we want to support fans who use base classes from other products produced by Super Genius Games, this PDF also adds racial favored class options for all the Super Genius classes currently available. Some of this material overlaps with a free PDF we released several months ago, but is again included here for completeness.

ON THE POWER OF FAVORED CLASS OPTIONS

The original two favored class options (+1 hit point/level or +1 skill point per level) were considered by most players to be minor bonuses that were nice, but could be sacrificed to take a nonfavored class. Most players noticed that taking the +1 hit point option at every level had the same effect as the Toughness feat—a character would gain +20 hit points over 20 levels. Since Toughness is itself seen as a weaker-than-average feat, the total power of favored class options was equated with getting one-twentieth of a bonus feat each level.

When the *Advanced Player's Guide* expanded the number of favored class options that existed, that thinking was seriously challenged. Many players immediately zeroed-in on a number of options that allowed spontaneous spellcasters to gain an additional spell known (of at least one level below the highest spell level the character can cast) at each level. This is roughly

equivalent in power to half the Expanded Arcana feat (also introduced in the *Advanced Player's Guide*). Over the course of twenty levels, this allowed favored class options to grant as much power as ten bonus feats—ten-times as much power as the +1 hit point/level option.

When creating new options for a game, it's important to attempt to make the new options fun and useful, without making them so overpowering that it unbalances the rules of the game. To do that, of course, it's useful to know how powerful existing options already are. The question of favored class options makes this tricky: Should they be one-twentieth as powerful as a feat, or one-half as powerful?

Looking at the original assumption that twenty levels of +1 hit point is as powerful as the Toughness feat, and comparing that to Expanded Arcana, one can make a few interesting observations. The Toughness feat cannot be taken multiple times for an additional effect, but Expanded Arcana can be. It stands to reason, then, that being able to layer extra hit points onto your total is considered more powerful the more often you can do it. Additional spells known for spontaneous spellcasters, on the other hand, is seen as the same total power boost each time you do it, and thus can be taken repeatedly. That would suggest that the +1 hit point/level option is more powerful than it first seems, because it can be added to Toughness to get +2 hit points/level—not something that can be done with Toughness alone. In the end, we largely

split the difference and allowed ourselves to be guided by existing examples of favored class bonuses.

Fractional Bonuses: A number of favored class options grant a fractional bonus or increase, such as the dwarf racial option to calculate encumbrance as if the dwarf's Strength score was one-third higher. In cases like this, no actual bonus or increase occurs until the option has been selected often enough to become a whole number. For example, a dwarf needs to select the above option three times before seeing any actual benefit, at which point the dwarf calculates encumbrance as if his Strength score was +1 higher.

UNIVERSAL OPTIONS

Although creating class options for every possible class/race combination does help bring additional flavor to each race, favored class options are also a good way to help build a character concept, especially when that concept is an unusual one. The following favored class options are available for any character, regardless of class or race.

- Add +1 hit point.**
- Add +1 skill point.**
- Add +1 language spoken.
- Add +1/2 bonus to an ally's AC against a foe's attacks when using the Aid Another maneuver.

**Indicates an option from the *Pathfinder Roleplaying Game Core Rulebook*.

- Reduce the AC penalty incurred by charging by 1 (minimum penalty of -0).
- Add +1/2 to the DC of a Bluff check a foe makes to faint against the character.
- Reduce the penalty to attacks made while squeezing by 1 (minimum penalty of -0).
- Reduce the penalty to AC made while squeezing by 1 (minimum penalty of -0).

DWARVES

Any: Select one creature type. If humanoid or outsider, specify a single subtype. Gain +1/2 dodge bonus to AC against creatures of the selected type. The bonus against creatures of a single type or subtype can never exceed +4. A dwarf can choose a different creature type each time this option is selected. This does not stack with the racial +4 dodge bonus against creatures of the giant subtype.

Any: Calculate encumbrance as if the dwarf's Strength score was +1/3 higher.

Alchemist: Add 1/2 to poison resistance.

Antipaladin: Increase penalty caused by aura of cowardice by 1/2.

Barbarian: Add 1 to the dwarf's total number of rage rounds per day.*

Bard: Add a +1/2 bonus to Perform (percussion) checks made with the countersong bardic performance ability.

Cavalier: Add a +1/2 bonus to damage rolls when challenging a creature of the giant subtype.

Cleric: Select one domain power granted at 1st level that is normally useable for a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds 1/2 to the number of uses per day of that domain power.*

Druid: Add a +1/2 bonus to wild empathy toward subterranean creatures.

Fighter: Add a +1 bonus to the fighter's CMD when resisting a bull rush or trip.*

Gunslinger: Reduce the cost of crafting firearms by 10%.

Inquisitor: Add 1 to effective inquisitor level when determining the effectiveness of one of the inquisitor's judgments against subterranean creatures.

Magus: Add a +1/2 bonus to concentration checks to cast defensively.

