Pathfinder enhancer class

Hit die: d8

Alignment: any

Starting Wealth: 5d6 × 10 gp (average 175gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Skill points: 4 + int mod

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| level | bab | fort | ref | will | Special |  |
| 1 | 0 | 0 | 0 | 0 | Enhancement pool, Refinements |  |
| 2 | 1 | 0 | 0 | 0 |  |  |
| 3 | 2 | 1 | 1 | 1 | Refinement |  |
| 4 | 3 | 1 | 1 | 1 | Friendly boosting |  |
| 5 | 3 | 1 | 1 | 1 | Refinement |  |
| 6 | 4 | 2 | 2 | 2 | Expansion |  |
| 7 | 5 | 2 | 2 | 2 | Refinement |  |
| 8 | 6 | 2 | 2 | 2 | Friendly boosting |  |
| 9 | 6 | 3 | 3 | 3 | Refinement |  |
| 10 | 7 | 3 | 3 | 3 | Attribute excellence |  |
| 11 | 8 | 3 | 3 | 3 | Refinement |  |
| 12 | 9 | 4 | 4 | 4 | Expansion |  |
| 13 | 9 | 4 | 4 | 4 | Refinement |  |
| 14 | 10 | 4 | 4 | 4 |  |  |
| 15 | 11 | 5 | 5 | 5 | Refinement |  |
| 16 | 12 | 5 | 5 | 5 | Friendly boosting |  |
| 17 | 12 | 5 | 5 | 5 | Refinement |  |
| 18 | 13 | 6 | 6 | 6 | Expansion |  |
| 19 | 14 | 6 | 6 | 6 | Refinement |  |
| 20 | 15 | 6 | 6 | 6 | Attribute excellence, Maximum boost |  |

Class skills: All

Enhancers are proficient in simple weapons and light armor

**Enhancement pool**

At first level an Enhancer has a pool of enhancement points, this pool has a max of level + strength mod + dexterity mod + constitution mod + intelligence mod + wisdom mod + charisma mod (min 1). At first level the Enhancer can spend points from this pool to temporarily increase the attributes of themselves or those they touch. Enhancing a target is a free action. The Enhancer may increase 1 attribute or multiple attributes; the following table shows the cost for increasing a single attribute by a given amount, to increase multiple attributes, select the different increases and combine the costs for the total point cost(ex, increasing int by 1(1) and wis by 2(3) would cost a total of 4 points)

|  |  |
| --- | --- |
| Attribute increase | Point cost |
| +1 | 1 |
| +2 | 3 |
| +3 | 6 |
| +4 | 10 |
| +5 | 15 |
| +6 | 21 |
| +7 | 28 |
| +8 | 36 |
| +9 | 45 |
| +10 | 55 |

An increased attribute normally lasts for a number of minutes equal to the Enhancer’s level.

**Refinements**

At each odd level, the Enhancer selects a refinement off the list below, which allows them to enhance a target in new or better ways. By default these new methods of enhancement last 1 minute per enhancer level

**Ability refinement**

With this refinement, the Enhancer can choose one ability the target has that scales numerically with level and increase the target’s effective level for that ability, in accordance with the following chart

|  |  |
| --- | --- |
| Effective level increase | Point cost |
| +1 | 1 |
| +2 | 3 |
| +3 | 6 |
| +4 | 10 |
| +5 | 15 |
| +6 | 21 |
| +7 | 28 |
| +8 | 36 |
| +9 | 45 |
| +10 | 55 |

If the ability has other effects that come into play at later levels but are not numerical scaling, they are unaffected

**Casting refinement**

With this refinement, the Enhancer can increase a target’s Caster level or Spell DC, in accordance with the following charts

|  |  |
| --- | --- |
| Caster level increase | Point cost |
| +1 | 1 |
| +2 | 3 |
| +3 | 6 |
| +4 | 10 |
| +5 | 15 |
| +6 | 21 |
| +7 | 28 |
| +8 | 36 |
| +9 | 45 |
| +10 | 55 |

|  |  |
| --- | --- |
| Spell DC increase | Point cost |
| +1 | 1 |
| +2 | 2 |
| +3 | 3 |
| +4 | 5 |
| +5 | 8 |
| +6 | 11 |
| +7 | 14 |
| +8 | 18 |
| +9 | 23 |
| +10 | 28 |

