

Base Classes

Assassin

Hit Die: d6

Skills: Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha)

Skills/Level: 6 + Int modifier

LVL	BAB	F	R	W	Special	0	1	2
1	0	0	2	0	Death Attack, Personal Immunity, Poison Use	4/2	-	-
2	1	0	3	0	Uncanny Dodge	5/3	2/0	-
3	2	1	3	1	Hide in Plain Sight	6/3	3/1	2/0
4	3	1	4	1	Cloak of Discretion, Skill Mastery	6/3	3/2	3/1
5	3	1	4	1	Trapfinding, Trapmaking, Nerve of the Killer	6/3	4/3	3/2
6	4	2	5	2	Palm Weapon, Poisonmaster	6/3	4/3	3/2

Spellcasting: An assassin is an Arcane Spellcaster with the same spells per day and spells known progression as a Bard, except that he gains no more than three spell slots per level. An assassin's spells known may be chosen from the Sorcerer/Wizard list, and must be from the schools of Divination, Illusion, or Necromancy. To cast an assassin spell, she must have an Intelligence at least equal to 10 + the spell level. The DC of the assassins' spells is Intelligence based and the bonus spells are Intelligence based.

Weapon and Armor Proficiency: assassins are proficient with all simple and martial weapons. assassins are proficient with all light heavy armor.

Death Attack: An assassin may spend a full-round action to study an opponent. If she does so, her next attack is a Death Attack if she makes it within 1 round. A Death Attack inflicts a number of extra dice of damage equal to her assassin level plus two dice, but only if the target is denied its Dexterity Bonus to AC against that attack. Special attacks such as a coup de grace may be a Death Attack. If a character has both sneak attack and death attack, they stack if the character meets the requirements of both. An assassin may load a crossbow simultaneously with his action to study his target if he has a Base Attack Bonus of +1 or more.

Personal Immunity: At each level an assassin may choose a poison to be immune to. At 6th level the assassin gains immunity to all poison.

Poison Use: An assassin may prepare, apply, and use poison without any chance of poisoning herself.

Uncanny Dodge: Starting at 2nd level, an assassin can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

If an assassin already has uncanny dodge from a different class he automatically gains improved uncanny dodge instead.

Hide in Plain Sight: A 3rd level assassin can hide in unusual locations and may hide in areas without cover or concealment without penalty. An assassin may even hide while being observed. This ability does not remove the -10 penalty for moving at full speed or the -20 penalty for running or fighting.

Cloak of Discretion(Su): A 4th level assassin is protected by a constant nondetection effect, with a caster level equal to his character level.

Skill Mastery: A 5th level assassin may always take 10 on the following skills, climb, disable device, hide, move silently, search, spellcraft, use magic device, use rope, or swim.

Trapfinding: At 5th level, assassins can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Assassins can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. An assassin who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Trapmaking: A 5th level assassin learns to build simple mechanical traps out of common materials. As long as he has access to ropes, flexible material like green wood, and weapon-grade materials like sharpened wooden sticks or steel weapons, he can build an improved trap in 10 minutes. He can build any non-magical trap on the "CR 1" trap list that doesn't involve a pit. These traps have a search DC equal to 20 + the assassin's level, have a BAB equal to his own, and are always single-use traps. He may add poison to these traps, if he has access to it, but it will dry out in an hour.

Nerves of the Killer: A 5th level assassin gains a limited immunity to compulsion and charm effects. While studying a target for a Death Attack, and for one round afterward, he counts as if he were within a protection from evil effect. This does not confer a deflection bonus to AC.

Palm Weapon(Su): A 6th level assassin may conceal weapons with supernatural skill. Any weapon concealed with Sleight of Hand cannot be found with Divination magic.

Poisonmaster: A 6th level assassin can create short term poisons. By expending an entire healer's kit worth of materials and an hour of time, he can synthesize short term poisons which degrade to uselessness after one week.

These poisons deal 3d6 damage as a primary effect, and should the target fail its fortitude save, 2d6 ability score damage as a secondary effect. The save DC is 16 plus the assassin's Intelligence Modifier. The type of ability score damage is selected when the poison is created. If a target is affected by multiple poisons targeting the same ability score the ability score damage does not stack.

Barbarian

Hit Die: d12

Skills: Balance (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Survival (Wis), Swim (Str), Tumble (Dex)

Skills/Level: 4 + Int modifier

LVL	BAB	F	R	W	Special
1	1	2	0	0	Fast Movement, Illiteracy, Rage, Power Attack
2	2	3	0	0	Skirmish +1d6
3	3	3	1	1	Damage Reduction 1/-, endurance
4	4	4	1	1	Greater Fast Movement, Improved Healing
5	5	4	1	1	Unshakeable
6	6/1	5	2	2	Damage Reduction 2/-, Greater Improved Healing

Weapon and Armor Proficiency: A barbarian is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Fast Movement(Ex): A barbarian's land speed is faster than the norm for his race by +10 ft. This benefit applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor.

Illiteracy: Barbarians are the only characters who do not automatically know how to read and write. A barbarian may spend 2 skill points to gain the ability to read and write all languages he is able to speak. Any other character who gains a barbarian level does not lose the literacy he or she already had.

Rage(Ex): Once per day per two class levels a barbarian can enter rage. In a rage, a barbarian temporarily gains +4 Strength, +4 Constitution, +2 morale bonus on Will saves, +1 to their damage reduction, regeneration 1, and an additional +10 to their land speed, but he takes a -2 penalty to Armor Class. Rage lasts for a number of rounds equal to 3 + the barbarian's new Constitution modifier. A barbarian may prematurely end his rage, additionally if his rage would end he may use a free action to immediately transition into another rage.

Because of regeneration, damage a barbarian takes while raging is treated as nonlethal damage, and healed at a rate of 1 hit point per round. Damage taken before entering a rage is treated normally, and any nonlethal damage remaining when a barbarian exits rage is converted to lethal damage.

While raging, a barbarian cannot use any Charisma, Dexterity, or Intelligence based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function.

Power Attack: At 1st level a barbarian gains the feat power attack, if the barbarian already has this feat they can instead select a different feat for which they meet the prerequisites.

Damage Reduction: At 3rd level a barbarian gains Damage Reduction. Subtract 1 from damage the barbarian takes each time he is dealt damage from a weapon or a natural attack. At 6th level this reduction increases to 2.

Endurance: A barbarian gains endurance as a bonus feat at 3rd level. If they already have this feat they may select another feat for which they meet the prerequisites.

Skirmish: A 2nd level barbarian deals an extra 1d6 damage on the first attack she makes during any turn in which she moves at least 10 feet away from where she was at the start of her turn.

Greater Fast Movement: Add +10 to land speed, this stacks with the bonus from fast movement.

Improved Healing: A 4th level barbarian gains an enhancement to their natural healing abilities. Every time a barbarian rests they recover an additional hit point per hit die.

Unshakeable: A 5th level barbarian who is reduced to between -1 and -9 hit points automatically becomes stable and is not disabled (they are not limited to a single move or standard action each round).

Greater Improved Healing: A 6th level barbarian's healing improves even further, letting them recover 1 hitpoint for every 60 minutes spent out of combat.

Bard

Hit Die: d6

Skills: Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sleight of Hand (Dex), Speak Language (None), Spellcraft (Int), Swim (Str), Tumble (Dex), Use Magic Device (Cha)

Skills/Level: 6 + Int modifier

LVL	BAB	F	R	W	Special	0	1	2
1	1	0	2	2	Advanced Learning, Bardic Music, Bardic Knowledge, Skill Focus (Perform), Inspire Courage +1, Weapon Finesse	4/2	-	-
2	2	0	3	3	Fascinate	5/3	2/1	-
3	3	1	3	3	Inspire Competence	6/3	3/1	-
4	4	1	4	4	Countersong	6/3	3/2	2/1
5	5	2	4	4		6/4	4/3	3/1
6	6/1	2	5	5	Suggestion	6/4	4/3	3/2

Weapon and Armor Proficiency: A bard is proficient with all simple and martial weapons. Bards are proficient with light armor, medium armor, and shields (except tower shields). A bard can cast bard spells while wearing light or medium armor without incurring the normal arcane spell failure chance. However wearing heavy armor or using a shield incurs a chance of arcane spell failure if the spell being cast has a somatic component. A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A bard casts arcane spells which are drawn from the bard spell list. He can cast any spell he knows without preparing it beforehand. To learn or cast a spell, a bard must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a bard's spell is 10 + spell level + Charisma modifier.

Upon reaching 4th level, and at every Bard level after that, a Bard can choose to learn a new spell in place of one he already knows.

Advanced Learning: At 1st, 2nd, 4th, and 6th level, a bard can gain an additional spell known, from a spell list outside of her own (should she choose to do so). The spell may be of a level no higher than that of the highest level spell the bard already knows. If a spell appears on multiple spell lists, use the lowest level version.

Bardic Music: Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with

some spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), spell trigger (such as wands), or command word. Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

Bardic Knowledge: A bard may make a special bardic knowledge check with a bonus equal to bard level + intelligence modifier + ranks in knowledge (history) divided by two. A successful bardic knowledge check will not reveal the powers of a magic item, but may give a hint as to its general function. A bard may not take 10 or 20 on this check.

DC	Type of Knowledge
10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available, known by only a few people legends.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Skill Focus (Perform): At 1st level a bard gains the feat skill focus for the skill perform. If the bard already has this feat, they can instead select a different feat for which they meet the prerequisites.

Fascinate(Sp): A 2nd level bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard attains beyond 1st, he can target one additional creature with a single use of this ability.

Inspire Courage(Su): A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability.

Weapon Finesse: A bard may use her Dexterity modifier instead of Strength modifier on unarmed attack rolls.

Inspire Competence(Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at

a task. The ally must be within 30 feet and able to see and hear the bard. The bard must also be able to see the ally.

The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. Certain uses of this ability are infeasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.

Countersong(Su): A 4th level bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may continue using the countersong for 10 rounds.

Suggestion(Sp): A bard of 6th level or higher with 9 or more ranks in a Perform skill can make a suggestion (as the spell) to a creature that he has already fascinated. Using this ability does not break the bard's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect.

Making a suggestion doesn't count against a bard's daily limit on bardic music performances. A Will saving throw (DC $10 + \frac{1}{2}$ bard's level + bard's Cha modifier) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind-affecting, language dependent ability.

Cleric

Hit Die: d8

Skills: Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int)

Skills/Level: 2 + Int modifier

LVL	BAB	F	R	W	Special	0	1	2	3
1	0	2	0	2	Turn or rebuke undead	3	1+1	-	-
2	1	3	0	3		4	2+1	-	-
3	1	3	1	3	Bonus Feat	4	2+1	1+1	-
4	2	4	1	4		5	3+1	2+1	-
5	2	4	1	4		5	3+1	2+1	1+1
6	3	5	2	5		5	3+1	3+1	2+1

Weapon and Armor Proficiency: Clerics are proficient with all simple weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields).

A cleric who chooses the War domain receives the Weapon Focus feat related to his deity's weapon as a bonus feat. He also receives the appropriate Martial Weapon Proficiency feat as a bonus feat, if the weapon falls into that category.

Aura: A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Clerics who don't worship a specific deity but choose the Chaos, Evil, Good, or Law domain have a similarly powerful aura of the corresponding alignment.

Spells: A cleric casts divine spells, which are drawn from the cleric spell list. To prepare or cast a spell, a cleric must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a cleric's spell is 10 + the spell level + the cleric's Wisdom modifier.

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on the above table. In addition, he receives bonus spells per day if he has a high Wisdom score. A cleric also gets one domain spell of each spell level he can cast, starting at 1st level. When a cleric prepares a spell in a domain spell slot, it must come from one of his two domains (see Deities, Domains, and Domain Spells, below).

Clerics meditate or pray for their spells. Each cleric must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells. A cleric may prepare and cast any spell on the cleric spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Deity, Domains, and Domain Spells: A cleric's deity influences his alignment, what magic he can perform, his values, and how others see him. A cleric chooses two domains from among those belonging to his deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain.

If a cleric is not devoted to a particular deity, he still selects two domains to represent his spiritual inclinations and abilities. The restriction on alignment domains still applies.

Each domain gives the cleric access to a domain spell at each spell level he can cast, from 1st on up, as well as a granted power. The cleric gets the granted powers of both the domains selected.

With access to two domain spells at a given spell level, a cleric prepares one or the other each day in his domain spell slot. If a domain spell is not on the cleric spell list, a cleric can prepare it only in his domain spell slot.

Spontaneous Casting: A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can "lose" any prepared spell that is not a domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

An evil cleric (or a neutral cleric of an evil deity), can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric turns or commands undead.

Chaotic, Evil, Good, and Lawful Spells: A cleric can't cast spells of an alignment opposed to his own or his deity's (if he has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Turn or Rebuke Undead(Su): Any cleric, regardless of alignment, has the power to affect undead creatures by channeling the power of his faith through his holy (or unholy) symbol (see Turn or Rebuke Undead).

A good cleric (or a neutral cleric who worships a good deity) can turn or destroy undead creatures. An evil cleric (or a neutral cleric who worships an evil deity) instead rebukes or commands such creatures. A neutral cleric of a neutral deity must choose whether his turning ability functions as that of a good cleric or an evil cleric. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells.

A cleric may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A cleric with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

Bonus Feat: At 4th level, a cleric gains a bonus feat. She can choose a metamagic feat, an item creation feat, or Spell Mastery. The cleric must still meet all prerequisites for a bonus feat, including caster level minimums.

This bonus feat is in addition to the feat that a character of any class gets from advancing levels. The cleric is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing these feats.

Bonus Languages: A cleric's bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil out-

siders, respectively). These choices are in addition to the bonus languages available to the character because of his race.

Diploconvoker

Hit Die: d4

Skills: Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Knowledge (Arcana) (Int), Knowledge (Religion) (Int), Knowledge (The Planes) (Int), Profession (Wis), Spellcraft (Int)

Skills/Level: 4 + Int modifier

LVL	BAB	F	R	W	Special	0	1	2
1	0	0	0	2	Diplomatic Summons, Unrestricted Conjuration, Summon Elemental, Negotiator	2	-	-
2	1	0	0	3		3	1	-
3	2	1	1	3	Skill Focus (Diplomacy)	4	2	-
4	3	1	1	4		4	2	1
5	3	1	1	4	Legion	4	3	2
6	4	2	2	5	Lesser Planar Binding	4	3	2

Spells: A Diploconvoker casts arcane spells, which are drawn from the Malconvoker spell list. To prepare or cast a spell, the Diploconvoker must have a charisma score of 10+spell level. The DC for a saving throw against a Diploconvoker's spell is 10 + spell level + Charisma modifier.

Weapon and Armor Proficiency: Diploconvokers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with the diploconvoker's gestures, which can cause his spells with somatic components to fail.

Spontaneous Summoning: At 1st level, a Diploconvoker can lose a prepared spell to cast Summon Monster 1, Summon Nature's Ally 1, or Summon Undead 1.

At 3rd level a Diploconvoker can lose a prepared spell of 1st level or higher in order to cast Summon Monster 2, Summon Nature's Ally 2, or Summon Undead 2.

At 5th level a Diploconvoker can lose a prepared spell of 2nd level in order to cast Summon Monster 3, Summon Nature's Ally 3, or Summon Undead 3.

Rapid Summoning: Summoning spells requiring a full round action to cast instead take a standard action.

Diplomatic Summons: When casting a Summon Monster/Nature's Ally/Undead spell a Diploconvoker can attempt a Diplomacy check on a summoned creature as a free action, opposed by the creature's HD times 4, plus the total number of creatures summoned by the spell. Additional penalties are incurred for alignment differences.

A Neutral Diploconvoker attempting to summon a Good or Evil being (or vice versa) receives a -2 penalty to their Diplomacy check. A Good Diploconvoker attempting to summon an Evil being (or vice versa) receives a -4 penalty on their Diplomacy check.