Monk: Add a +1 bonus to monk's CMD when resisting a bull rush or trip.

Ninja: Add a +1/2 bonus to ninja's Stealth rolls while in a subterranean environment.

Oracle: Reduce the nonproficient penalty for one weapon by 1. When the nonproficient penalty for a weapon becomes 0 because of this ability, the oracle is treated as having the appropriate Martial or Exotic Weapon Proficiency feat with that weapon.*

Paladin: Add a +1 bonus to concentration checks when casting paladin spells.*

Ranger: Add a +1/2 bonus to wild empathy checks to influence animals and magical beasts that live underground.*

Rogue: Add a +1/2 bonus to Disable Device checks regarding stone traps and a +1/2 bonus to trap sense regarding stone traps.*

Samurai: Add a +1/3 bonus to allies' damage rolls when the samurai challenges creature of giant subtype.

Sorcerer: Select one sorcerer spell that grants a bonus to AC. Add a +1/3 bonus to the AC granted by that spell.

Summoner: Add a +1 bonus to the summoner's eidolon when resisting bull rush or trip.

Witch: Add 1 hit point to the witch's familiar. If the witch ever replaces her familiar, the new familiar has these hit points.

Wizard: Add 1/6 to the number of spells the wizard can cast each day with his bonded object.



SUPER GENIUS GAMES CLASSES

Archon: Reduce arcane spell failure in medium and heavy armor by 1%.

Armiger: Add a +1/2 bonus to CMD against bull rush and grapple maneuvers.

Death Mage: Add 1 hit point to the death mage's unbreathing companion. If the death mage ever loses or replaces the unbreathing companion, the new companion has these hit points.

Dragonrider: Add 1 to the dragon steed's energy resistance against any one type of energy (maximum +10.)

Godling, Adept: Treat the spellcasting attribute as if it were 1/3 higher for purposes of lineage domain powers.

Godling, Clever: Gain 1/6 of a bonus divine trait that works like divine power I. The godling can gain this bonus divine trait multiple times, but it does not qualify him to take divine trait II.

Godling, Eldritch: Treat the spellcasting attribute as if it were 1/3 higher for purposes of lineage domain powers.

Godling, Mighty: Add a +1 bonus to CMB for maneuvers against foes with more HD or levels than the mighty godling.

Justicar: Add +1 to the effective inquisitor level when determining the effectiveness of one of the inquisitor's judgment against subterranean creatures.

Magister/Magus: Add 1/2 spell known with the acid or earth descriptor to the list of spells known. This spell can be from any spell list.

Shadow Assassin: Add a +1/2 bonus to attack rolls made to confirm critical hits with axe shadow weapons.

Shaman: Add a +1/2 bonus to Knowledge (Spirit) checks to identify spirits in a subterranean setting.

Templar: Add +1 to the effective templar level when determining the duration of a mantra of determination.

Time Thief: Add 1/6 of an additional d4 added to AC when the time thief spends a mote to boost her AC.

Time Warden: Add 1/6 of an additional d4 added to AC when the time warden spends a mote to boost his AC.

Vanguard: Increase by +1 the effective caster level for purpose of the Arcane Strike feat.

War Master: Add 1 to the total number of rounds that battle tactics are available each day.

Witch Hunter: Add a +1/2 circumstance bonus to AC for 1 round when the witch hunter uses a devoted strike.

ELVES

Any: Add a +1 bonus to Spellcraft checks made to identify the properties of magic items.

Any: Increase the distance of Perception check range modifiers by +2.5 feet. (Normally the DC of Perception checks increase by +1/120 feet. After taking this option twice, they increase by +1/15 feet.)

Alchemist: Reduce the penalty to Intelligence of a Strength-enhancing mutagen by 1/4 (maximum reduction of 2).

Antipaladin: Add 1/3 to daily uses of smite good.

Barbarian: Add 1 to the elf's base speed. In combat this has no effect unless the elf has selected this reward 5 times (or another increment of 5); a speed of 34 feet is effectively the same speed as 30 feet, for example. This bonus stacks with a class's fast movement feature and applies only under the same conditions as that ability.*

Bard: Add a +1 bonus to the elf's CMD when resisting a disarm or sunder attempt.*

Cavalier: Add 1 hit point to the cavalier's mount. If the elf ever replaces her mount, the new mount gains these bonus hit points. These bonuses apply only to a single mount gained as part of the cavalier's class.*

Cleric: Add a +1/3 bonus to the saving throw DC of channeling energy to deal damage.

Druid: Add a +1/2 bonus to racial resistance against enchantment spells and effects from Fey.

Fighter: Add a +1 bonus to the elf's CMD when resisting a disarm or sunder attempt.*

Gunslinger: Add a +1/3 bonus to the gunslinger's Dodge Grit ability.

Inquisitor: Add a +1/3 bonus to initiative checks.