**Critical refinement**

With this refinement, the Enhancer can increase a target’s critical threat range or critical damage multiplier, in accordance with the following charts

|  |  |
| --- | --- |
| Critical threat increase | Point cost |
| +1 | 2 |
| +2 | 6 |
| +3 | 12 |
| +4 | 20 |
| +5 | 30 |
| +6 | 42 |
| +7 | 56 |
| +8 | 72 |
| +9 | 90 |
| +10 | 110 |

|  |  |
| --- | --- |
| Critical multiplier increase | Point cost |
| +1 | 2 |
| +2 | 5 |
| +3 | 9 |
| +4 | 15 |
| +5 | 23 |
| +6 | 32 |
| +7 | 42 |
| +8 | 54 |
| +9 | 69 |
| +10 | 83 |

These effects are applied after other increases such as that from the keen property. Additionally they last 1 round per level instead of the usual 1 minute per level

**Efficiency refinement**

With this refinement, when the Enhancer increase an aspect of the target, reduce the point cost by 1, to a min of 1. This refinement may be taken multiple times, its effect stacks

**Extended refinement**

With this refinement, the enhancer can double the point cost of an increase to double its duration

**Maneuver refinement**

With this refinement, the Enhancer can increase a target’s CMB or CMD, in accordance with the following chart

|  |  |
| --- | --- |
| CMB or CMD increase | Point cost |
| +1 | 1 |
| +2 | 2 |
| +3 | 4 |
| +4 | 6 |
| +5 | 12 |
| +6 | 15 |
| +7 | 21 |
| +8 | 27 |
| +9 | 32 |
| +10 | 44 |

**Saving refinement**

With this refinement, the Enhancer can increase a target’s Saving throw, in accordance with the following table

|  |  |
| --- | --- |
| Save increase | Point cost |
| +1 | 1 |
| +2 | 2 |
| +3 | 4 |
| +4 | 6 |
| +5 | 12 |
| +6 | 15 |
| +7 | 21 |
| +8 | 27 |
| +9 | 32 |
| +10 | 44 |

**Skill refinement**

With this refinement, the Enhancer can increase a target’s skill in a given area, in accordance with the following chart

|  |  |
| --- | --- |
| Skill increase | Point cost |
| +1 | 1 |
| +2 | 2 |
| +3 | 3 |
| +4 | 4 |
| +5 | 5 |
| +6 | 6 |
| +7 | 7 |
| +8 | 9 |
| +9 | 12 |
| +10 | 15 |

**Speed refinement**

With this refinement, the Enhancer can increase a target’s initiative or movement, in accordance with the following charts

|  |  |
| --- | --- |
| Initiative increase | Point cost |
| +1 | 1 |
| +2 | 2 |
| +3 | 3 |
| +4 | 5 |
| +5 | 8 |
| +6 | 11 |
| +7 | 14 |
| +8 | 18 |
| +9 | 23 |
| +10 | 28 |

|  |  |
| --- | --- |
| Movement increase | Point cost |
| +5 ft | 1 |
| +10 ft | 2 |
| +15 ft | 3 |
| +20 ft | 5 |
| +25 ft | 8 |
| +30 ft | 11 |
| +35 ft | 14 |
| +40 ft | 18 |
| +45 ft | 23 |
| +50 ft | 28 |

**Friendly boosting**

At 4th level onward, the enhancer has learned to more efficiently boost others, when boosting someone other than themselves, the cost remains the same, but the resultant bonus is doubled. At 8th level, the bonus is tripled instead. At 16th level the bonus is quadrupled instead

**Expansion**

At 6th level, the Enhancer learns to go beyond her limits, she may enhance things beyond the normal 10 increment limit, after enhancing something to 10, she can enhance it again to stack the increase once, to a max of 20 total increments. At 12th level she may stack an enhancement a third time after enhancing a single enhancement by 20 total increments, up to 30 total increments, and at 18th level she may stack an enhancement a 4th time after enhancing a single enhancement by 30 total increments, up to 40 total increments

**Attribute excellence**

At 10th level you can draw out more potential, you select one of your 6 attributes, your enhancement pool is increased by that attributes score instead of mod. At 20th level you can select a 2nd attribute to contribute to your enhancement pool as score instead of mod

**Maximum boost**

At 20th level, 6 times per day you can boost an individual to unprecedented levels, as a full round action, you can grant a boost at its maximum possible increase at no cost