A Neutral Diploconvoker attempting to summon a Lawful or Chaotic being (or vice versa) receives a -1 penalty on their Diplomacy check. A Lawful Diploconvoker attempting to summon a Chaotic being (or vice versa) receives a -2 penalty on their Diplomacy check.

If the check succeeds, the duration of the effect is doubled. Failing this check by less than 5 has no effect, however if you fail this check by 5 or more, the creature breaks free of your control and is hostile towards you (though it still disappears as normal when the spell's duration ends). You must attempt an opposed check separately against each creature you wish to affect.

Beginning at 4th level, if the check succeeds, then creatures additionally receive a +2 bonus on damage rolls and 2 extra hit points per HD.

Beginning at 6th level, if the check succeeds, then creatures gain an additional +2 bonus on Will saves, and your effective caster level is increased by 2 for the purpose of resisting dispel magic and similar effects against those creatures.

Unrestricted Conjunction: For the purpose of casting conjunction spells, you can ignore any restrictions that forbid you from casting spells of certain alignments. In addition, regular use of conjunction spells with the evil descriptor does not threaten to change your alignment.

Summon Elemental: A Diploconvoker can use this ability a number of times per day equal to class level. All summons coming from this ability have a duration of one minute per class level. If multiple elementals are summoned with a single usage of this ability they do not have to be of the same type.

At 1st level a Diploconvoker can summon a small elemental as a standard action.

At 3rd level the Diploconvoker gains the ability to summon two small elementals as a standard action or summon one small elemental as a swift action.

At 4th level the Diploconvoker gains the ability to summon four small elementals as a full round action.

At 5th level the Diploconvoker gains the ability to summon six small elementals by spending two full rounds concentrating on this ability. They can take no other actions during this time, and if they are hit or receive damage from any source during this process then the attempt fails and the usage is lost.

The maximum number of elementals which can be summoned at one time is equal to the diploconvoker's class level. If the diploconvoker attempts to summon a number of elementals which would take them over this limit, the summoning instead produces the maximum allowable number of elementals and the use is expended.

Negotiator: A first level Diploconvoker receives the feat negotiator, if you already possess this feat, you may select a different feat which you meet the requirements for.

Skill Focus (Diplomacy): A 3rd level Diploconvoker receives the feat Skill Focus (Diplomacy), if you already possess this feat, you may select a different feat which you meet the requirements for.

Legion: At 5th level, when casting a Summon Monster/Nature's Ally/Undead spell, you summon an additional creature from a lower level list. For example a Diploconvoker casting Summon Undead 3 could select to summon a Ghoul from the 3rd level list, and an Owlbear Skeleton from the 2nd level list.

Lesser Planar Binding: At 6th level, a Diploconvoker can cast the spell Lesser Planar Binding once per week. This is treated as a 2nd level spell and uses one of the Diploconvoker's daily 2nd level spell slots.

Diploconvoker Spell List

Level	Spells Known
0	Create Water, Detect Magic, Mage Hand, Read Magic, Summon Instrument
1	Alarm, Command, Floating Disk, Mage Armor, Mount, Obscuring Mist, Shield, Summon Component, Summon Elysian Thrush, Summon Monster 1, Summon Nature's Ally 1, Summon Undead 1, Unseen Servant
2	Calm Emotions, Fog Cloud, Insidious Insight, Regal Procession, Steal Summoning, Summon Dire Hawk, Summon Monster 2, Summon Nature's Ally 2, Summon Swarm, Summon Undead 2, Summon Weapon, Swift Ready, Zone of Truth

Dread Necromancer

Hit Die: d6

Skills: 2 + Int modifier

Skills/Level: Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Disguise (Cha), Hide (Dex), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (Religion) (Int), Profession (Wis), Spellcraft (Int)

LVL	BAB	F	R	W	Special	1	2	3
1	0	0	0	2	Charnel touch, rebuke undead	3	-	-
2	1	0	0	3	Lich body DR 2	4	-	-
3	1	1	1	3	Mental bastion, negative energy burst, tomb-tainted soul	5	-	-
4	2	1	1	4	Advanced learning	6	3	-
5	2	1	1	4	Fear Aura, scabrous touch	6	4	-
6	3	2	2	5	Advanced learning, lich body DR 4, undead transformation	6	5	3

Weapon and Armor Proficiency: A dread necromancer is proficient with all simple weapons and with one martial weapon of her choice. Her choice of martial weapon is made when the character takes her first level of dread necromancer and cannot be changed.

Dread necromancers are also proficient with light armor, but not with shields. The somatic components required for dread necromancer spells are simple, so members of this class can cast dread necromancer spells while wearing light armor without incurring the normal arcane spell failure chance. She still incurs the normal arcane spell failure chance for arcane spells derived from other classes. In addition, if a dread necromancer wears medium or heavy armor, or uses a shield, she incurs the same chance of arcane spell failure as any other arcane caster if the spell in question has a somatic component (and most do).

Spellcasting: A dread necromancer casts arcane spells, which are drawn from the dread necromancer's spell list (see below). Like a sorcerer, she can cast any spell she knows without preparing it ahead of time. When a dread necromancer gains access to a new level of spells, she automatically knows all the spells for that level given on the dread necromancer's spell list. Dread necromancers also have the option of adding to their existing spell list through their advanced learning ability as they increase in level (see below).

To cast a spell, a dread necromancer must have a Charisma score of 10 + the spell's level. The Difficulty Class for a saving throw against a dread necromancer's spell is 10 + the spell's level + her Charisma modifier. Like other spellcasters, a dread necromancer can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given in the table above.

Charnel Touch(Su): Negative energy flows through a dread necromancer's body, concentrating in her hands. At will, but no more than once per round, she can make a melee touch attack against a living foe that deals 1d8 points of damage, +1 per three class levels. This touch heals undead creatures, restoring 1 hit point per touch, +1 per three class levels. A dread necromancer can use the spectral hand spell to deliver this attack from a distance.

Rebuke Undead(Su): A dread necromancer can rebuke or command undead creatures by channeling negative energy through her body. This functions identically to the cleric class feature of the same name, and dread necromancer levels stack with cleric levels for determining daily number of turning attempts.

Lich Body: Starting at 2nd level, a dread necromancer begins her journey into undeath. The first symptom is her body's increased resilience to physical harm. She gains DR 2/bludgeoning and magic. At 6th level this DR increases to 4.

Mental Bastion: Starting at 3rd level, a dread necromancer gains a +2 bonus on saving throws made to resist sleep, stunning, paralysis, poison, or disease.

Negative Energy Burst(Su): Beginning at 3rd level, a dread necromancer gains the ability to emit a burst of negative energy from her body, harming living creatures within 5 feet of her. This burst deals 1d4 points of damage per class level. A successful Will save (DC $10 + 1/2$ her class level + Cha modifier) reduces damage by half. Undead creatures (and the dread necromancer herself) within this burst are healed the same amount of hit points as the damage she deals to living creatures. A dread necromancer may use this ability once per day per two class levels (rounded down).

Tomb-Tainted Soul: A 3rd level dread necromancer gains the feat Tomb-Tainted Soul. If he already has this feat he may select another feat for which he meets the prerequisites.

Advanced Learning: At 4th and 6th level, a dread necromancer can add a new spell to her list, representing the result of personal study and experimentation. The spell must be a cleric or wizard spell of the necromancy school, and of a level no higher than that of the highest-level spell the dread necromancer already knows. Once a new spell is selected, it is added to that dread necromancer's spell list and can be cast just like any other spell she knows. If a spell is both a cleric spell and a wizard spell, use the lower of the two spell levels (when different) to determine what level the spell is for a dread necromancer.

Fear Aura(Su): Beginning at 5th level, a dread necromancer radiates a 5-foot-radius fear aura as a free action. Enemies in the area must succeed on a Will save (DC $10 + 1/2$ her class level + her Cha modifier) or become shaken. A creature who successfully saves cannot be affected by that dread necromancer's fear aura for 24 hours.

Scabrous Touch(Su): Starting at 5th level, once per day a dread necromancer can use her charnel touch to inflict disease on a creature she touches. This ability works like the contagion spell, inflicting the disease of her choice immediately, with no incubation period, unless the target makes a successful Fortitude save (DC $10 + 1/2$ her class level + her Cha modifier). The DC for subsequent saving throws to resist the effects of the disease depends on the disease inflicted.

Activating this class feature is a swift action. The effect lasts until the dread necromancer makes a successful charnel touch attack. The spectral hand spell enables a dread necromancer to deliver a scabrous touch attack from a distance.

Undead Transformation: A 6th level dread necromancer's type changes

to undead, and it gains the augmented subtyped. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged. Hit dice are increased to d12, and the dread necromancer gains +4 turn resistance.

A 6th level dread necromancer no longer needs to sleep, however they still require 8 hours of unbroken rest in order to recover their daily spell allotment.

Dread Necromancer Spells

Spell Level	Spells Known
1	Bane, Bestow Wound, Cause Fear, Chill Touch, Detect Magic, Detect Undead, Doom, Hide from Undead, Inflict Light Wounds, Ray of Enfeeblement, Summon Undead 1, Undetectable Alignment
2	Blindness/Deafness, Command Undead, Darkness, Death Knell, False Life, Gentle Repose, Ghoul Touch, Inflict Moderate Wounds, Scare, Spectral Hand, Summon Swarm, Summon Undead 2
3	Animate Dead, Crushing Despair, Halt Undead, Inflict Serious Wounds, Ray of Exhaustion, Speak With Dead, Summon Undead 3, Vampiric Touch

Druid

Hit Die: d8

Skills: Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str)

Skills/Level: 4 + Int modifier

LVL	BAB	F	R	W	Special	0	1	2	3
1	0	2	0	2	Animal companion, nature sense, wild empathy	3	1	-	-
2	1	3	0	3	Woodland stride	4	2	-	-
3	1	3	1	3	Trackless step	4	2	1	-
4	2	4	1	4	Resist nature's lure	5	3	2	-
5	2	4	1	4	Wild shape (1/day)	5	3	2	1
6	3	5	2	5	Wild shape (2/day)	5	3	3	2

Weapon and Armor Proficiency: Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape.

Druids are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. (A druid may also wear wooden armor that has been altered by the ironwood spell so that it functions as though it were steel. See the ironwood spell description.) Druids are proficient with shields (except tower shields) but must use only wooden ones.

A druid who wears prohibited armor or carries a prohibited shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Spells: A druid casts divine spells, which are drawn from the druid spell list. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A druid must choose and prepare her spells in advance (see below).

To prepare or cast a spell, the druid must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a druid's spell is 10 + the spell level + the druid's Wisdom modifier.

Like other spellcasters, a druid can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Druid. In addition, she receives bonus spells per day if she has a high Wisdom score. She does not have access to any domain spells or granted powers, as a cleric does.

A druid prepares and casts spells the way a cleric does, though she cannot lose a prepared spell to cast a cure spell in its place (but see Spontaneous Casting, below). A druid may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Spontaneous Casting: A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any summon nature's ally spell of the same level or lower.

Chaotic, Evil, Good, and Lawful Spells: A druid can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Bonus Languages: A druid's bonus language options include Sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available to the character because of her race.

A druid also knows Druidic, a secret language known only to druids, which she learns upon becoming a 1st-level druid. Druidic is a free language for a druid; that is, she knows it in addition to her regular allotment of languages and it doesn't take up a language slot. Druids are forbidden to teach this language to nondruids.

Druidic has its own alphabet.

Animal Companion: A druid may begin play with an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures are also available: porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the druid on her adventures as appropriate for its kind.

A 1st-level druid's companion is completely typical for its kind except as noted below. As a druid advances in level, the animal's power increases as shown on the table. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer. This ceremony can also replace an animal companion that has perished.

A druid of 4th level or higher may select from alternative lists of animals. Should she select an animal companion from one of these alternative lists, the creature gains abilities as if the character's druid level were lower than it actually is. Subtract the value indicated in the appropriate list header from the character's druid level and compare the result with the druid level entry on the table to determine the animal companion's powers. (If this adjustment would reduce the druid's effective level to 0 or lower, she can't have that animal as a companion.)

Nature Sense: A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy: A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under

normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Woodland Stride: Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step: Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Resist Nature's Lure: Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Wild Shape(Su): At 5th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the alternate form special ability, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. Each time you use wild shape, you regain lost hit points as if you had rested for a night.

Any gear worn or carried by the druid melds into the new form and becomes nonfunctional. When the druid reverts to her true form, any objects previously melded into the new form reappear in the same location on her body that they previously occupied and are once again functional. Any new items worn in the assumed form fall off and land at the druid's feet.

The form chosen must be that of an animal the druid is familiar with.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

The new form's Hit Dice can't exceed the character's druid level.

The Druid's Animal Companion: A druid's animal companion is different from a normal animal of its kind in many ways. A druid's animal companion is superior to a normal animal of its kind and has special powers, as described below.

Class Level	Bonus HD	Natural Armor Adjustment	Strength/Dexterity Adjustment	Bonus Tricks	Special
1st-2nd	+0	+0	+0	1	Link, share spells
3rd-5th	+2	+2	+1	2	Evasion
6th	+4	+4	+2	3	Devotion

Animal Companion Basics: Use the base statistics for a creature of the companion's kind, but make the following changes.

Class Level: The character's druid level. The druid's class levels stack with levels of any other classes that are entitled to an animal companion for

the purpose of determining the companion's abilities and the alternative lists available to the character.

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal companion's base attack and base save bonuses. An animal companion's base attack bonus is the same as that of a druid of a level equal to the animal's HD. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). An animal companion gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural Armor Adjustment: The number noted here is an improvement to the animal companion's existing natural armor bonus.

Strength/Dexterity Adjustment: Add this value to the animal companion's Strength and Dexterity scores.

Bonus Tricks: The value given in this column is the total number of "bonus" tricks that the animal knows in addition to any that the druid might choose to teach it (see the Handle Animal skill). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. The druid selects these bonus tricks, and once selected, they can't be changed.

Link: A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells: At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the druid before the duration expires.

Additionally, the druid may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. A druid and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Evasion: If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Devotion: An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Horizon Walker

Hit Die: d10

Skills: Balance (Dex), Climb (Str), Handle Animal (Cha), Hide (Dex), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Speak Language (None), Spot (Wis), Survival (Wis), Swim (Str)

Skills/Level: 4 + Int modifier

LVL	BAB	F	R	W	Special
1	1	2	2	2	Terrain Mastery
2	2	3	3	3	Terrain Mastery
3	3	3	3	3	Terrain Mastery
4	4	4	4	4	Terrain Mastery, Planar Attunement
5	5	4	4	4	Terrain Mastery, Horizon Step
6	6/1	5	5	5	Terrain Mastery, Horizon Guide

Weapon and Armor Proficiency: A horizon walker is proficient with all simple and martial weapons. Horizon walkers are proficient with light armor, medium armor, and shields (except tower shields).

Terrain Mastery: At each level, the Horizon Walker adds a new terrain environment to their repertoire from those given below. Terrain mastery gives a horizon walker a bonus on checks involving a skill useful in that terrain, or some other appropriate benefit. A horizon walker also knows how to fight dangerous creatures typically found in that terrain, gaining a +1 insight bonus on attack rolls and damage rolls against creatures with that terrain mentioned in the Environment entry of their descriptions. The horizon walker only gains the bonus if the creature description specifically lists the terrain type.

Horizon walkers take their terrain mastery with them wherever they go. They retain their terrain mastery bonuses on skill checks, attack rolls, and damage rolls whether they're actually in the relevant terrain or not.

Planar Attunement(Su): A 4th level horizon walker gains the ability to attune himself to a plane, gaining the benefits of terrain mastery for that plane. At 5th, and each level thereafter, he may select an additional plane to be simultaneously attuned to (up to 3 at 6th level).

A horizon walker can change the planes he is attuned to by spending a week in careful meditation. He must full rest each night, and spend 12 hours each day connecting to the planes he wishes to attune himself to. He may use the remaining hours of the day to engage in simple, non-strenuous activity. Combat or use of his horizon step ability will cause the attempt to fail, leaving him attuned to the same planes as he was before attempting to change.