Magus: Reduce spell combat penalty by -1/4 (minimum penalty -0).

Monk: Add a +1 bonus to the monk's CMD when resisting a drag** or reposition**.

Ninja: Add a +1/2 bonus to the ninja's CMB when attempting to disarm a wand or rod.

Oracle: Select one oracle revelation. Add +1/2 to the oracle's effective level

when determining the effectiveness of that revelation.

Paladin: Add a +1/3 bonus to the number of mercies the elf receives.

Ranger: Choose a weapon from the following list: longbow, longsword, rapier, shortbow, short sword, or any weapon with "elven" in its name. Add a +1/2 circumstance bonus to critical hit confirmation rolls with that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.*

Rogue: Gain 1/5 of a bonus talent that works like (and has the prerequisites of) either major magic or minor magic. The rogue can gain these bonus talents multiple times.

Samurai: Add 1 skill point to the samurai's mount. If the samurai ever replaces her mount, the new mount gains these bonus skill points.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds 1/2 to the number of uses per day of that bloodline power.*

Summoner: Add 1 to the base speed of the summoner's eidolon. In combat this has no effect unless the elf has selected this reward 5 times (or another increment of 5); a speed of 34 feet is effectively the same speed as 30 feet, for example.

Witch: Select one hex. Add 1/3 to the witches' effective level for determining the effects of the hex other than DC. (Calculate the hex's saving throw DC using the witch's true level.)

Wizard: Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The sorcerer adds 1/2 to the number of uses per day of that arcane school power.*

SUPER GENIUS GAMES CLASSES

Archon: Add 1 to the number of spells the archon can know at a given level. The archon can never know more archon spells at a level than he does at the level above it.

Armiger: Gain 1/5 a bonus talent that works like (and has the prerequisites of) either lesser spellguard or greater spellguard. The armiger can gain these bonus talents multiple times.

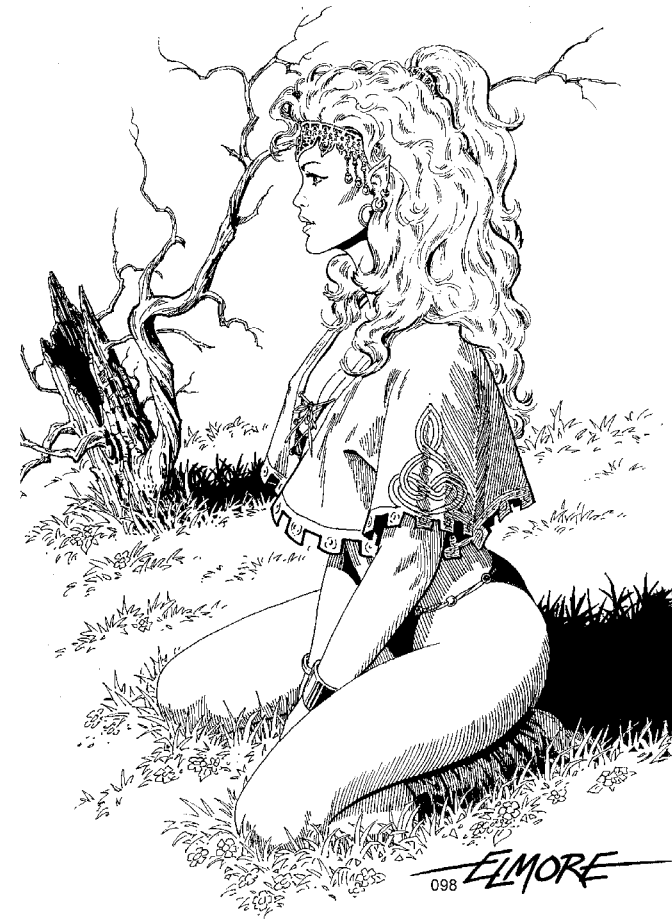
Death Mage: Select one power gained from the death mage's pale road ability that she can use a number of times per day equal to 3 + an ability modifier. Add 1/2 to her uses per day of that ability.

Dragonrider: Add 1 skill point to the dragon steed.

Godling, Adept: Select one power gained from the adept godling's lineage domain that he can use a number of times per day equal to 3 + an ability modifier. Add 1/2 to his uses per day of that ability.

Godling, Clever: Select one power gained from the clever godling's lineage domain that she can use a number of times per day equal to 3 + an ability modifier. Add 1/2 to her uses per day of that ability.

Godling, Eldritch: Learn a new 0-level spell from any spell list.



Godling, Mighty: Add 1/2 of a divine trait rank that can be used only to buy ranks of the trophy taker divine trait.

Justicar: Add a +1/3 bonus to initiative checks.

Magister/Magus: Add 1/6 of a mystic talent.

Shadow Assassin: Reduce by 1/2 minute the number of minutes of rest and quiet contemplation required to refocus deadly focus.

Shaman: Add a +1/2 bonus to Knowledge (spirits) checks to identify spirits.

Templar: Increase the duration of the mantra of purity ability by 1/2 round.

Time Thief: Gain 1/2 mote/day.

Time Warden: Add 1/4 to the number of motes of time changes the time warden can have in effect at the same time.

Vanguard: Choose to learn a new spell in place of one the vanguard already knows. In effect, the vanguard “loses” the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged. A vanguard can swap only a single spell at a given level and must choose whether or not to swap the spell at the same time that he gains new spells known for that level.

War Master: Gain 1/5 of a bonus talent that works like (and has the prerequisites of) either faith or strong faith. The war master can gain these bonus talents multiple times.

Witch Hunter: Add 1/2 to the number of uses per day the witch hunter has of the spellbane ability. The witch hunter must have the spellbane ability to gain any benefit from this option.

GNOMES

Any: Select one creature type. If humanoid or outsider, specify a single subtype. Gain +1/2 dodge bonus to AC against creatures of the selected type. The bonus against creatures of a single type or subtype can never exceed +4. A dwarf can choose a different creature type each time this option is selected. This does not stack with the racial +4 dodge bonus against creatures of the giant subtype.

Any: Add one additional 0-level spell of the gnome’s choice to her list of gnomish magic. Any spell added can be cast one per day.

Alchemist: Add 1/2 to the number of bombs per day the alchemist can create.*

Antipaladin: Add 1/2 to daily uses of touch of corruption.

Barbarian: Add 1/4 to the bonus gained from any of the following powers the barbarian possesses: quick reflexes, renewed vigor, rolling dodge.

Bard: Add 1 to the gnome’s total number of bardic performance rounds per day.*

Cavalier: Add a +1/2 bonus to damage rolls to challenged creatures of the goblinoid subtype.

Cleric: Add 1/3 toward gaining an additional orison per day.

Druid: Gain energy resistance 1 against acid, cold, electricity, or fire. Each time the druid selects this reward, increase her resistance to one of these energy types by 1 (maximum 10 for any one type).*

Fighter: Add a +1 bonus to the fighter’s CMD when resisting a dirty trick** or steal**.

** Indicates a combat maneuver from the *Advanced Player’s Guide*.

Gunslinger: Add a +1/2 bonus to the gunslinger’s Knowledge (engineering) checks.

Inquisitor: Add 1 orison known from the inquisitor spell list.

Magus: Add 1 cantrip from the magus spell list.

Monk: Add a +1 bonus to the monk’s CMD when resisting a dirty trick** or steal**.

** Indicates a combat maneuver found in the *Advanced Player’s Guide*.

Ninja: Add a +1/2 bonus to the ninja’s CMB when attempting to disarm a light weapon.

Oracle: Treat the gnome’s level as 1/2 higher for the purpose of determining the effects of the oracle’s curse ability.*

Paladin: Select one 1st-level paladin spell. Add 1/2 to the saving throw DC of that spell (maximum +3).

Ranger: Add DR 1/magic to the ranger’s animal companion. Each time the ranger selects this benefit, the DR/magic increases by 1/2 (maximum DR 10/magic). If the gnome ever replaces his animal companion, the new companion gains this DR.*

Rogue: Gnome rogues gain a +1 bonus to Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls, and other magical writings each time they gain a level of rogue.*

Samurai: Add a +1/3 bonus to allies’ damage rolls when the samurai challenges a creature of the goblinoid subtype.

Sorcerer: Select one sorcerer spell of the illusion school. Add 1/2 to the saving throw DC of the spell. No spell can receive a bonus to DC greater than its level –9. Thus a 1st-level spell can receive a maximum of a +8 bonus, and a 9th-level spell cannot be the target of this option.

Summoner: Add 1 hit point to the summoner’s eidolon.*

Witch: Select one hex that can normally target only a creature once each day. Add 1/6 to the number of times per day it can target the same creature. Maximum +1 targeting per day for any given hex.

Wizard: Add 1/2 to the number of uses per day of arcane school powers. This increase applies only to arcane school powers available at 1st level and normally

usable a number of times per day equal to 3 + the wizard's Intelligence modifier.*

SUPER GENIUS GAMES CLASSES

Archon: Select one illusion spell that is not on the archon spell list but is of a level she can cast. She learns this spell, subject to the archon's normal maximum spells known restrictions.

Armiger: Add 1/6 of an armiger talent.

Death Mage: Add 1/4 of a new fetish power. He must have fetish powers to select this option.

Dragonrider: Add 1/4 of a die of damage to the dragon steed's breath weapon.

Godling, Adept: Add 1/6 of a minor ascendancy.

Godling, Clever: Add a +1 bonus to her CMD against maneuvers by foes with more levels or HD than she has.

Godling, Eldritch: Add 1 to caster level checks made to dispel spells cast by goblinoids and orcs.