Horizon Step(Su): A 5th level horizon walker gains the ability to teleport a short distance every 1d4 rounds. Using this ability requires a swift action, the max range traveled is 60 feet, you must have line of sight to the desired destination, and if this ability would put you in a place that is already occupied by a solid body, it fails. This form of movement does not provoke attacks of opportunity, and is only available to a horizon walker wearing light, medium, or no armor.

The horizon walker may bring touched objects, so long as their weight does not exceed his maximum load. He cannot however bring other creatures.

Horizon Guide(Su): A 6th level horizon walker may expend a standard action to allow himself and up to three allies within 60 feet to teleport a short distance. This teleportation functions like horizon step. This ability is usable up to three times per day, using it does not provoke attacks of opportunity.

Terrain Mastery Benefits

Aquatic: You gain a swim speed equal to half your land speed, or a +10-foot bonus to your swim speed if you have one. You gain a +1 insight bonus on attack and damage rolls against aquatic creatures.

Desert: You resist effects that tire you. You are immune to fatigue, and anything that would cause you to become exhausted makes you fatigued instead. You gain a +1 insight bonus on attack and damage rolls against desert creatures.

Forest: You have a +4 competence bonus on Hide checks. You gain a +1 insight bonus on attack and damage rolls against forest creatures.

Hills: You gain a +4 competence bonus on Listen checks. You gain a +1 insight bonus on attack and damage rolls against hills creatures.

Marsh: You have a +4 competence bonus on Move Silently checks. You gain a +1 insight bonus on attack and damage rolls against marsh creatures.

Mountains: You gain tremorsense with a 30-foot range. You gain a +1 insight bonus on attack and damage rolls against mountain creatures.

Plains: You have a +4 competence bonus on Spot checks. You gain a +1 insight bonus on attack and damage rolls against plains creatures.

Underground: You have 60-foot darkvision, or 120-foot darkvision if you already had darkvision from another source. You gain a +1 insight bonus on attack and damage rolls against underground creatures.

Astral (Planar): You gain telepathy with a range of 100 feet, and the spell-like ability to use detect thoughts at will. You gain a +1 insight bonus on attack and damage rolls against creatures native to the Astral Plane.

Air (Planar): This kind of planar terrain mastery provides you with limited flight. Once per day you may gain a flight speed equal to your base land speed or 20 feet, whichever is less. This flight lasts for a number of rounds equal to your class level, activating this ability is a free action. Additionally you gain a +1 insight on attack and damage rolls against creatures native to the Elemental Plane of Air.

Fiery (Planar): This kind of planar terrain mastery provides you with resistance to fire 10. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals with the fire subtype.

Cold (Planar): This kind of planar terrain mastery provides you with resistance to cold 10. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals with the cold subtype.

Negative (Planar): You gain the ability to rebuke or command undead as an evil cleric of your class level.

Positive (Planar): Your connection with this plane sustains you. You no longer require food or drink to survive, and gain the ability Greater Improved Healing, letting you regain 1 hit point for every 60 minutes spent out of combat.

Shadow (Planar): You gain the supernatural ability Hide in Plain Sight. You gain a +1 insight bonus on attack and damage rolls against creatures native to the Plane of Shadow.

Cavernous (Planar): You gain a 10 foot climb speed, or a +10-foot bonus to your climb speed if you have one.

Other (Planar): If other planes are in use additional Planar Terrains can be created.

Jester

Hit Die: d6

Skills: Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha)

Skills/Level: 6 + Int modifier

LVL	BAB	F	R	W	Special	0	1	2
1	0	0	2	0	Harlequin's Mask, Ignore Components, Poison Use	2	-	-
2	1	0	3	0	Evasion, Laugh it Off	3	0	-
3	2	1	3	1	Sneak Attack +1d6	3	1	-
4	3	1	4	1	Jester's Feint	3	2	0
5	3	1	4	1	Killer Clown, Last Trick	3	3	1
6	4	2	5	2	Sneak Attack +2d6, Pratfall	3	3	2

Weapon and Armor Proficiency: Jesters are proficient with light armor but not with shields of any kind. A Jester is proficient with no weapons, but suffers no attack penalty for using a weapon with which they are not proficient or which is made for a character of a different size than themselves. Even, perhaps especially, improvised weapons may be used without the usual -4 penalty.

Spellcasting: Jester is an Arcane caster with the same spells per day progression as a Bard. A Jester casts from the Jester Spell List (below). A Jester automatically knows every spell on his spell list. He can cast any spell he knows without preparing them ahead of time, provided that spell slots of an appropriate level are still available. To cast a Jester spell, he must have a Charisma of at least 10+spell level. The DC of the Jester's spells is Charisma based, and the bonus spells are Charisma based.

Harlequin's Mask: As long as a Jester's face is painted, masked, or adorned in the manner of a harlequin or other comedic figure, he is immune to compulsion effects.

Ignore Components: A Jester may cast spells from the Jester list without using any material components. This has no effect on any spells a Jester casts from other spell lists.

Poison Use: A Jester may prepare, apply, and use poison without any chance of poisoning himself.

Evasion: A jester can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefits of evasion.

Laugh it Off: A Jester may add his Charisma modifier as a morale bonus to his saves.

Sneak Attack: If a jester can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The jester's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the jester flanks her target. Should the jester score a critical hit with a sneak attack, this extra damage is not multiplied.

Jester's Feint: As a swift action a Jester may toss a brightly colored object in the square of an enemy with a Sleight of Hand check opposed by the enemy's Spot check. If he succeeds, the enemy is denied his Dex bonus for the Jester's next attack. This ability has a range of 30 ft.

An enemy targeted by this ability multiple times gains a +5 bonus to Spot for each prior time he has been targeted, regardless of who won the prior checks. This bonus lasts for 24 hours.

Killer Clown: So long as he meets the requirements of the Harlequin's Face ability, the Jester can make a special Intimidate check as a move action. If successful, this check causes the enemy to suffer the panicked condition for a round per Jester level. This is a mind-affecting fear effect. A creature targeted by this effect cannot be affected by it again until 24 hours have elapsed.

Last Trick: Anytime a Jester is killed or knocked unconscious, he may cast one of his spells known as if it were the spell in a contingency effect.

Pratfall: Any time a 6th level Jester strikes an opponent with a melee sneak attack, they may make a free trip attempt which does not provoke an attack of opportunity. They may use their Dexterity modifier as opposed to their Strength modifier for the purpose of this attempt.

Jester Spells

Level	Spells Known
0	Alarm, Detect Magic, Detect Poison, Grease, Unseen Servant, Ventriloquism
*1**	Fire Trap, Hideous Laughter, Magic Mouth, Misdirection, Pyrotechnics, Reduce Person
*2**	Baleful Transposition, Explosive Runes, Glitterdust, Invisibility, Rage, Touch of Idiocy

Knight

Hit Die: d10

Skills: Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (History) (Int), Knowledge (Nobility) (Int), Knowledge (Geography) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str)

Skills/Level: 4 + Int modifier

LVL	BAB	F	R	W	Special
1	1	2	0	0	Code of Conduct, Draw Fire, Shield Mastery
2	2	3	0	0	Bastion of Defense, Defensive Fighter
3	3	3	1	1	Energy Resistance, Speak to Animals
4	4	4	1	1	Damage Reduction, Immunity to Fear, Knightly Spirit
5	5	4	1	1	Sacrifice, Mettle
6	6/1	5	2	2	Defend Others, Quick Recovery

Weapon and Armor Proficiency: Knights are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with all shields (including tower shields).

Code of Conduct: A knight must abide by the following rules. Breaking any results in the loss of knightly abilities until atonement is completed. A knight must refuse bonuses from Aid Another actions in combat, a knight must refrain from the use of poisons of any kind, a knight may not voluntarily change shape, and a knight may not sell magic items.

Draw Fire: With a Swift Action, a knight may pique the interest of any opponent with intelligence 6 or less within 25 + 5/class level feet. That creature must make a will save (DC 10 + 1/2 knight level + constitution modifier) or spend all of its actions moving towards or attacking the knight. This effect ends after a number of rounds equal to the knight's class level.

Shield Mastery: A knight subtracts his knight level from the armor check penalty given by used shields. This ability can reduce a shield's armor check penalty to a minimum of 0.

Bastion of Defense: All adjacent allies except the knight gain a +2 Dodge bonus to their AC and Reflex Saves.

Defensive Fighter: A knight who chooses to fight defensively incurs only a -2 penalty on attack rolls and gains a +4 dodge bonus to AC.

Energy Resistance: As a swift action, a 3rd level knight may grant herself Energy Resistance against any type of energy equal to her knight Level plus her Shield Bonus (as with damage reduction, this bonus can only come from a physically held shield). This energy resistance lasts until she spends a Swift Action to choose another Energy type, or her Shield Bonus is reduced.

Speak to Animals: A knight gains a bonus to her Ride and Handle Animal checks equal to half her knight level.

Damage Reduction: A 4th level knight gains Damage Reduction X/-, where X is her knight level plus her shield bonus (this bonus can only come from a physically held shield, spells or magic items which grant a shield bonus do

not enhance a knight's damage reduction) divided by two (rounded down). For example, a 6th level knight using a tower shield would have Damage Reduction 5/-.

Immunity to Fear: A knight is immune to Fear effects.

Knightly Spirit: As a Move equivalent action, a 4th level knight may restore any amount of attribute damage or drain that she has suffered.

Sacrifice: As an immediate action a knight may make herself the target of an attack or target effect that targets any creature within her reach.

Mettle: A knight who succeeds a Fortitude partial or Will partial save takes no effect as if she had immunity.

Defend Others: Any ally adjacent to the knight gains Evasion, although the knight does not.

Quick Recovery: If a knight is stunned or dazed during her turn, that condition ends at the end of that turn.

Marshall

Hit Die: d12

Skills: Bluff (Cha), Climb (Str), Craft (Int), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (All skills, trained individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Use Rope (Dex)

Skills/Level: 4 + Int modifier

LVL	BAB	F	R	W	Special
1	1	2	0	2	Battle Shout +1, Inspire Bravery
2	2	3	0	3	Untiring, Heal Injuries
3	3	3	1	3	War Shout
4	4	4	1	4	Battle Shout +2, Bolster Allies
5	5	4	1	4	Project Voice
6	6/1	5	2	5	Terrible Shout, Command Enemy

Weapon and Armor Proficiency: Marshalls are proficient with all simple and martial weapons. Marshalls are proficient with all armor and shields (including tower shields).

Battle Shout: Once per day per class level, a marshall may expend a swift action in order to grant all allies within short range a +1 Morale bonus to all attack and damage rolls. This bonus lasts for a number of rounds equal to the marshall's class level. At 4th level this bonus increases to +2.

Inspire Bravery: A allies within short range of a Marshall may add the Marshall's Charisma bonus to their saves against Fear effects.

Untiring: A Marshall needs half as much sleep as normal (for example, a long rest for a marshall is 4 hours) and is immune to any effects which cause fatigue, exhaustion, or sleep.

Heal Injuries: As a swift action, a marshall can heal a number of characters equal to his class level of a number of hit points equal to his class level. This action may be taken a number of times per day equal to 3 + the marshall's Charisma modifier, and all affected characters must be within close range.

War Shout: At 3rd level, a Marshall's battle shout affects all allies within long range. The allies must still be able to hear the Marshall as normal.

Bolster Allies: With a swift action, a Marshall may assist all allies within short range of himself. These allies may each reroll one die roll made before the Marshall's next turn.

Project Voice: A Marshall can automatically dispel a silence or similar effect as a Swift action.

Terrible Shout: As a standard action, a Marshall can force all enemies within Medium range to make a Will save (DC 10 + 1/2 Class Level + Charisma Modifier) or becomes frightened for 10 rounds. Creatures who succeed this save are unaffected for the next 24 hours.

Command Enemy: Twice per day a marshall can expend a swift action in order to cast a quickened command as a spell like ability. The will save to resist is $DC\ 10 + 1/2\ \text{class level} + \text{Charisma modifier}$.

Monk

Hit Die: d8

Skills: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex)

Skills/Level: 4 + Int modifier

LVL	BAB	F	R	W	Special	FOB	Unarmed Damage	ACB	USB
1	1	2	2	2	Acrobatic, Bonus Feat, Flurry of Blows, Unarmed Strike, Weapon Finesse	-1/-1	1d6	+0	+10
2	2	3	3	3	Ki Ray, Evasion, Slow Fall 20ft	0/0	1d6	+1	+10
3	3	3	3	3	Bonus Feat, Still Mind	+1/+1	1d6	+1	+10
4	4	4	4	4	Slow Fall 40ft	+2/+2	1d8	+2	+20
5	5	4	4	4	Purity of Body	+4/+4	1d8	+2	+20
6	6/1	5	5	5	Slow Fall 60ft, Snap Kick	+6/+6/+1	1d8	+3	+30

Weapon and Armor Proficiency: Monks are proficient with club, cross-bow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shuriken, siangham, and sling.

Monks are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a monk loses her AC bonus, as well as her fast movement and flurry of blows abilities.

Flurry of Blows(FOB)(Ex): When unarmored, a monk may make one extra attack in a round at her highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it affects attacks of opportunity the monk might make before her next action. When a monk reaches 5th level, the penalty lessens to -1, and at 6th level the penalty disappears.

When using flurry of blows, a monk may attack only with unarmed strikes or with special monk weapons (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). She may attack with unarmed strikes and special monk weapons interchangeably as desired. When using weapons as part of a flurry of blows, a monk applies her Strength bonus (not Str bonus * 1.5 or 0.5) to her damage rolls for all successful attacks, whether she wields a weapon in one or both hands. The monk can't use any weapon other than a special monk weapon as part of a flurry of blows.

Armor Class Bonus(ACB)(Ex): When unarmored and unencumbered, the monk adds her Wisdom bonus (if any) to her AC. In Addition a monk gains a +1 bonus to AC at 2nd level, a +2 bonus at 4th level, and a +3 bonus at 6th level.

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Unarmored Speed Bonus(USB)(Ex): When unarmored and unencumbered, a 1st level monk adds +10 to her land speed, at 3rd level this bonus increases to +20, and at 6th level it increases to +30.

Acrobatic(Ex): When unarmored and unencumbered, a monk adds her monk level to Balance, Climb, Escape Artist, Jump, Swim, and Tumble checks.

Bonus Feat: A 1st level monk may select either Improved Grapple or Stunning Fist as a bonus feat. At 3rd level, she may select either Combat Reflexes or Deflect Arrows as a bonus feat. A monk need not have any of the prerequisites normally required for these feats to select them.

Unarmed Strike: A 1st level monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be either fist interchangeably or even from elbows, knees, and feet. This means that a monk may even make unarmed strikes with her hands full. There is no such thing as an off hand attack for a monk striking unarmed. A monk may thus apply her full Strength bonus on damage rolls for all her unarmed strikes

Weapon Finesse: A monk may use her Dexterity modifier instead of Strength modifier on unarmed attack rolls.

Slow Fall(Ex): At 2nd level or higher, a monk can slow her descent. When first using this ability, she takes damage as if the fall were 20 feet shorter than it actually is. At 4th level she takes damage as if the fall were 40 feet shorter than it actually is, and at 6th level she takes damage as if the fall were 60 feet shorter than it actually is.

Evasion(Ex): At 2nd level or higher, if a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can only be used if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Still Mind(Ex): A monk of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Ray: A 2nd level monk may make a ranged touch attack with a maximum range of $25 + 5$ feet per monk level, dealing $1d6/\text{monk level} + \text{Wisdom modifier}$. This ability may be used once per day per monk level.

Ki Strike: A 4th level monk's unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Purity of Body(Ex): At 5th level, a monk gains immunity to all diseases, except for supernatural and magical diseases.