Godling, Mighty: Add 1 round to the duration of the shapeshifter divine trait. A mighty godling without the shapeshifter divine trait gains no benefit from this bonus.

Justicar: Add 1/2 to the number of times per day the inquisitor can change his teamwork feat.

Magus/Magister: Select one enchantment or illusion spell known that is not from the magus's or magister's primary spell list. It counts as being from her primary spell list for purposes of ensuring 1/2 of all her spells known are from her primary spell list.

Shadow Assassin: Add 1/6 of a shadow talent.

Shaman: Reduce the time needed to gain a +1 circumstance bonus to Perform (ritual) checks to summon spirits by 1 minute (10 rounds).

Templar: Add 1/2 on curse resistance rolls.

Time Thief: Add 1/6 of a temporal talent.

Time Warden: Add 1/6 of a temporal talent.

Vanguard: Add 1 cantrip from the sorcerer/wizard spell list.

War Master: Add a +1/2 bonus to Knowledge (nobility) checks the war master makes for the countering tactics ability.

Witch Hunter: Select 1/2 a creature type (and accompanying subtype if humanoids). This type or subtype is considered a witch for purposes of witch hunter abilities.

HALF-ELVES

Any: Add 1/2 a class to the half-elf's list of favored classes.

Any: Add 1/2 a skill to the half-elf's list of class skills.

Alchemist: Increase by 1/3 the bonus to an ability score enhanced by a mutagen. Once the ability score is selected it cannot be changed (though the alchemist can take this option multiple times to apply its bonus to different ability scores). The increased bonus applies only if the mutagen enhances the selected ability.

Antipaladin: Add 1/2 to the number of cruelties the half-elf receives.

Barbarian: Gain 1/3 extra rage powers. The barbarian can use only one of these bonus rage powers at a time.



Bard: Add 1 to the half-elf's total number of bardic performance rounds per day.*

Cavalier: Add 1/2 to total rounds that allies retain use of teamwork feats granted through the tactician ability.

Cleric: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The domain power must be from a domain the cleric's deity grants, but the cleric has not selected. The cleric adds 1/3 to the number of uses per day of that domain power. (The cleric has no daily uses of the power until she has selected this option three times.)

Druid: Select one cleric domain power at 1st level that is normally usable a number of

times per day equal to 3 + the druid's Wisdom modifier. The druid adds 1/2 to the number of uses per day of that domain power. For half-elf druids whose nature bond gives them an animal companion, add 1 skill rank to the animal companion; the new companion gains these bonus skill ranks.*

Fighter: Add a +1 bonus to the fighter's CMD when resisting a disarm or overrun.*

Gunslinger: Reduce the level of action required to perform a quick-clear by 1/5 a step. (At a full step, a standard action becomes a move action, and a move action becomes a swift action; maximum of 1 step reduction.)

Inquisitor: Select one inquisitor spell. Add 1/2 to the saving throw DC of the spell. No spell can receive a bonus to DC greater than its level -6. Thus a 1st-level spell can receive a maximum of a +5 bonus, and a 6th-level spell cannot be the target of this option.

Magus: Add 1/4 to the number of magus arcana the magus knows.

Monk: Add a +1 bonus to the monk's CMD when resisting any two maneuvers of the monk's choice.

Ninja: Add a +1/2 bonus to the ninja's CMB when attempting to disarm a one-handed weapon.

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Paladin: Add 1/3 to the daily uses of smite evil.

Ranger: Add 1 skill rank to the ranger's animal companion. If the half-elf ever replaces his companion, the new companion gains these bonus skill ranks.*

Rogue: Add a +1/2 bonus to Bluff checks to feint and Diplomacy checks to gather information.*

Samurai: Add a +1/3 bonus to critical confirmation rolls of allies currently gaining a teamwork feat from the samurai (maximum +4).

Sorcerer: Select one energy type. Add a +1/2 bonus to spell damage for spells of the selected energy type.

Summoner: Add 1/4 to the eidolon's evolution pool.*

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.*

Wizard: Select 1/2 a spell from an opposition school. Do not count this spell as being in an opposition school when preparing it, or when making a skill check to create a magic item that has this spell as a prerequisite.

SUPER GENIUS GAMES CLASSES

Archon: Add 1 to the number of spells the archon can know at a given level. He can never know more archon spells at a level than he does at the level above it.

Armiger: Add 1 to the half-elf's base speed when her speed is lowered by encumbrance or medium or heavy armor. In combat this has no effect unless the elf has selected this reward 5 times (or another increment of 5); a speed of 34 feet is effectively the same speed as 30 feet, for example. This bonus cannot allow the half-elf's base speed in medium or

heavy armor to exceed her base speed when unarmored or unencumbered.

Death Mage: Add 1 hit point to the death mage's unbreathing companion. He must have an unbreathing companion to select this option. If he changes to a new unbreathing companion, the new companion gains the additional hit points.