Snap Kick: A 6th level monk gains Snap Kick as a bonus feat, if she already has this feat she may instead select a different feat for which she meets the prerequisites.

Paladin

Hit Die: d10

Skills: Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis)

Skills/Level: 2 + Int modifier

LVL	BAB	F	R	W	Special	1	2
1	1	2	0	0	Aura of Good, Detect Evil, Smite Evil 1/day	-	-
2	2	3	0	0	Divine Grace, Harm Undead, Healing Word	-	-
3	3	3	1	1	Aura of Courage, Divine Health	-	-
4	4	4	1	1	Turn Undead, Defensive Fighter	1	-
5	5	4	1	1	Smite Evil 2/day	2	1
6	6/1	5	2	2	Special Mount, Remove Disease	3	2

Weapon and Armor Proficiency: Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with all shields (including tower shields).

Spells: A paladin casts divine spells, which are drawn from the paladin spell list. A paladin must choose and prepare her spells in advance.

To prepare or cast a spell, a paladin must have a Charisma score equal to at least 10 + spell level. The Difficulty Class for a saving throw against a paladin's spell is 10 + spell level + Charisma modifier.

Aura of Good: A paladin's aura of good is equal to her paladin level.

Detect Evil(Sp): At will, a paladin can use detect evil, as the spell.

Smite Evil(Su): Once per day, a paladin may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin level. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

At 5th level the paladin may smite evil one additional time per day.

Divine Grace(Su): A 2nd level paladin gains a bonus equal to her charisma bonus on all saving throws.

Healing Word(Su): A 2nd level paladin can invoke divine energy to heal herself or others. Each day she can heal a total number of hit points of damage equal to paladin level * charisma modifier (treat any charisma modifier less than or equal to 0 as 1). A paladin may heal any amount with one use of healing word. Using healing word is a swift action.

Harm Undead(Su): A 2nd level paladin may draw from the same pool as healing word in order to harm undead creatures. Using harm undead requires a successful melee touch attack (this does not provoke an attack of opportunity). After successfully touching the undead creature, the paladin decides how many points to use from his daily allotment.

Aura of Courage(Su): A 3rd level paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions while the paladin is conscious, but not if she is unconscious or dead.

Divine Health: A 3rd level paladin gains immunity to all diseases, including supernatural and magical diseases.

Turn Undead(Su): A 4th level paladin gains the supernatural ability to turn undead. She may use this ability a number of times per day equal to 3 + her Charisma modifier. She turns undead as a cleric of three levels lower would.

Remove Disease(Sp): A 6th level paladin can produce a remove disease effect, as the spell, once per week.

Special Mount(Sp): A 6th level paladin gains the ability to summon an unusually intelligent, strong, and loyal steed. This mount is usually a heavy warhorse (for a Medium paladin) or a warpony (for a Small paladin). A paladin's mount is treated as a magical beast, not an animal, for the purpose of all effects the depend on its type (though it retains an animal's HD, base attack bonus, saves, skill points, and feats).

The summoning ritual requires an hour of unbroken meditation. Once summoned the mount is treated as a normal magical beast (it must be fed/rested), and remains until it drops to 0 hit points or is dismissed (dismissal is a free action), a mount that is killed or dismissed leaves behind no physical form. In either case repeating the ritual summons the same mount, restored to its hit point maximum.

The Paladin's Mount:

Bonus HD	Natural Armor Adjustment	Strength Adjustment	Intelligence	Special
+2	+4	+1	6	Empathic Link, Improved Evasion, Share Spells, Share Saving Throws

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the mount's base attack and base save bonuses. A special mount's base attack bonus is equal to that of a cleric of a level equal to the mount's HD. A mount has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). The mount gains additional skill points or feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural Armor Adjustment: An improvement to the mount's existing natural armor bonus.

Strength Adjustment: Add this figure to the mount's strength score.

Intelligence: The mount's Intelligence score.

Empathic Link(Su): The paladin has an empathic link with her mount out to a distance of up to 1 mile. The paladin cannot see through the mount's eyes, but they can communicate empathically.

Improved Evasion: When subjected to an attack that normally allows a Reflex saving throw for half damage, a mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Share Spells: At the paladin's option, she may have any spell (but not any spell-like ability) she casts on herself also affect her mount.

The mount must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the mount if it moves farther than 5 feet away and will not affect the mount

again even if it returns to the paladin before the duration expires. Additionally, the paladin may cast a spell with a target of 'You' on her mount (as a touch range spell) instead of on herself. A paladin and her mount can share spells even if the spells normally do not affect creatures of the mount's type (magical beast).

Share Saving Throws: For each of its saving throws, the mount uses its own base save bonus or the paladin's, whichever is higher. The mount applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the master might have.

Pyrokineticist

Hit Die: d8

Skills: Climb (Str), Craft (Dex), Concentration (Con), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spellcraft (Int), Spot (Int), Survival (Wis), Tumble (Dex), Use Rope (Dex)

Skills/Level: 4 + Int modifier

LVL	BAB	F	R	W	Special
1	0	2	2	0	Fire weapon, fire resistance
2	1	3	3	0	Fire burst
3	2	3	3	1	Piercing flames, smokeless flame
4	3	4	4	1	Explosive charge, fire immunity, fire weapon +1d8
5	3	4	4	1	Free draw
6	4	5	5	2	Firewalk, fire weapon +2d8

Weapon and Armor Proficiency: Pyrokineticists are proficient with all simple and martial weapons. Pyrokineticists are proficient with light armor and medium armor, but not shields of any kind.

Although a pyrokineticist can become proficient with other forms of armor, wearing heavy armor prevents them from using fire burst or creating a fire weapon.

Fire Weapon: A pyrokineticist gains the ability to fashion a melee weapon of fire from unstable ectoplasm as a move-equivalent action. She takes no damage from the weapon she creates, and if she releases her hold, it immediately dissipates. A fire weapon can be broken (it has hardness 10 and 10 hit points); however, a pyrokineticist can simply create another on her next move action.

A weapon manifested in this way is treated as a normal weapon of its size and type, except that at 4th level it deals an additional 1d8 points of fire damage to a target it strikes, and at 6th level this additional damage increases to 2d8. This additional fire damage is only applied to the first successful melee attack a pyrokineticist makes each round, and is not multiplied if the pyrokineticist scores a critical hit with their flame weapon.

A pyrokineticist can dual wield a fire weapon and a normal weapon, however a fire weapon cannot be treated as an off-hand weapon. A fire weapon is treated as a magical weapon for the purpose of overcoming damage reduction.

Fire Resistance: A pyrokineticist has a resistance to fire equal to twice his class level.

Fire Burst: As a standard action, a 2nd level Pyrokineticist can emit a burst of flame from his body, striking all creatures and objects within 10' of his position except himself. This burst of flames inflicts 1d4 of fire damage per class level, with an allowed Reflex Save for half (DC 10 + 1/2 class level + charisma modifier)

Piercing Flames: From 3rd level on, a pyrokineticist's fire cuts through Fire Resistance, hardness, and Immunity. No more than 1/2 of the damage inflicted by his fire can be negated by hardness, immunity, or resistance to fire.

In addition, the pyrokineticist ignores the first 5 points of Fire Resistance that a target has.

Smokeless Flame(Su): A 3rd level pyrokineticist can create fires that produce no heat and do not burn. These fires can be anything from the size of a torch to a bonfire, and produce light accordingly. Each lasts for 1 hour per class level. Smokeless Flame can be created anywhere within medium range.

Explosive Charge: From 4th level on, a pyrokineticist who charges may expend a swift action to activate a fire burst at the point where their charge ends.

Fire Immunity: At 4th level a pyrokineticist is immune to fire.

Free Draw: Beginning at 5th level a pyrokineticist can create a fire weapon as a free action.

Firewalk: Once per day per level a 6th level pyrokineticist can expend a free action to gain the ability to walk on air for one round. She moves at her normal speed in all directions, including vertically, but cannot move more than double her speed in a round. A firewalking pyrokineticist leaves footprints of flame in the air that disperse in 2 rounds, but her tread does not deal damage.

Pyromancer

Hit Die: d6

Skills: Bluff (Cha), Climb (Str), Craft (Dex), Concentration (Con), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spellcraft (Int), Spot (Int), Survival (Wis), Tumble (Dex), Use Rope (Dex)

Skills/Level: 4 + Int modifier

LVL	BAB	F	R	W	Special
1	0	0	2	2	Fire Resistance, Fire Burst, Fire Bolts, Impress Flames, Fire Magic
2	1	0	3	3	Ignite, smokeless flame
3	2	1	3	3	Piercing Flames, Hands of Fire
4	3	1	4	4	Fire Immunity
5	3	1	4	4	Fireballs
6	4	2	5	5	Mind of Fire

Weapon and Armor Proficiency: Pyromancers are proficient with all simple weapons, as well as the whip, all martial axes, and all sizes and varieties of scimitar (including falchions). Pyromancers are proficient with light armor, but not shields of any kind.

Although a pyromancer can become proficient with other forms of armor, wearing medium or heavy armor prevents them from using fire bolts, ignite, or fireballs.

Fire Resistance: A Pyromancer has a resistance to fire equal to twice his class level.

Fire Burst(Su): As a standard action, a Pyromancer can emit a burst of flame from his body, striking all creatures and objects within 10' of his position except himself. This burst of flames inflicts 1d4 of fire damage per class level, with an allowed Reflex Save for half (DC 10 + 1/2 class level + charisma modifier)

Fire Bolts(Su): A Pyromancer can throw bolts of fire as a standard action. A Fire Bolt travels out to short range, requires a ranged touch attack to hit, and inflicts 1d4 of Fire damage per Pyromancer level, up to a maximum of 6d4 at 6th level.

Impress Flames: Every time a Pyromancer inflicts Fire damage on any target, whether with his class abilities or another source of fire, he inflicts an amount of extra Fire Damage equal to his class level.

Fire Magic: A Pyromancer is considered to have every spell with the Fire Descriptor on his spell list for the purpose of activating magic items.

Ignite(Su): As a standard action, a 2nd level Pyromancer can cause any creature or object to burst into flame. A creature on fire suffers 1d4 of Fire damage per round on their turn (the Mage's Impress Flames ability applies to each round). At the start of its turn, the creature can expend a move equivalent action to attempt a Reflex save (DC 10 + 1/2 class level + charisma modifier),

if the creature succeeds it still takes damage for the turn, however the flames are extinguished. If the flames are not extinguished they go out on their own after three rounds. This ability can be used out to short range, and it always hits.

Smokeless Flame(Su): A 2nd level Pyromancer can create fires that produce no heat and do not burn. These fires can be anything from the size of a torch to a bonfire, and produce light accordingly. Each lasts for 1 hour per class level. Smokeless Flame can be created anywhere within medium range.

Piercing Flames: From 3rd level on, a Pyromancer's fire cuts through Fire Resistance, hardness, damage reduction, and Immunity. No more than 1/2 of the damage inflicted by his fire can be negated by hardness, immunity, damage reduction, or resistance to fire. In addition, the Pyromancer ignores the first 5 points of Fire Resistance or damage reduction that a target has.

Hands of Fire(Su): A 3rd level Pyromancer can set fire to their own body, causing them to count as armed at all times, even with unarmed attacks. The Pyromancer also causes an extra 1d4 of Fire damage with all melee attacks. Beginning this effect requires a swift action, but it may be ended as a free action.

Fire Immunity: At 4th level a Pyromancer is immune to fire.

Fireballs(Su): A 5th level Pyromancer can hurl explosive fire anywhere within 20 feet per level as a Full Round Action. This Fire explodes into a 10' radius and inflicts 1d4 of Fire Damage per level. All creatures within the area are entitled to a Reflex save to halve damage (DC 10 + 1/2 class level + Charisma Modifier).

Mind of Fire(Su): As a standard action, 6th level Pyromancer can duplicate the effects of rage or confusion for a number of rounds equal to his class level. The target must be within short range, and is entitled to a Will Save to negate this effect (DC 10 + 1/2 class level + Charisma Modifier). This is a mind influencing compulsion effect, and an individual targeted by this ability cannot be affected by it again for another 24 hours.

Ranger

Hit Die: d10

Skills: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex)

Skills/Level: 6 + Int modifier

LVL	BAB	F	R	W	Special	1	2
1	1	2	2	0	1st Favored Enemy, Track, Wild Empathy, Point Blank Shot	-	-
2	2	3	3	0	Combat Style TWF, Combat Style Ranged	-	-
3	3	3	3	1	Endurance, 2nd Favored Enemy, Quick Draw	-	-
4	4	4	4	1	Animal Companion	1	-
5	5	4	4	1	3rd Favored Enemy	2	1
6	6/1	5	5	2	Improved Combat Style TWF, Improved Combat Style Ranged	3	2

Weapon and Armor Proficiency: A ranger is proficient with all simple and martial weapons, and with light armor and shields (except tower shields).

Spells: A ranger casts divine spells, which are drawn from the ranger spell list. A ranger must choose and prepare her spells in advance.

To prepare or cast a spell, a ranger must have a Wisdom score equal to at least 10 + spell level. The Difficulty Class for a saving throw against a ranger's spell is 10 + spell level + Wisdom modifier.

Favored Enemy(Ex): At 1st level, a ranger may select a type of creature from among those given on the table. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise he gets a +2 bonus on weapon damage rolls, and a +1 to crit range against such creatures.

At 3rd and 5th level the ranger selects an additional favored enemy type from those given on the table. In addition, at each such interval, the bonuses against any one favored enemy (including the one just selected, if so desired) increase by 2 (save for the bonus to crit range, which increases by 1).

Type (Subtype)	Type (Subtype)
Aberration	Humanoid (reptilian)
animals	Magical beast
Construct	Monstrous Humanoid
Dragon	Ooze
Elemental	Outsider (air)
Fey	Outsider (chaotic)
Giant	Outsider (evil)
Humanoid (aquatic)	Outsider (fire)
Humanoid (dwarf)	Outsider (good)
Humanoid (elf)	Outsider (lawful)
Humanoid (goblinoid)	Outsider (native)
Humanoid (gnoll)	Outsider (water)
Humanoid (halfling)	Plant
Humanoid (human)	Undead
Humanoid (orc)	Vermin

Track: A 1st level ranger gains Track as a bonus feat.

Wild Empathy(Ex): A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls a d20 and adds his ranger level and his Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 ft of one another under normal visibility conditions. Generally influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Point Blank Shot: A 1st level ranger gains the feat Point Blank Shot, if he already has this feat then he may select another feat for which he meets the prerequisites.

Combat Style(Ex): A 2nd level ranger selects either archery or two-weapon combat as his combat style. A ranger who selects archery gains the feat Rapid Shot, while a ranger who selects two-weapon combat gains the feat Two-Weapon Fighting. These feats may be gained even if the ranger does not meet the normal prerequisites for the chosen feat. The benefit of the ranger's chosen style apply only when he wears light armor or no armor. He loses all benefits of his combat style while wearing medium or heavy armor.

Endurance: A ranger gains endurance as a bonus feat at 3rd level. If they already have this feat they may select another feat for which they meet the prerequisites.

Quick Draw(Ex): A ranger may change from bow to melee weapons (or vice-versa) as a swift action.

Animal Companion(Ex): At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper),

or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the ranger's list of options: manta ray, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind.

This ability functions like the druid ability of the same name, except that the ranger's effective druid level is one-half his ranger level. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st.

Improved Combat Style(Ex): A 6th level ranger who selected the archery combat style gains Manyshot, while a 6th level ranger who selected two-weapon combat gains Improved Two-Weapon Fighting. These feats can be gained through Improved Combat Style even if the Ranger does not meet the normal prerequisites. The benefit of the ranger's chosen style apply only when he wears light armor or no armor. He loses all benefits of his combat style while wearing medium or heavy armor.

Rogue

Hit Die: d6

Skills: Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (None), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex)

Skills/Level: 10 + Int modifier

LVL	BAB	F	R	W	Special
1	0	0	2	2	Sneak Attack +1d6, Trapfinding
2	1	0	3	3	Evasion, Special Ability
3	2	1	3	3	Sneak Attack +2d6, Trap Sense +1, Special Ability
4	3	1	4	4	Uncanny Dodge
5	3	2	4	4	Sneak Attack +3d6, Special Ability
6	4	2	5	5	Trap Sense +2, Special Ability

Weapon and Armor Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage 1d6 at 1st level, and it increases by 1d6 damage every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Trapfinding: Rogues can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic has a DC of 25 + the level of the spell used to create it.

Rogues can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats the trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion: A rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefits of evasion.

Trap Sense: A 3rd level rogue gains a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level.

Uncanny Dodge: Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Special Ability

A rogue may select one of crippling strike, dark caster, defensive roll, hide in plain sight, improved evasion, opportunist, power slide, skill mastery, slippery mind, or bonus feat.

Crippling Strike: A successful sneak attack deals two points of strength damage or dex damage. This ability may be gained multiple times, each time adding an additional two points of either form of damage.

Dark Caster: A rogue can learn an illusion spell of 2nd level or lower and cast it a number of times per day equal to rogue level divided by 2 (rounded down, minimum 0). Save DC is 10 + spell level + Intelligence modifier or Charisma modifier (whichever is higher). This ability may be gained twice, but must choose a different spell each time. Treat rogue level as caster level.

Defensive Roll: If an attack (from a weapon or some other blow) would reduce a rogue to 0 or fewer hit points. The rogue may attempt a reflex saving throw (DC = damage dealt). If the save succeeds, he takes only half damage from the blow.

Hide in Plain Sight: A rogue with hide in plain sight can use the Hide skill even while being observed (as long as he is within 10 feet of some sort of shadow). He cannot however, hide in his own shadow.

Greater Improved Healing: A rogue gains an enhancement to their natural healing abilities. For every 60 minutes a rogue spends out of combat they recover 1 hitpoint. This is in addition to hitpoints regained via other methods (resting for example).

Jester's Feint: As a swift action a rogue may toss a brightly colored object in the square of an enemy with a Sleight of Hand check opposed by the enemy's Spot check. If he succeeds, the enemy is denied his Dex bonus for the rogue's next attack. This ability has a range of 30 ft.

An enemy targeted by this ability multiple times gains a +5 bonus to Spot for each prior time he has been targeted, regardless of who won the prior checks. This bonus lasts for 24 hours.

Jester's Trip: A rogue who strikes an opponent with a melee sneak attack, may make a free trip attempt which does not provoke an attack of opportunity.

Opportunist: Once per round, a rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character.

Rapid Stealth: A rogue does not suffer the -10 penalty to Move Silently or Hide for moving at her full normal speed.

Skill Mastery: Upon gaining this ability, the rogue selects a number of skills equal to 3 + Intelligence modifier. When making a skill check with one of

these skills, he may take 10 even if stress and distraction would normally prevent such a thing. This ability may be gained multiple times.

Slippery Mind: If a rogue with slippery mind is affected by an enchantment spell and fails the saving throw, he can attempt it again 1 round later at the original DC - 3. This is the only extra chance to succeed the saving throw.

Unsettling Choreography: A rogue may use her Dexterity modifier in place of her Strength modifier when making trip or bullrush attempts.

Shadowdancer

Hit Die: d6

Skills: Balance (Dex), Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), Use Rope (Dex)

Skills/Level: 4 + Int modifier

LVL	BAB	F	R	W	Special
1	0	0	2	0	Hide in plain sight, shadow illusion
2	1	0	3	0	Evasion, darkvision, shadow jump 20 ft., uncanny dodge
3	2	1	3	1	Cloak of shadow
4	3	1	3	1	Shadow jump 40 ft., shadow shield, summon shadow
5	3	1	4	1	Improved uncanny dodge, shadow armor
6	4	2	4	2	Shadow jump 80 ft., shadow skin

Weapon and Armor Proficiency: Shadowdancers are proficient with the club, crossbow (hand, light, or heavy), dagger (any type), dart, mace, morningstar, quarterstaff, rapier, sap, shortbow (normal and composite), and short sword. Shadowdancers are proficient with light armor but not with shields.

Hide in Plain Sight(Su): A 1st level shadowdancer can use the Hide skill even while being observed (as long as he is within 10 feet of some sort of shadow). He cannot however, hide in his own shadow.

Shadow Illusion(Sp): When a shadowdancer reaches 2nd level, she can create visual illusions. This ability's effect is identical to that of the arcane spell silent image and may be employed at will. The save to disbelieve is 11 + the shadowdancer's Charisma modifier.

Evasion(Ex): At 2nd level and higher, a shadowdancer can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the shadowdancer is wearing light armor or no armor. A helpless shadowdancer does not gain the benefit of evasion.

Darkvision(Su): A 2nd level shadowdancer gains darkvision out to 60-feet, or 120-foot darkvision if he already had darkvision from another source.

Shadow Jump(Su): At 2nd level, a shadowdancer gains the ability to travel between shadows as if by means of a dimension door spell. The limitations are that the magical transport must have line of sight, and must begin and end in an area with at least some shadow. The max distance a shadowdancer can jump begins at 20 ft., and doubles every two class levels, up to 80 ft. at level 6.

Making a jump requires a swift action, and can only be used once every 1d6 rounds.

Uncanny Dodge(Ex): Starting at 2nd level, a shadowdancer retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class, the character automatically gains improved uncanny dodge (see below).

Cloak of Shadow(Su): A shadowdancer in darkness gains a +2 untyped bonus on her saving throws, and concealment, even from enemies with darkvision.

Shadow Shield(Su): A shadowdancer in darkness gains a +2 shield bonus to her Armor Class.

Improved Uncanny Dodge(Ex): At 5th level, a shadowdancer can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the shadowdancer. The exception to this defense is that a rogue at least four levels higher than the shadowdancer can flank her (and thus sneak attack her).

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Shadow Armor(Su): A shadowdancer in darkness gains a +2 dodge bonus to her Armor Class.

Shadow Skin(Su): A shadowdancer in darkness gains damage reduction 3/-.

Summon Shadow

At 4th level, the shadowdancer gains the ability to conjure a humanoid companion out of shadow. This companion is controlled via a telepathic connection with the shadowdancer, in combat it does not have its own initiative score and instead acts on the turn of the shadowdancer.

Summoning the companion requires a swift action, the companion may be placed in a square adjacent to the shadowdancer. Once summoned, the shadowdancer can dismiss the companion (causing it to disappear) as a free action. A dismissed companion can be summoned again in the same manner, even on the same turn it was dismissed.

If not dismissed, the companion remains until it is destroyed, its master dies, or its master sleeps. When a companion disappears, any ongoing spell effects (positive or negative) end. However damage sustained by the companion persists until its master takes a long rest, or it is healed by alternative means. If the companion is destroyed it cannot be summoned again until after its master takes a long rest.

The shadowdancer's companion is a medium, bipedal humanoid. It stands approximately 6 feet tall, and has no distinguishing features, save for a mouth. It possesses no senses of its own, instead relying on telepathic orders from the shadowdancer. It is not intelligent, it cannot speak, cast spells, activate magical items, or attempt any mental skill checks. The companion does not need to eat or drink, but it can consume potions or magical items and receive their benefits. For physical skill checks it is considered to have the same number of ranks invested as its shadowdancer master. Additionally the companion is considered proficient with the same varieties of weapons and armor as its master.

The companion can equip any gear it is given. It suffers the standard penalties for attempting to use weapons/armor with which it is not proficient. It cannot activate magic items, but gains any passive benefits from such items. If

the companion dies, is dismissed, or otherwise disappears, all equipped gear or carried items fall in a pile on the space the companion occupied.

The companion shares the traits of undead creatures, except that unlike undead the companion can be healed through conventional means. As the shadowdancer advances in level the shadowdancer's companion increases in strength, specific stats are given on the table below.

Shadowdancer Companion	Level 4	Level 5	Level 6
Size/Type	Medium Humanoid		
Hit Dice:	3d12 (19)	4d12 (26)	5d12 (32)
Speed:	20 ft.	30 ft.	40 ft.
Armor Class:	14 (+2 dex, +2 natural)	15 (+2 dex, +3 natural)	16 (+3 dex, +3 natural)
Base Attack/Grapple:	+4/+6	+5/+8	+6/+9
Attack:	Shadow Weapon +6 melee (1d6+2)	Shadow Weapon +8 melee (1d6+3)	Shadow Weapon +9 melee (1d6+3)
Full Attack:	Shadow Weapon +6 melee (1d6+2)	Shadow Weapon +8 melee (1d6+3)	Shadow Weapon +9/+4 melee (1d6+3)
Space/Reach:	5 ft./5 ft.		
Special Attacks:			
Special Qualities:	Undead traits (except for healing)		
Saves:	Fort +1, Ref +5, Will +1	Fort +1, Ref +6, Will +1	Fort +2, Ref +6, Will +2
Abilities:	Str 14, Dex 14	Str 16, Dex 14	Str 16, Dex 16
Feats:	Bonus Feat	Evasion	Bonus Feat

Attack: The shadowdancer companion's default means of attack is by conjuring a weapon out of shadow. This weapon can be conjured or dismissed as a free action. It deals 1d6 damage with a critical range of 19-20/x2. The type of damage dealt (bludgeoning, piercing, or slashing) is selected by the shadowdancer, and the weapon is treated as magical for the purpose of overcoming damage reduction. If the companion is disarmed or voluntarily lets go of this weapon it disappears. The companion can only have one such weapon conjured at a time.

Bonus Feat: At shadowdancer levels 4 and 6 the companion gains a bonus feat for which it meets the prerequisites. These feats cannot allow the companion to perform any action it could not normally perform (for example cast a spell, or speak).

Soldier

Hit Die: d10

Skills: Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex)

Skills/Level: 6 + Int modifier

LVL	BAB	F	R	W	Special
1	1	2	0	2	Combat Focus
2	2	3	0	3	Active Assault, Problem Solver
3	3	3	1	3	Pack Mule
4	4	4	1	4	Bonus Feat, Weapon Training
5	5	4	1	4	Improved Delay
6	6/1	5	2	5	Bonus Feat, Array of Stunts, Foil Action

Weapon and Armor Proficiency: A soldier is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

Bonus Feat: At 4th and 6th level a soldier gains a bonus feat in addition to any feats from their normal level progression.

Combat Focus(Ex): If the soldier is in a situation that is stressful and/or dangerous enough that he would normally be unable to take 10 on skill checks, he may spend a swift action to gain combat focus. A soldier may end his combat focus at any time to reroll any die roll he makes, and if not used it ends on its own after a number of rounds equal to his class level. After voluntarily ending combat focus he must wait one round before re-entering it.

Active Assault(Ex): A 2nd level soldier gains the ability to take a 5 foot step each turn as an immediate action, this is in addition to all other forms of movement (including the normal 5 foot step).

Problem Solver(Ex): A 2nd level soldier may expend a swift action and gain the benefits of any [Combat] feat for which he meets the prerequisites and use it for a number of rounds equal to his class level. This ability may be used once per hour.

Pack Mule(Ex): A 3rd level soldier suffers no penalties for carrying a medium load, and may retrieve stored items from his person without provoking an attack of opportunity.

Weapon Training(Ex): A 4th level soldier gains the ability to become proficient with any weapon he spends a full day training with. He may take no other actions during this day, and if he is interrupted he loses all progress and must begin again.

Improved Delay(Ex): A 5th level soldier may delay his actions in one round without compromising his initiative in the next round. In addition, a soldier may interrupt another action with his delayed action like it was a readied action (though he does not have to announce his intentions beforehand).

Array of Stunts(Ex): A 6th level soldier may use an immediate action without sacrificing his swift action on his next turn.

Foil Action(Ex): A 6th level soldier may use an immediate action to make a touch attack or ranged touch attack on any opponent within 30 ft. If this attack succeeds the opponent's action is wasted, and any spell slots, limited ability uses, potions, or the like used to power it are expended.

The only actions exempt from this ability are attack actions (standard or full round) and movement actions (standard, full round, or 5-foot step).

Songweaver Bard

Hit Die: d6

Skills: Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sleight of Hand (Dex), Speak Language (None), Spellcraft (Int), Swim (Str), Tumble (Dex), Use Magic Device (Cha)

Skills/Level: 6 + Int modifier

LVL	BAB	F	R	W	Special	0	1	2
1	0	0	2	2	Bardic Knowledge, Heroic Note +1, Skill Focus (Perform), Song of Life	4/2	-	-
2	1	0	3	3	Clever Melody, Song of Shelter, Song of Evasion	5/3	2/0	-
3	1	1	3	3	Heroic Note +2, Song of Freedom	6/3	3/1	2/0
4	2	1	4	4	Song of Battle	6/3	3/2	3/1
5	2	2	4	4	Heroic Note +3	6/3	4/3	3/2
6	3	2	5	5	Song of Swiftmess	6/3	4/3	3/2

Weapon and Armor Proficiency: A songweaver is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. songweavers are proficient with light armor and shields (except tower shields). A songweaver can cast songweaver spells while wearing light armor without incurring the normal arcane spell failure chance. However wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell being cast has a somatic component. A multiclass songweaver still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A songweaver casts arcane spells which are drawn from the bard spell list. He can cast any spell he knows without preparing it beforehand. To learn or cast a spell, a songweaver must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a songweaver's spell is 10 + spell level + Charisma modifier.

Upon reaching 4th level, and at every songweaver level after that, a songweaver can choose to learn a new spell in place of one he already knows.

Bardic Knowledge: A songweaver may make a special bardic knowledge check with a bonus equal to songweaver level + intelligence modifier + ranks in knowledge (history) divided by two. A successful bardic knowledge check will not reveal the powers of a magic item, but may give a hint as to its general function. A songweaver may not take 10 or 20 on this check.

DC	Type of Knowledge
10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available, known by only a few people legends.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Skill Focus (Perform): At 1st level a songweaver gains the feat skill focus for the skill perform. If the songweaver already has this feat, they can instead select a different feat for which they meet the prerequisites.

Heroic Note(Su): At 1st level, a songweaver who is performing one of his song abilities can select an ally being affected by the song and provide them with a +1 morale bonus to saving throws, armor class, attack rolls, and damage. At 3rd level this bonus increases to +2, and at 5th level it increases to +3. This bonus continues as long as the ally is being affected by the songweaver's song. This ability can be used once per songweaver level per day.

Clever Melody(Su): At 2nd level, a songweaver can help an ally succeed at a task. The ally must be within 30 feet, and be able to see and hear the songweaver. The ally gains a competence bonus on skill checks with a particular skill as long as he continues to hear the songweaver's music. This bonus is equal to the songweaver's performance check divided by 5 (rounded down). The effect lasts as long as the songweaver concentrates, up to a maximum of two minutes. A songweaver cannot inspire competence in himself. This ability can be used once per songweaver level per day.

Songs(Su): The abilities song of life/shelter/evasion/freedom/battle/swiftness are supernatural abilities which confer bonuses on up to 3 allies within 30 ft who can hear the songweaver. Each song requires a standard action to start, and a standard action each round to continue. There is no limit on the number of rounds a song can remain active. Stopping a song is a free action, and transitioning from one active song to another requires a swift action. If a songweaver takes damage while using a song they must roll a concentration check of DC 10 + damage dealt or stop any ongoing song effect.

Song of Life: Affected allies gain immunity to poison and disease. Additionally once per day a songweaver can roll a performance check and heal an affected ally a number of hitpoints equal to the result of the check.

Song of Shelter: Affected allies gain resistance 5 to an energy type of the songweaver's choosing. The songweaver may switch to a different type of energy by expending a swift action. At 5th level the resistance increases to 10.

Song of Evasion: Affected allies gain +2 to armor class and saving throws. Additionally a songweaver with song of evasion active gains concealment.

Song of Freedom: A songweaver may select an ally within range, granting them freedom of movement and suppressing an ongoing spell effect. If the ally exits range or the song ends, then the spell effect resumes.