Dragonrider: Add 1 hit point to the dragon steed.

Godling, Adept: Add 1/2 to languages spoken and a +1/2 bonus to all Knowledge skill checks.

Godling, Clever: Add 1/6 of a divine talent.

Godling, Eldritch: Select a spell from a spell list other than the one selected as the eldritch godling spell list. Add this spell to her eldritch godling spell list as a spell one level higher than its normal listing. (Thus if adding *magic missile* to the spell list, she would add it as a 2nd-level spell.) She cannot add more 1st level or higher spells to her spell list than she has added to each spell level below it.

Godling, Mighty: Select one lineage domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the godling's ability modifier. The godling adds 1/2 to the number of uses per day of that domain power.

Justicar: Add 1/6 additional judgments known.

Magister/Magus: Add 1 to the number of spells of a particular class the magister or magus is considered to have for purposes of qualifying for feats.

Shadow Assassin: Add a +1/2 bonus to skill checks other than Stealth made in conjunction with the shadow meld ability.

Shaman: Add 1 hit point or skill point to the shaman's spirit companion. If the shaman ever loses or replaces the spirit companion, the new companion has these hit or skill points.

Templar: Add 1/2 round to the duration of one mantra.

Time Thief: Add 1/6 of an additional d4 to one attack roll when the time thief spends a mote to boost his attack roll.

Time Warden: Add 1/6 of an additional d4 to one attack roll when the time warden spends a mote to boost her attack roll.

Vanguard: Add 1/6 of a daily use of the swift spell ability.

War Master: Reduce the number of allies that must threaten a foe for the assail tactic to function by -1/6 (minimum 1 ally).

Witch Hunter: Add 1/6 of a devotee talent.

HALF-ORCS

Any: Increase range of darkvision by 2.5 feet.

Any: Add 1 round to the length of time the half-orc can fight on as if disabled using the orc ferocity racial ability.

Any: Add +1/2 to AC against attack rolls made to confirm a critical hit.

Alchemist: Add a +1/2 bonus to bomb damage.*

Antipaladin: Add a +1/2 bonus to damage caused by smite good.

Barbarian: Add 1 to the half-orc's total number of rage rounds per day.*

Bard: Add a +1/2 bonus to Intimidate checks made to demoralize foes.

Cavalier: Add a +1/2 bonus to damage rolls on attacks against all challenged opponents when at half hit points or less.

Cleric: Select one cleric domain power at 1st level that deals damage and is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds a +1/2 bonus to the damage dealt by each use of that domain power.

Druid: Reduce wild empathy penalty for magical beasts by -1/3 (maximum reduction to a penalty of -0).

Fighter: Add a +2 bonus to rolls to stabilize when dying.*

Gunslinger: Add a +1/3 bonus to damage rolls with pistol-whip.

Inquisitor: Add a +1/2 bonus to Intimidate checks and Knowledge checks to identify creatures.*

Magus: Add a +1/2 bonus to damage dealt with a touch range spell.

Monk: Add a +1 bonus to the monk's CMD when resisting a disarm or sunder.

Ninja: Add a +1/2 bonus to the ninja's CMB when attempting to disarm a two-handed weapon.

Oracle: Add 1/4 of a revelation.

Paladin: Add a +1/2 bonus to aura of courage.

Ranger: Add 1 hit point to the ranger's animal companion. If the half-orc ever replaces his animal companion, the new animal companion gains these bonus hit points.*

Rogue: Gain 1/6 of an additional die of sneak attack.



Samurai: Add 1/4 to a samurai's daily uses of resolve.

Sorcerer: Add a +1/2 bonus to fire spell damage.*

Summoner: Add a +1 bonus to attack rolls the eidolon makes to confirm critical hits (maximum bonus +4). This does not stack with the Critical Focus feat. An eidolon that has a +4 bonus from this feat is considered to have Critical Focus for purpose of prerequisites.

Witch: Add 1 skill rank to the witch's familiar. If the half-orc ever replaces her familiar, the new familiar gains these bonus skill ranks.*

Wizard: Add a +1/2 bonus to Fortitude saving throws to resist disease and poison.

SUPER GENIUS GAMES CLASSES

Archon: Gain proficiency in one additional martial weapon.

Armiger: Grant DR +1/3 magic to any ally to whom the armiger gives a cover bonus.

Death Mage: Select one power gained from the death mage's pale road. Add 1/2 to the effective death mage level when calculating how effective that power is.

Dragonrider: Add a +1/2 bonus to the damage dealt by the dragon steed's bite attack.

Godling, Adept: Add 1 spell from any spell list to the adept godling's spells known. The spell must be at least two levels below his highest-level spell known.

Godling, Clever: Increase the total value of trophy taker magic items by +100 gp.

Godling, Eldritch: Add a +1 bonus to damage to spells modified by common element ascendancy.