Song of Battle: Affected allies gain +2 to attack rolls and damage.

Song of Swiftness: Affected allies who make a full attack gain an extra attack at their full base attack bonus. Additionally a songweaver with song of

swiftness active increases all of their forms of movement (land movement, burrow, climb, fly, and swim) by 30 feet, up to a maximum of twice the songweaver's normal speed with that form of movement.

Combine Songs: At 6th level, a songweaver gains the ability to have multiple songs active at the same time. Starting a combined song is a standard action, switching either active song is a swift action, and stopping is a free action. Two versions of the same song can be active, however their effects do not stack. The exceptions to this are song of shelter (the songweaver can choose a different type of energy for each song) and song of freedom (the songweaver can choose a separate target for each song, or suppress two ongoing spell effects on the same target). A songweaver with a combined song active must fully stop (end both songs) before entering a power song.

Power Song: A 6th level songweaver who elects not to start a combined song can instead start a power song. This functions identically to standard songs, however range is increased to 60 feet. A songweaver with a power song active must fully stop (end the song) before entering a combined song.

Sorcerer

Hit Die: d4

Skills: Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Spellcraft (Int)

Skills/Level: 2 + Int modifier

LVL	BAB	F	R	W	Special	0	1	2	3
1	0	0	0	2	Summon Familiar	4/5	2/3	-	-
2	1	0	0	3	Bonus Feat	5/6	2/4	-	-
3	1	1	1	3		5/6	3/5	1/3	-
4	2	1	1	4	Bonus Feat	6/6	3/6	2/4	-
5	2	1	1	4		6/6	4/6	2/5	1/3
6	3	2	2	5	Bonus Feat	7/6	4/6	3/6	2/4

Weapon and Armor Proficiency: Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a sorcerer's gestures, which can cause his spells with somatic components to fail.

Spells: A sorcerer casts arcane spells which are drawn primarily from the sorcerer/wizard spell list. He can cast any spell he knows without preparing it ahead of time, the way a wizard or a cleric must (see below).

To learn or cast a spell, a sorcerer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sorcerer's spell is 10 + the spell level + the sorcerer's Charisma modifier.

Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. In addition, he receives bonus spells per day if he has a high Charisma score.

A sorcerer's selection of spells is extremely limited. A sorcerer begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new sorcerer level, he gains one or more new spells (Unlike spells per day, the number of spells a sorcerer knows is not affected by his Charisma score; sorcerer spells known are fixed). These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the sorcerer has gained some understanding of by study. The sorcerer can't use this method of spell acquisition to learn spells at a faster rate, however.

Upon reaching 4th or 6th level a sorcerer can choose to learn a new spell in place of one he already knows. In effect, the sorcerer "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, and it must be at least two levels lower than the highest-level sorcerer spell the sorcerer can cast. A sorcerer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a wizard or a cleric, a sorcerer need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he'll cast.

Familiar: A sorcerer can obtain a familiar. Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant.

The sorcerer chooses the kind of familiar he gets. As the sorcerer advances in level, his familiar also increases in power.

A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs.

A character with more than one class that grants a familiar may have only one familiar at a time.

Bonus Feat: At 2nd, 4th, and 6th level, a sorcerer gains a bonus feat. She can choose a metamagic feat, an item creation feat, or Spell Mastery. The sorcerer must still meet all prerequisites for a bonus feat, including caster level minimums.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. The sorcerer is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing these feats.

Thief Acrobat

Hit Die: d6

Skills: Appraise (Int), Bluff (Cha), Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex)

Skills/Level: 6 + Int modifier

LVL	BAB	F	R	W	Special
1	0	0	2	0	Acrobatic Flair, Trapfinding, Pole Jump
2	1	0	3	0	Sneak Attack +1d6, Evasion
3	2	1	3	1	Sure Climb, Kip Up
4	3	1	4	1	Detect Magic, Grapple Line, Skill Mastery
5	3	1	4	1	Sneak Attack +2d6, Rapid Stealth, Improved Evasion
6	4	2	5	2	Mercurial Charge, Athletic Cascade, Unsettling Choreography

Acrobatic Flair: A Thief Acrobat may move her full movement while using the Tumble or Balance skill without suffering a penalty or increasing the DC of her check.

Weapon and Armor Proficiency: Thief Acrobats are proficient with all simple weapons, as well as the sap, the shortsword, the whip, the bolas, the long staff, and the shuriken. Thief Acrobats are proficient with light armor but not with shields of any kind.

Pole Jump: If holding a pole, spear, staff, long staff, or other pole-like object in both hands, a Thief Acrobat can add twice her reach to her final distance moved during a Jump check, and in this instance her jump distances are not limited by her height.

Sure Climb: A Thief Acrobat gains a climb speed equal to half her movement speed.

Kip Up: A Thief Acrobat may stand up from prone as a free action which does not provoke an attack of opportunity.

Detect Magic(Sp): A Thief Acrobat may use detect magic at-will as a spell-like ability. A Thief Acrobat may use her Appraise Skill in place of her Spellcraft in order to glean additional information from her detect magic.

Grapple Line: A Thief Acrobat may fire a missile weapon designed as a grappling weapon at an unoccupied square and, if it does at least 1 point of damage to an object filling that square (wall, ceiling, statue, etc) or a securely affixed object (ceiling post, small statue, etc) the Thief acrobat may run a rope from his current position to that location as a full round action. He may then use this rope to make a Balance or Climb check as normal.

Skill Mastery: A Thief Acrobat is able to take 10 on any Appraise, Balance, Disable Device, Jump, Hide, Move Silently, and Tumble checks.

Rapid Stealth: A Thief acrobat does not suffer the -10 penalty to Move Silently or Hide for moving at her full normal speed.

Mercurial Charge: As a full round action, a thief acrobat may move up to twice her movement speed and then make a single attack at her full Base

Attack Bonus. The thief acrobat may not move back on herself while using this form of movement, if she moves at least 10 feet before making her attack she adds +2 to her roll and -2 to her AC for the next turn. Tumble checks taken during this action suffer a penalty of -10.

Athletic Cascade: If a Thief acrobat moves before making an attack, for the purpose of flanking she may count any square she has moved through as threatening an opponent, in addition to the space she is actually attacking from. In this manner she may even flank with herself.

Unsettling Choreography: A thief acrobat of 6th level may use her Dexterity modifier in place of her Strength modifier when making trip or bullrush attempts.

Wizard

Hit Die: d4

Skills: Concentration (Con), Craft (Int), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Spellcraft (Int)

Skills/Level: 2 + Int modifier

LVL	BAB	F	R	W	Special	0	1	2	3
1	0	0	0	2	Summon Familiar, Scribe Scroll	3	1	-	-
2	1	0	0	3	Bonus Feat	4	2	-	-
3	1	1	1	3		4	2	1	-
4	2	1	1	4	Bonus Feat	4	3	2	-
5	2	1	1	4		4	3	2	1
6	3	2	2	5	Bonus Feat	4	3	3	2

Weapon and Armor Proficiency: Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a wizard's movements, which can cause her spells with somatic components to fail.

Spells: A wizard casts arcane spells which are drawn from the sorcerer/wizard spell list. A wizard must choose and prepare her spells ahead of time (see below).

To learn, prepare, or cast a spell, the wizard must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a wizard's spell is 10 + the spell level + the wizard's Intelligence modifier.

Like other spellcasters, a wizard can cast only a certain number of spells of each spell level per day. In addition, she receives bonus spells per day if she has a high Intelligence score.

Unlike a bard or sorcerer, a wizard may know any number of spells. She must choose and prepare her spells ahead of time by getting a good night's sleep and spending 1 hour studying her spellbook. While studying, the wizard decides which spells to prepare.

Bonus Languages: A wizard may substitute Draconic for one of the bonus languages available to the character because of her race.

Familiar: A wizard can obtain a familiar in exactly the same manner a sorcerer can.

Scribe Scroll: At 1st level, a wizard gains Scribe Scroll as a bonus feat.

Bonus Feat: At 2nd, 4th, and 6th level, a wizard gains a bonus feat. At each such opportunity, she can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing these feats.

Spellbooks: A wizard must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook, except for read magic, which all wizards can prepare from memory.

A wizard begins play with a spellbook containing all 0-level wizard spells (except those from her prohibited school or schools, if any; see School Specialization, below) plus three 1st-level spells of your choice. For each point of Intelligence bonus the wizard has, the spellbook holds one additional 1st-level spell of your choice. At each new wizard level, she gains two new spells of any spell level or levels that she can cast (based on her new wizard level) for her spellbook. At any time, a wizard can also add spells found in other wizards' spellbooks to her own.

School Specialization

A school is one of eight groupings of spells, each defined by a common theme. If desired, a wizard may specialize in one school of magic (see below). Specialization allows a wizard to cast extra spells from her chosen school, but she then never learns to cast spells from some other schools.

A specialist wizard can prepare one additional spell of her specialty school per spell level each day. She also gains a +2 bonus on Spellcraft checks to learn the spells of her chosen school.

The wizard must choose whether to specialize and, if she does so, choose her specialty at 1st level. At this time, she must also give up two other schools of magic (unless she chooses to specialize in divination; see below), which become her prohibited schools.

A wizard can never give up divination to fulfill this requirement.

Spells of the prohibited school or schools are not available to the wizard, and she can't even cast such spells from scrolls or fire them from wands. She may not change either her specialization or her prohibited schools later.

The eight schools of arcane magic are abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation.

Spells that do not fall into any of these schools are called universal spells.

Prestige Classes

Arcane Archer

Hit Die: d6

Skills: Craft (Int), Hide (Dex). Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Survival (Wis), Use Rope (Dex)

Skills/Level: 4 + Int modifier

Requirements

To qualify to become an arcane archer, a character must fulfill all the following criteria.

Feats: Point Blank Shot, Precise Shot

Spells: Ability to cast 2nd-level arcane spells

LVL	BAB	F	R	W	Special	Spellcasting
1	1	0	2	2	Enhance arrow, imbue arrow	-
2	2	0	3	3	Bonus feat, seeker srow	-
3	3	1	3	3	Hail of arrows	+1 level of existing spellcasting class

Spells per Day: When an arcane archer reaches level 3, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a loremaster, he must decide to which class he adds the new level for purposes of determining spells per day.

Enhance Arrow(Su): Nonmagical arrows fired by an arcane archer become magical and gain a +1 enhancement bonus per class level. An archer's magic arrows only function for her.

Imbue Arrow(Sp): At 1st level, an arcane archer gains the ability to place an area spell upon an arrow. When the arrow is fired, the spell's area is centered on where the arrow lands, even if the spell could normally be centered only on the caster. This ability allows the archer to use the bow's range rather than the spell's range. It takes a standard action to cast the spell and fire the arrow. The arrow must be fired in the round the spell is cast, or the spell is wasted.

Bonus Feat: A 2nd level arcane archer may select a bonus feat which he meets the prerequisites for.

Seeker Arrow(Sp): At 2nd level, an arcane archer can launch an arrow six times per day at a target known to her within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action).

Hail of Arrows(Sp): As a standard action, 6 times per day a 3rd level arcane archer can fire arrows at up to 3 separate targets within range. Each attack uses the archer's primary attack bonus, and each enemy may only be targeted by a single arrow.

Arcane Trickster

Hit Die: d4

Skills: Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (None), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex)

Skills/Level: 2 + Int modifier

Requirements

To qualify to become an arcane trickster, a character must fulfill all of the following criteria.

Skills: Spellcraft 6 ranks

Spells: Able to cast 1st level arcane spells.

Special: Sneak attack +1d6

LVL	BAB	F	R	W	Special	Spellcasting
1	0	0	2	2	Ranged legerdemain	+1 level of existing spellcasting class
2	1	0	3	3	Sneak attack +1d6	+1 level of existing spellcasting class
3	1	1	3	3	Impromptu sneak attack	+1 level of existing spellcasting class

Spellcasting: When an arcane trickster advances in level, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a loremaster, he must decide to which class he adds the new level for purposes of determining spells per day.

Ranged Legerdemain: An arcane trickster can perform the following class skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.

Sneak Attack: This is exactly like the rogue ability of the same name. If the arcane trickster gets a sneak attack bonus from another source the bonuses on damage stack.

Impromptu Sneak Attack: Once per day a third level arcane trickster can declare one melee or ranged attack he makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack).

Blackguard

Hit Die: d10

Skills: Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Ride (Dex)

Skills/Level: 2 + Int modifier

Requirements

To qualify to become a blackguard, a character must have either a base attack bonus of +3, or 6 ranks in Knowledge (religion).

LVL	BAB	F	R	W	Special	1	2
1	1	2	0	2	Aura of evil, detect good, poison use, smite good	1	-
2	2	3	0	3	Dark blessing, command undead	2	1
3	3	3	1	3	Aura of despair, fiendish servant, sneak attack +1d6	3	2

Weapon and Armor Proficiency: Blackguards are proficient with all simple and martial weapons, with all types of armor, and with shields.

Spells: A blackguard has the ability to cast a small number of divine spells. To cast a blackguard spell, a blackguard must have a Charisma score of at least 10 + the spell's level, so a blackguard with a Charisma of 10 or lower cannot cast these spells.

Blackguard bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the blackguard's Charisma modifier. When the blackguard gets 0 spells per day of a given spell level he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level. The blackguard's spell list appears below. A blackguard has access to any spell on the list and can freely choose which to prepare, just as a cleric. A blackguard prepares and casts spells just as a cleric does (though a blackguard cannot spontaneously cast cure or inflict spells).

Aura of Evil(Ex): The power of a blackguard's aura of evil (see the detect evil spell) is equal to his class level plus his cleric level, if any.

Detect Good(Su): At will, a blackguard can use detect good as a spell-like ability, duplicating the effect of the detect good spell.

Poison Use: Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Smite Good(Su): Once a day per class level, a blackguard may attempt to smite good with one normal melee attack.

He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Dark Blessing: A blackguard applies his Charisma modifier (if positive) as a bonus on all saving throws.

Command Undead(Su): When a blackguard reaches 3rd level, he gains the supernatural ability to command and rebuke undead. He commands undead as would a cleric of two levels lower.

Aura of Despair(Su): Beginning at 3rd level, the blackguard radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Sneak Attack: This ability, gained at 3rd level, is like the rogue ability of the same name.

Fiendish Mount

Upon or after reaching 3rd level, a blackguard gains the ability to summon an unusually intelligent, strong, and loyal steed. This mount is usually a heavy warhorse (for a Medium blackguard) or a warpony (for a Small blackguard). A blackguard's mount is treated as a magical beast, not an animal, for the purpose of all effects the depend on its type (though it retains an animal's HD, base attack bonus, saves, skill points, and feats).

The summoning ritual requires an hour of unbroken meditation. Once summoned the mount is treated as a normal magical beast (it must be fed/rested), and remains until it drops to 0 hit points or is dismissed (dismissal is a free action), a mount that is killed or dismissed leaves behind no physical form. In either case repeating the ritual summons the same mount, restored to its hit point maximum.

Blackguard Spell List

Level	Spells Known
1	Cause fear, corrupt weapon, cure light wounds, doom, inflict light wounds, magic weapon, summon monster 1
2	bull's strength, cure moderate wounds, darkness, death knell, eagle's splendor, inflict moderate wounds, shatter, summon monster 2

The Blackguard's Mount:

Bonus HD	Natural Armor Adjustment	Strength Adjustment	Intelligence	Special
+2	+4	+1	6	Empathic Link, Improved Evasion, Share Spells, Share Saving Throws

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the mount's base attack and base save bonuses. A special mount's base attack bonus is equal to that of a cleric of a level equal to the mount's HD. A mount has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). The mount gains additional skill points or feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural Armor Adjustment: An improvement to the mount's existing natural armor bonus.

Strength Adjustment: Add this figure to the mount's strength score.

Intelligence: The mount's Intelligence score.

Empathic Link(Su): The blackguard has an empathic link with her mount out to a distance of up to 1 mile. The blackguard cannot see through the mount's eyes, but they can communicate empathically.

Improved Evasion: When subjected to an attack that normally allows a Reflex saving throw for half damage, a mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Share Spells: At the blackguard's option, she may have any spell (but not any spell-like ability) she casts on herself also affect her mount.

The mount must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if it returns to the blackguard before the duration expires. Additionally, the blackguard may cast a spell with a target of "You" on her mount (as a touch range spell) instead of on herself. A blackguard and her mount can share spells even if the spells normally do not affect creatures of the mount's type (magical beast).

Share Saving Throws: For each of its saving throws, the mount uses its own base save bonus or the blackguard's, whichever is higher. The mount applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the master might have.

Defender

Hit Die: d12

Skills: Craft (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis)

Skills/Level: 2 + Int modifier

Requirements

To qualify to become a defender, a character must have a base attack bonus of +3 or greater.

LVL	BAB	F	R	W	AC Bonus	Special
1	1	2	0	2	1	Defensive stance, uncanny dodge
2	2	3	0	3	2	Grounding strike, draw fire, sacrifice
3	3	3	1	3	3	Damage reduction 3/-, improved uncanny dodge

AC Bonus: A defender receives a dodge bonus to Armor Class that starts at +1 and improves as the defender gains levels, until it reaches +3 at 3rd level.

Weapon and Armor Proficiency: A defender is proficient with all simple and martial weapons, all types of armor, and shields.

Defensive Stance: When he adopts a defensive stance, a defender gains phenomenal strength and durability, but he may take no movement on his turn except for a single 5-foot step. He gains +2 to Strength, +4 to Constitution, a +2 resistance bonus on all saves, a +4 dodge bonus to AC, and a +2 bonus to damage reduction.

Using or stopping the defensive stance takes no time itself, but a defender can only do so during his action. A defender suffers no penalties for exiting his stance, but he may only re-enter it after taking no physical actions for a full minute.

Uncanny Dodge(Ex): Starting at 2nd level, a defender retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

Grounding Strike(Ex): If a defender strikes an opponent with an attack of opportunity, he may choose to stop the opponent's movement. Forcing them to remain in their current space until their next turn.

Draw Fire: With a Swift Action, a defender may pique the interest of any opponent with intelligence 6 or less within medium range. That creature must make a will save (DC 10 + 1/2 HD + constitution modifier) or spend all of its actions moving towards or attacking the defender. This effect ends after a number of rounds equal to the defender's class level.

Sacrifice: As an immediate action a defender may make herself the target of an attack or target effect that targets any creature within her reach.

Damage Reduction(Ex): At 3rd level, a defender gains damage reduction. Subtract 3 points from the damage the defender takes each time he is dealt damage.

Improved Uncanny Dodge(Ex): At 3rd level, a defender can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the defender.

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Dragon Disciple

Hit Die: d12

Skills: Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Search (Int), Speak Language (None), Spellcraft (Int), Spot (Wis)

Skills/Level: 2 + Int modifier

Requirements

To qualify to become a dragon disciple, a character must fulfill all the following criteria.

Race: Any nondragon (cannot already be half-dragon).

Spellcasting: Ability to cast arcane spells without preparation

Special: The player chooses a dragon variety when taking the first level of this prestige class. Taken dragon disciple levels cannot be retrained. Dragon disciple levels stack with sorcerer levels for the purpose of determining caster level.

LVL	BAB	F	R	W	Special	Spellcasting
1	1	2	0	2	Natural Armor Increase (+1)	-
2	2	3	0	3	Ability Boost (Str +2), breath weapon (2d8), claws and bite	-
3	3	3	1	3	Ability Boost (Dex +2), Blindsense 30 ft, natural armor increase (+2)	+1 level of existing spellcasting class
4	4	4	1	4	Ability Boost (Con +2), breath weapon (3d8)	-
5	5	4	2	4	Draconic Aspect, Natural armor increase (+3)	+1 level of existing spellcasting class

Weapon and Armor Proficiency: Dragon disciples gain no proficiency with any weapon or armor.

Spells per Day: When a dragon disciple reaches levels 3 and 5, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an dragon disciple, he must decide to which class he adds the new level for purposes of determining spells per day.

Natural Armor Increase: At 1st, 3rd, and 5th level, a dragon disciple gains an increase to the character's existing natural armor (if any). As his skin thickens, a dragon disciple takes on more and more of his progenitor's physical aspect.

Ability Boost(Ex): As a dragon disciple gains levels in this prestige class, his ability scores increase.

These increases stack and are gained as if through level advancement.

Breath Weapon(Su): At 2nd level, a dragon disciple gains a minor breath weapon. The type and shape depend on the dragon variety whose heritage he enjoys (see below). Regardless of the ancestor, the breath weapon deals 2d8 points of damage of the appropriate energy type. At 4th level the damage increases to 3d8.

Regardless of its strength, the breath weapon can be used only once every 1d4 rounds. Use all the rules for dragon breath weapons except as specified here.

The DC of the breath weapon is 10 + class level + Con modifier.

A line-shaped breath weapon is 5 feet high, 5 feet wide, and 60 feet long. A cone-shaped breath weapon is 30 feet long.

Dragon Variety	Breath Weapon
Black	Line of acid
Blue	Line of lightning
Green	Cone of corrosive gas (acid)
Red	Cone of fire
White	Cone of cold
Brass	Line of fire
Bronze	Line of lightning
Copper	Line of acid
Gold	Cone of fire
Silver	Cone of cold

Claws and Bite(Ex): At 2nd level, a dragon disciple gains claw and bite attacks if he does not already have them. Use the values below or the disciple's base claw and bite damage values, whichever are greater.

A dragon disciple is considered proficient with these attacks. When making a full attack, a dragon disciple uses his full base attack bonus with his bite attack but takes a -5 penalty on claw attacks. The Multiattack feat reduces this penalty to only -2.

Size	Bite Damage	Claw Damage
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6

Blindsense(Ex): At 3rd level, the dragon disciple gains blindsense with a range of 30 feet. Using nonvisual senses the dragon disciple notices things it cannot see. He usually does not need to make Spot or Listen checks to notice and pinpoint the location of creatures within range of his blindsense ability, provided that he has line of effect to that creature.

Any opponent the dragon disciple cannot see still has total concealment against him, and the dragon disciple still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Draconic Aspect: A 5th level dragon disciple's appearance is forever altered, their skin gains a smooth, metallic quality, and a light tinge matching the color of their chosen dragon variety. Their eyes change to a deep golden color.

They gain a +2 to charisma based skill checks, +1 to saves against paralysis, sleep, or poison, and darkvision out to 60 feet (120 feet if they already had darkvision from another source).

Duelist

Hit Die: d10

Skills: Balance (Dex), Bluff (Cha), Escape Artist (Dex), Jump (Str), Listen (Wis), Perform (Cha), Sense Motive (Wis), Spot (Wis), Tumble (Dex)

Skills/Level: 4 + Int modifier

Requirements

To qualify to become a duelist, a character must have a base attack bonus of +3 or greater.

LVL	BAB	F	R	W	Special
1	1	2	2	0	Canny defense, improved reaction +2, spring attack
2	2	3	3	0	Clever opportunist, combat reflexes, deflect attacks, grace
3	3	3	3	1	Skirmish +1d6, improved reaction +4

Weapon and Armor Proficiency: The duelist is proficient with all simple and martial weapons, but no type of armor or shield.

Canny Defense(Ex): When not wearing armor or using a shield, a duelist adds a +1 dodge bonus to AC per class level. If a duelist is caught flat footed or otherwise denied her Dexterity bonus, she also loses this bonus.

Improved Reaction(Ex): A duelist gains a +2 bonus on initiative checks. At 3rd level this bonus increases to +4. This stacks with the bonus from the Improved Initiative feat.

Spring Attack(Ex): A 1st level duelist gains spring attack as a bonus feat. Even if she does not meet the prerequisites for this feat.

Clever Opportunist(Ex): While making attacks of opportunity, a 2nd level duelist adds an untyped +1 bonus to her attack and damage rolls for each class level.

Combat Reflexes(Ex): A 2nd level duelist gains combat reflexes as a bonus feat.

Deflect Attacks: At 2nd level, a duelist gains the ability to deflect incoming attacks. A duelist who would be struck by an attack may expend an immediate action in order to roll an opposed attack. If the result of the duelist's attack roll is equal to or higher than the opponent's attack roll, the attack deals no damage and causes no secondary effects. A duelist may only use this ability while she is not wearing armor or using a shield.

Grace(Ex): A 2nd level duelist gains an additional +2 competence bonus on all Reflex saving throws. This ability functions for a duelist only when she is wearing no armor and not using a shield.

Skirmish(Ex): A 3rd level duelist deals an extra 1d6 damage on all attacks she makes during any round in which she moves at least 10 feet away from where she was at the start of her turn. Because skirmish relies on nimble movement, a duelist does not gain these bonuses on any turn during which she charges.

Eldritch Knight

Hit Die: d6

Skills: Concentration (Con), Craft (Int), Decipher Script (Int), Jump (Str), Knowledge (arcana) (Int), Knowledge (nobility and royalty) (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Swim (Str)

Skills/Level: 2 + Int modifier

Requirements

To qualify to become an eldritch knight, a character must be able to cast 1st level arcane spells.

LVL	BAB	F	R	W	Special	Spellcasting
1	1	2	0	2	Armored caster, martial weapon proficiency	-
2	2	3	0	3	Armor proficiency (Light)	+1 level of existing spellcasting class
3	3	3	1	3	Armor proficiency (Medium)	+1 level of existing spellcasting class
4	4	4	1	4	Armor proficiency (Heavy)	+1 level of existing spellcasting class
5	5	4	1	4		+1 level of existing spellcasting class

Weapon and Armor Proficiency: Eldritch knights gain no proficiency with any weapon or armor.

Spells per Day: When an eldritch knight reaches levels 2 through 5, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an eldritch knight, he must decide to which class he adds the new level for purposes of determining spells per day.

Armored Caster: A 1st level eldritch knight gains the ability to reduce her arcane spell failure chance by 20%. At each subsequent eldritch knight level this ability increases by 5%, up to 40% at 5th level.

Martial Weapon Proficiency: A 1st level eldritch knight gains the feat Martial Weapon Proficiency.

Armor Proficiency (Light): A 2nd level eldritch knight gains the feat Armor Proficiency (Light)

Armor Proficiency (Medium): A 3rd level eldritch knight gains the feat Armor Proficiency (Medium).

Armor Proficiency (Heavy): A 3rd level eldritch knight gains the feat Armor Proficiency (Heavy).

Fighter

Hit Die: d10

Skills: Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Swim (Str)

Skills/Level: 2 + Int modifier

Requirements

None

LVL	BAB	F	R	W	Special
1	1	2	0	0	Bonus feat
2	2	3	0	0	Bonus feat

Bonus Feats: At 1st and 2nd level, a fighter gets a bonus combat-oriented feat in addition to any other feats from his race or level progression. These bonus feats must be drawn from the feats noted as fighter bonus feats. A fighter must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

Hierophant

Hit Die: d8

Skills: Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Spellcraft (Int)

Skills/Level: 2 + Int modifier

Requirements

To qualify to become a hierophant, a character must fulfill all the following criteria.

Feats: A hierophant must have two out of Skill Focus (Knowledge [Religion]), Scribe Scroll, and Brew Potion

Spells: Able to cast 1st-level divine spells.

LVL	BAB	F	R	W	Special	Spells per Day
1	0	2	0	2	Special Ability	-
2	1	3	0	3	Special Ability	+1 level of existing spellcasting class
3	1	3	1	3	Special Ability	+1 level of existing spellcasting class

Weapon and Armor Proficiency: Hierophants gain no proficiency with any weapon or armor.

Spells per Day: From 2nd level on, when a new hierophant level is gained, the character gains new spells per day as if she had also gained a level in whatever divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of hierophant to the level of whatever other divine spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one divine spellcasting class before she became a hierophant, she must decide to which class she adds each level of hierophant for the purpose of determining spells per day.

Special Ability

Absorb Damage(Su): As a standard action you can transfer damage from touched allies to yourself. Healing them and damaging yourself for the same amount. If the damage sustained from using this ability would put you at 0 or fewer hit points you are automatically conscious and stable. Should you go to -10 however you will still die.

Damage sustained from using this ability bypasses all effects that reduce or negate hit point damage.

Blast Infidel(Su): A hierophant can use negative energy spells to their maximum effect on creatures with an alignment opposed to the hierophant. (See the table below for a list of which alignments are opposed to each alignment.) Any spell with a description that involves inflicting or channeling negative energy cast on a creature of the opposed alignment works as if under the effect of a Maximize Spell feat (without using a higher-level spell slot). Undead affected by this ability heal the maximized amount of damage.

Hierophant Alignment	Opposed Alignment
Lawful good	Chaotic evil
Neutral good	Neutral evil
Chaotic good	Lawful evil
Lawful neutral	Chaotic neutral
Neutral	Select one of lawful good, chaotic good, lawful evil, chaotic evil, or neutral
Chaotic neutral	Lawful neutral
Lawful evil	Chaotic good
Neutral evil	Neutral good
Chaotic evil	Lawful good

Bless Water(Su): You gain the ability to create temporary potions. Once per day per class level you may select one spell you know and imbue a vial of water with its benefits. The spell must be a valid choice for the Brew Potion feat. The vial of water becomes a potion of the selected spell. If not consumed, the temporary potion reverts to normal water after 12 hours.

Divine Counterspell(Su): As an immediate action, you can expend one of your spells to counter a spell. Upon using this ability you must identify the spell with a spellcraft check (DC 15 + the spell's level). If you correctly identify the spell you can expend a spell or spell slot of a level equal to or higher than the spell being cast to counter the spell. This ability is usable once per day per class level.

Divine Reach(Su): You can use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, the hierophant must make a ranged touch attack instead. Divine reach can be selected a second time as a special ability, in which case the range increases to 60 feet.

Faith Healing(Su): A hierophant can use healing spells to their maximum effect on creatures of the same alignment as the hierophant (including the hierophant himself). Any spell with the healing descriptor cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot).

Gift of the Divine(Su): Available only to hierophants with cleric levels, this ability allows a hierophant to transfer one or more uses of his turn undead ability to a willing creature. (Hierophants who rebuke undead transfer uses of rebuke undead instead.) The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the number of turning attempts per day allowed to the hierophant is reduced by the number transferred. The recipient turns undead as a cleric of the hierophant's cleric level but uses her own Charisma modifier.

Healing Overflow(Su): When you use a spell or class ability to heal a creature's hit points, you may also heal another ally within 30 feet. This functions as if both allies were targeted by the ability, though it still only expends one use.

Holy Strength(Su): When you heal a creature with positive energy (such as by channeling positive energy to heal the living, using cure spells, or using lay on hands), any affected creature gains a +1 sacred bonus on attack rolls, skill

checks, ability checks, and saving throws for 1 minute. If you channel negative energy to heal undead, this is a profane bonus rather than a sacred bonus.

Master of Energy(Su): Available only to hierophants with cleric levels, this ability allows a hierophant to channel positive or negative energy much more effectively, increasing his ability to affect undead. Add a +4 bonus to the hierophant's turning checks and turning damage rolls. This ability only affects undead, even if the hierophant can turn other creatures, such as with a granted power of a domain.

Metamagic Feat: A hierophant can choose a metamagic feat in place of one of the special abilities described here if desired.

Power of Nature(Su): Available only to hierophants with druid levels, this ability allows a hierophant to temporarily transfer one or more of his druid Class Features to a willing creature. The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the hierophant cannot use the transferred power. He can transfer any of his druid powers except spellcasting and the ability to have an animal companion.

The druid's wild shape ability can be partially or completely transferred. The hierophant chooses how many uses of wild shape per day to give to transfer and retains the rest of the uses for himself. If the hierophant can assume the form of Tiny or Huge animals, the recipient can as well.