Godling, Mighty: Add a +1 bonus to the mighty godling's CMB for maneuvers against targets with fewer HD or levels than her.

Justicar: Add 1/5 to the number of creatures the justicar counts as having one of his teamwork feats, when there is at least one ally present who qualifies to have the teamwork feat.

Magister/Magus: Add 1/6 of an additional mystic bond.

Shadow Assassin: Add a +1 bonus to damage rolls to any critical hit scored with a light or exotic weapon with which the shadow assassin is proficient. This additional damage is not multiplied by the critical multiplier of the weapon.

Shaman: Add 1 hit point to the shaman's spirit companion. If the shaman ever loses or replaces the spirit companion, the new companion has these hit points.

Templar: Increase the morale bonus granted by mantra of ecstasy by +1/5.

Time Thief: Add 1/6 of an additional d4 to

one damage roll when the time thief spends a mote to boost damage.

Time Warden: Add a +1/2 to mote of time bonuses to Intimidate checks.

Vanguard: Add a +1 bonus to damage done with the arcane smite ability. The vanguard must have the arcane smite ability to gain any benefit from this option.

War Master: Add 1/6 of a war master talent.

Witch Hunter: Increase damage bonus to devoted strikes by 1/2.

HALFLINGS

Any: The racial bonus against fear effects increases by +1/2.

Any: The racial bonus to the halfling's lowest saving throw increases by +1/3. Only consider the halfling's bonus from class and ability score for this bonus. If all saving throws are tied, the halfling can choose one to gain this bonus. Once the bonus is applied to one saving throw, it does not change, even if the save is later raised to no longer be the lowest. This option can increase a save with a +1/3 or +2/3 bonus, even if it is not the lowest.

Alchemist: Select one extract. Add 1/2 to the saving throw DC of the extract. No extract can receive a bonus to DC greater than its level -6. Thus a 1st-level extract can receive a maximum of a +5 bonus, and a 6th-level extract cannot be the target of this option.

Antipaladin: Add a +1 bonus to concentration checks when casting antipaladin spells.

Barbarian: Reduce by 1 the number of rounds the barbarian is fatigued after raging. (If the barbarian is 17th level and has selected this at least five times, the barbarian can enter a rage while fatigued or exhausted.)

Bard: Add a +1/2 bonus to Bluff checks to pass secret messages, a +1/2 bonus to Diplomacy checks to gather information, and a +1/2 to Disguise checks to appear as an elf, half-elf, or human child.*

Cavalier: Add 1/3 to daily uses of challenge.

Cleric: Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds 1/2 to the number of uses per day of that domain power.*

Druid: Add a +1/2 bonus to wild empathy.

Fighter: Add a +1 bonus to the fighter's CMD when resisting a grapple or trip.*

Gunslinger: Add a +1/2 bonus to Sleight of Hand checks or Bluff checks to conceal or ready a firearm.

Inquisitor: Add a +1/2 bonus to Survival checks to follow/identify tracks.

Magus: Add +1/4 to the maximum bonus the magus can grant a weapon through the use of his arcane pool. Even if his total possible bonus exceeds +5, he can never give a weapon more than a +5 enhancement bonus to attack and damage rolls.

Monk: Add a +1 bonus to the monk's CMD when resisting a grapple and add 1/2 to the number of stunning attacks she can attempt per day.*

Ninja: Add a +1/2 bonus to the ninja's CMD when attempting to disarm a ranged weapon.

Oracle: Add a +1/2 bonus to rolls with one skill of the oracle's choice that is gained as a class skill from the oracle's mystery.

Paladin: Add 1/2 hit point to the paladin's lay on hands ability (whether using it to heal or harm).*

Ranger: Add a +1/3 dodge bonus to Armor Class against the halfling's favored enemies.*

Rogue: Choose a weapon from the following list: sling, dagger, or any weapon with "halfling" in its name. Add a +1/2 circumstance bonus to critical hit confirmation rolls with that weapon (maximum bonus of +4).*

Samurai: Reduce the mounted archery penalty by -1/4 (minimum penalty -0).

Sorcerer: Add a +1/2 bonus to spell damage for spells with the force descriptor.

Summoner: Add 1 skill rank to the summoner's eidolon.*

Witch: Add a +1/2 bonus to Use Magic Device rolls.

Wizard: Add 1 hit point or 1 skill point to a familiar. If the wizard ever replaces her familiar, the new familiar has these hit points or skill points.

SUPER GENIUS GAMES CLASSES

Archon: Add 1 to the number of rounds a dash or shield riven spell lasts.

Armiger: Add 1/3 to defensive maximization.

Death Mage: Add 1 round/level to the duration of the eat the dead ability from the ghoul mage pale road. (The death mage must have the eat the dead ability to select this option.)

Dragonrider: Add +1/2 to the dragonrider and dragon steed's CMD when she is mounted on her dragon steed.

Godling, Adept: Add a +1/2 bonus to all concentration checks.

Godling, Clever: Add a +1/2 bonus to any two Int-, Wis-, or Cha-based skills.

Godling, Eldritch: Add a +1 bonus to the eldritch godling's CMD on any round during which he casts a spell. This bonus lasts until the beginning of his next round.

Godling, Mighty: Add a +1/2 bonus to any two Dexterity-based skills.

Justicar: Add a +1/2 bonus to Survival checks to follow/identify tracks.

Magister/Magus: Add 1 to the magister's or magus's metamagic pool. She must have a metamagic pool to select this option.

Shadow Assassin: Add +1 to the shadow assassin's CMD when in dim or weaker light.

Shaman: Add a +1/2 bonus to Perform (ritual) checks to increase the attitude of spirits.

Templar: Add 1/6 of a temple bond.

Time Thief: Add 1/6 of an additional d4 to one saving throw when the time thief spends a mote to boost a saving throw.

Time Warden: Add a +1/2 bonus to the initiative bonus granted by spending a mote of time.



072 ELMORE

War Master: Add a +1/2 bonus to all Diplomacy checks and Knowledge (nobility) checks.

Witch Hunter: Gain a +1/6 dodge bonus to AC until the beginning of the witch hunter's next turn when he uses devoted strike.

HUMANS

Any: Add 1/3 of a trait†.

†Traits are presented in the *Advanced Player's Guide*.

Alchemist: Add one extra formulae from the alchemist's list to the character's formulae book. This formulae must be at least one level below the highest formulae level the alchemist can create.*

Antipaladin: Add 1/2 hit point to the antipaladin's touch of corruption ability (whether using it to heal or harm).

Barbarian: Add a +1/2 bonus to trap sense or add +1/3 to the bonus from the superstitious rage power.*

Bard: Add one spell known from the bard spell list. This spell must be at least one level below the highest spell level the bard can cast.*

Cavalier: Add +1/4 to the cavalier's banner bonus.*

Cleric: Add a +1 bonus to caster level checks made to overcome the spell resistance of outsiders.*

Druid: Add a +1/2 bonus to Diplomacy checks and Intimidate checks to change a creature's attitude.*

Fighter: Add a +1 bonus to the fighter's CMD when resisting two combat maneuvers of the character's choice.*

Gunslinger: Add 1/4 to the gunslinger's *grit* pool.

Inquisitor: Add one spell known from the inquisitor spell list. This spell must be at least one level below the highest spell level the inquisitor can cast.*

Magus: Add 1/4 to the magus's arcane pool.

Monk: Add 1/4 to the monk's *ki* pool.*

Ninja: Add 1/4 to the ninja's *ki* pool.

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.*

Paladin: Add 1 to the paladin's energy resistance to one kind of energy (maximum +10).*

Ranger: Add 1 hit point or 1 skill rank to the ranger's animal companion. If the ranger ever replaces his animal companion, the new companion gains these bonus hit points or skill ranks.*

Rogue: The human gains 1/6 of a new rogue talent.*

Samurai: Add +1/4 to samurai's banner bonus.

Sorcerer: Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.*

Summoner: Add 1 hit point or 1 skill rank to the summoner's eidolon.*

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.*

Wizard: Add one spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level he can cast.*

SUPER GENIUS GAMES CLASSES

Archon: Gain 1/2 of a favored spell.

Armiger: Add a +1/2 bonus to CMD.

Death Mage: Add a +1/2 bonus to CMB for maneuvers made against undead, and to CMD against maneuvers made by undead.

Dragonrider: Add a +1/2 bonus to the dragon steed's CMB.

Godling, Adept: Gain 1/2 of a divine trait rank.

Godling, Clever: Gain 1/2 of a divine trait rank.

Godling, Eldritch: Gain 1/2 of a divine trait rank.

Godling, Mighty: Gain 1/2 of a divine trait rank.

Justicar: Select one skill. Add a +1/2 bonus to checks made with that skill while using a judgment.

Magister/Magus: Add one spell known from the primary spell list. The spell must be at least one level below the highest-level spell the magister or magus can cast.

Shadow Assassin: Add 1/6 of a shadow style.

Shaman: Add a +1/2 bonus to Perform (ritual) checks or Knowledge (spirits) checks.

Templar: Add a +1/2 bonus to Wisdom checks (not including Wisdom-based skill checks, but including Wisdom checks made for other purposes such as the devotion talent).

Time Thief: Add 1/6 of an additional d4 to one skill check or ability check when the time thief spends a mote to boost such a check.

Time Warden: Add 1 additional time warden spell to list of spells known.

Vanguard: Add a +1/2 bonus to CMD against grapple and trip maneuvers when wielding a bonded weapon.

War Master: Add +1/5 to the circumstance bonus gained when using a masterwork weapon, armor, or item.

Witch Hunter: Add 1/2 to the number of daily uses of devoted strike.

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