As with the imbue with spell ability spell, the hierophant remains responsible to his deity for any use to which the recipient puts the transferred abilities.

Spell-Like Ability: A hierophant who selects this special ability can permanently prepare one of his divine spells as a spell-like ability that can be cast spontaneously (this functions like the cleric's ability to spontaneously cast 'Cure' spells). The hierophant does not use any components when casting the spell, although a spell that costs XP to cast still does so, and a spell with a costly material component instead costs him 10 times that amount in XP.

If the hierophant desires, he may attach a known metamagic feat to the selected spell, permanently raising the level of the spell-like ability. This ability may be selected more than once as a special ability, each time applying to a different spell.

Spell Power: This special ability increases a hierophant's effective caster level by 1 for purposes of determining level-dependent spell variables and for caster level checks. This ability can be selected more than once, and changes to effective caster level are cumulative.

Loremaster

Hit Die: d4

Skills: Appraise (Int), Concentration (Con), Craft (alchemy) (Int), Decipher Script (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis), Speak Language (None), Spellcraft (Int), Use Magic Device (Cha)

Skills/Level: 4 + Int modifier

Requirements

To qualify to become a loremaster, a character must meet the following requirements.

Skills: Knowledge, any, 6 ranks.

Feats: Any two Skill Focus (Knowledge [any individual Knowledge skill]) feats.

Spells: Must be able to cast a first level divination spell.

LVL	BAB	F	R	W	Special	Spellcasting
1	0	0	0	2	Bonus Languages, Secret	+1 level of existing spellcasting class
2	1	0	0	3	Secret	+1 level of existing spellcasting class
3	1	1	1	3	Lore, secret	+1 level of existing spellcasting class

Weapon and Armor Proficiency: Loremasters gain no proficiency with any weapon or armor.

Spells per Day: When a loremaster advances in level, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a loremaster, he must decide to which class he adds the new level for purposes of determining spells per day.

Bonus Languages: Each time a loremaster gains a level, he can choose any new language.

Secret: When a loremaster advances in level he chooses one secret from the table below. He can't choose the same secret twice.

Secret	Effect
Instant Mastery	4 ranks of a skill in which the character has no ranks
Secret Health	+3 hit points
Secrets of inner strength	+2 bonus on Will saves
The lore of true stamina	+2 bonus on Fortitude saves
Secret knowledge of avoidance	+2 bonus on Reflex saves
Weapon trick	+1 bonus on attack rolls
Dodge trick	+1 dodge bonus to AC
Newfound arcana	1 bonus 1st-level spell
More newfound arcana	1 bonus 2nd-level spell

Lore: At 3rd level, a loremaster gains the ability to know legends or information regarding various topics, just as a bard can with bardic knowledge. The loremaster adds her level, her Intelligence modifier, and her ranks in knowledge

(history) divided by two to the lore check, which functions otherwise exactly like a bardic knowledge check.

DC	Type of Knowledge
10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available, known by only a few people legends.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Mystic Theurge

Hit Die: d4

Skills: Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int)

Skills/Level: 2 + Int modifier

Requirements

To qualify to become a mystic theurge, a character must meet the following requirements.

Feats: Skill Focus (Knowledge [arcana]), Skill Focus (Knowledge [religion])

Spells: Must be able to cast either 2nd level divine spells and 1st level arcane spells, or 1st level divine spells and 2nd level arcane spells.

LVL	BAB	F	R	W	Special	Spellcasting
1	0	0	0	2		+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class
2	1	0	0	3		+1 level of existing arcane spellcasting class/+1 level of existing divine spellcasting class

Weapon and Armor Proficiency: Mystic theurges gain no proficiency with any weapon or armor.

Spells per Day: When a new mystic theurge level is gained, the character gains new spells per day as if he had also gained a level in any one arcane spellcasting class he belonged to before he added the prestige class and any one divine spellcasting class he belonged to previously. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of mystic theurge to the level of whatever other arcane spellcasting class and divine spellcasting class the character has, then determines spells per day and caster level accordingly. If a character had more than one arcane spellcasting class or more than one divine spellcasting class before he became a mystic theurge, he must decide to which class he adds each level of mystic theurge for the purpose of determining spells per day.

Thaumaturgist

Hit Die: d4

Skills: Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Sense Motive (Wis), Speak Language (None), Spellcraft (Int)

Skills/Level: 2 + Int modifier

Requirements

To qualify to become a thaumaturgist, a character must be able to cast 1st level divine or arcane spells and have taken the feat Spell Focus (conjunction).

LVL	BAB	F	R	W	Special	Spellcasting
1	0	0	0	2	Augment summoning	+1 level of existing spellcasting class
2	1	0	0	3	Extended summoning	+1 level of existing spellcasting class
3	1	1	1	3		+1 level of existing spellcasting class
4	2	1	1	4	Contingent conjuration	+1 level of existing spellcasting class
5	2	1	1	4	Planar cohort	-

Weapon and Armor Proficiency: Thaumaturgists gain no proficiency with any weapon or armor.

Spells Per Day: When a thaumaturgist gains any level besides 1st, the character gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained.

If a character had more than one spellcasting class before he became a thaumaturgist, he must decide to which class he adds each level of thaumaturgist for the purpose of determining spells per day.

Augment Summoning: At 1st level, a thaumaturgist gains the Augment Summoning feat.

Extended Summoning: At 2nd level and higher, all spells from the summoning subschool that the thaumaturgist casts have their durations doubled, as if the Extend Spell feat had been applied to them. The levels of the summoning spells don't change, however. This ability stacks with the effect of the Extend Spell feat, which does change the spell's level.

Contingent Conjuration: A 4th-level thaumaturgist can prepare a summoning or calling spell ahead of time to be triggered by some other event. This functions as described for the contingency spell, including having the thaumaturgist cast the summoning or calling spell beforehand. The spell is cast instantly when the trigger event occurs.

The conditions needed to bring the spell into effect must be clear, although they can be general. If complicated or convoluted condition as are prescribed, the contingent conjuration may fail when triggered. The conjuration spell occurs based solely on the stated conditions, regardless of whether the thaumaturgist wants it to, although most conjurations can be dismissed normally. A thaumaturgist can have only one contingent conjuration active at a time.

Planar Cohort: A 5th-level thaumaturgist can call on an elemental or outsider of 6 HD or less to act as his cohort. The called creature serves loyally

and well as long as the thaumaturgist continues to advance a cause important to the creature.

To call a planar cohort, the thaumaturgist must perform a one hour ritual and provide an offering of $10\text{gp} \times \text{the HD of the creature}$. Should the planar cohort die, another can be summoned by repeating this ritual and providing another offering. If the cohort is dismissed (dismissal requires a free action) another can be summoned again with the ritual, this time no offering is necessary.

Psionic Classes

Elocater

Hit Die: d8

Skills: Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (local) (Int), Knowledge (psionics), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Psicraft (Int), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Psionic Device (Cha), Use Rope (Dex)

Skills/Level: 6 + Int modifier

LVL	BAB	F	R	W	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1	1	0	2	2	Scorn earth	0	1	1st
2	2	0	3	3	Capricious Step	0	1	1st
3	3	1	3	3	Opportunistic strike +1	2	2	1st
4	4	1	4	4	Dimension step, flanker	6	2	2nd
5	5	1	4	4	Opportunistic strike +2	10	2	2nd
6	6/1	2	5	5	Accelerated actions	15	3	2nd

Weapon and Armor Proficiency: An Elocater is proficient with all simple and martial weapons and with light and medium armor.

Power Points/Day: An elocater's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on the table above. In addition, he receives bonus power points per day if he has a high Wisdom score. His race may also provide bonus power points per day, as may certain feats and items. A 1st or 2nd-level elocater gains no power points for his class level, but he gains bonus power points (if he is entitled to any), and can manifest the single power he knows with those power points.

Powers Known: An elocater begins play knowing one elocater power of your choice, at level 3 and level 6 he unlocks knowledge of a new power.

Choose the powers known from the psychic warrior power list. An elocater can manifest any power that has a power point cost equal to or lower than his manifest level.

The total number of powers an elocater can manifest in a day is limited only by his daily power points.

An elocater simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against elocater powers is 10 + the power's level + the elocater's Wisdom modifier.

Maximum Power Level Known: An elocater begins play with the ability to learn 1st-level powers. As he attains higher levels, he may gain the ability to master more complex powers.

To learn or manifest a power, an elocater must have a Wisdom score of at least 10 + the power's level.

Scorn Earth(Su): A 1st level elocater gains the ability to float a foot above the ground. Instead of walking she glides along, unconcerned with the hard earth or difficult terrain. While she remains within 1 foot of a flat surface of any solid or liquid, she can take normal actions and make normal attacks, and can move at her normal speed (she can even "run" at up to four times her normal speed). At distances higher than 1 foot she falls, but may slow her speed to a mere 60 feet per round (if she chooses).

From levels 1 to 5 this ability is usable for ten minutes per class level per day, however a 6th level elocater gains unlimited use of this ability. Activating or deactivating this ability requires a free action. Once active this ability remains active either until it is deactivated by the elocater, the elocater dies, or the daily use limit is reached.

Capricious Step(Ex): A 2nd level elocater can expend an immediate action to take an extra 5-foot step in any round when she doesn't perform any other movement (except for the first 5-foot step). Like the first, the second 5-foot step does not provoke attacks of opportunity. The character can take the extra 5-foot step at any point before the beginning of her next turn. In all other ways, the rules for taking a 5-foot step apply.

Opportunistic Strike(Ex): Beginning at 3rd level, an elocater gains a +1 insight bonus on her attack and damage rolls for the first attack she makes against an opponent that has been dealt damage in melee by another character since the elocater's last action. At 5th level the insight bonus increases to +2.

Dimension Step(Su): A 4th level elocater gains the ability to teleport a short distance. Using this ability requires a swift action, the max range traveled is 10 feet per elocater level, he must have a line of sight to the desired destination, and if this ability would put him in a place that is already occupied by a solid body, it fails, and the use is expended. This form of movement does not provoke attacks of opportunity, and is usable once per day per 3 class levels (rounded down).

Flanker(Ex): A 4th level elocater can designate any adjacent square as the square from which flanking against an ally is determined (including the square in which she stands, as normal). She can designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). The character can even choose a square that is impassable or occupied.

Accelerated Actions(Su): When she attains 6th level, an elocater can accelerate herself and thereby take more actions than normal. An elocater can accelerate herself for a total of 5 rounds per day. She can choose to parcel out her accelerated actions in 1-round increments. (This effect is not cumulative with similar effects that provide additional actions, such as schism or a haste spell—and in fact an elocater can't take an accelerated action if affected by these or similar effects.)

If she makes a full attack while accelerated, an elocater can make one extra attack with any weapon she is holding. The attack is made using her full base attack bonus, plus any modifiers appropriate to the situation. If the elocater

uses her accelerated action to move, she gains an enhancement bonus to her speed of +30 feet. The elocater can use her accelerated action to manifest a power, as long as she has not already manifested a power in the current round and the one she wants to manifest has a manifesting time of 1 standard action or shorter. While accelerated, she gains a +2 dodge bonus on attack rolls and Reflex saves and a +2 dodge bonus to Armor Class. Any condition that makes her lose her Dexterity bonus to Armor Class (if any) also makes her lose these dodge bonuses.

Psion

Hit Die: d4

Skills: Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Psicraft (Int). In addition, a psion gains access to additional class skills based on his discipline:

Seer (Clairsentience): Gather Information (Cha), Listen (Wis), Spot (Wis)

Shaper (Metacreativity): Bluff (Cha), Disguise (Cha), Use Psionic Device (Cha)

Kineticist (Psychokinesis): Autohypnosis (Wis), Balance (Dex), Intimidate (Cha)

Egoist (Psychometabolism): Autohypnosis (Wis), Balance (Dex), Heal (Wis)

Nomad (Psychoportation): Climb (Str), Jump (Str), Ride (Dex), Survival (Wis), Swim (Str)

Telepath (Telepathy): Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Sense Motive (Wis)

Skills/Level: 2 + Int modifier

LVL	BAB	F	R	W	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1	0	0	0	2	Discipline, psicrystal affinity	4	3	1st
2	1	0	0	3	Bonus feat	11	5	1st
3	1	1	1	3		18	7	2nd
4	2	1	1	4	Bonus feat	27	9	2nd
5	2	1	1	4		37	11	3rd

Weapon and Armor Proficiency: Psions are proficient with the club, dagger, heavy crossbow, light crossbow, quarterstaff, and shortspear. They are not proficient with any type of armor or shield. Armor does not, however, interfere with the manifestation of powers.

Power Points/Day: A psion's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on the table above. In addition, he receives bonus power points per day if he has a high Intelligence score. His race may also provide bonus power points per day, as may certain feats and items.

Powers Known: A psion begins play knowing three psion powers of your choice. Each time he achieves a new level, he unlocks the knowledge of new powers.

Choose the powers known from the psion power list, or from the list of powers of your chosen discipline. You cannot choose powers from restricted discipline lists other than your own discipline list. You can choose powers from disciplines other than your own if they are not on a restricted discipline list. A psion can manifest any power that has a power point cost equal to or lower than his manifester level.

The number of times a psion can manifest powers in a day is limited only by his daily power points.

A psion simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against psion powers is 10 + the power's level + the psion's Intelligence modifier. Maximum Power Level Known: A psion begins play with the ability to learn 1st-level powers. As he attains higher levels, a psion may gain the ability to master more complex powers.

To learn or manifest a power, a psion must have an Intelligence score of at least 10 + the power's level.

Bonus Feats: A psion gains a bonus feat at 2nd, 4th, and 6th level. This feat must be a psionic feat, a metapsionic feat, or a psionic item creation feat.

These bonus feats are in addition to the feats that a character of any class gains every three levels. A psion is not limited to psionic feats, metapsionic feats, and psionic item creation feats when choosing these other feats.

Discipline: Every psion must decide at 1st level which two psionic disciplines he will specialize in. Choosing a discipline provides a psion with access to the class skills associated with that discipline (see above), as well as the powers restricted to that discipline. However, choosing a discipline also means that the psion cannot learn powers that are restricted to other disciplines. He can't even use such powers by employing psionic items.

Psicrystal Affinity: A 1st level psion gains the feat Psicrystal Affinity. Allowing them to gain a psicrystal.

Psionic Disciplines

A discipline is one of six groupings of powers, each defined by a common theme. The six disciplines are clairsentience, metacreativity, psychokinesis, psychometabolism, psychoportation, and telepathy.

Clairsentience: A psion who chooses clairsentience is known as a seer. Seers can learn precognitive powers to aid their comrades in combat, as well as powers that permit them to gather information in many different ways.

Metacreativity: A psion specializing in metacreativity is known as a shaper. This discipline includes powers that draw ectoplasm or matter from the Astral Plane, creating semisolid and solid items such as armor, weapons, or animated constructs to do battle at the shaper's command.

Psychokinesis: Psions who specialize in psychokinesis are known as kineticists. They are the masters of powers that manipulate and transform matter and energy. Kineticists can attack with devastating blasts of energy.

Psychometabolism: A psion who specializes in psychometabolism is known as an egoist. This discipline consists of powers that alter the psion's psychobiology, or that of creatures near him. An egoist can both heal and transform himself into a fearsome fighter.

Psychoportation: A psion who relies on psychoportation powers is known as a nomad. Nomads can wield powers that propel or displace objects in space or time.

Telepathy: A psion who chooses the discipline of telepathy is known as a telepath. He is the master of powers that allow mental contact and control

of other sentient creatures. A telepath can deceive or destroy the minds of his enemies with ease.

Psicrystals

A psicrystal is a fragment of a psionic character's personality, brought into physical form and a semblance of life (via the Psicrystal Affinity feat). A psicrystal appears as a crystalline construct about the size of a human hand.

Because it is an extension of its creator's personality, a character's psicrystal is in some ways a part of him. That's why, for example, a psionic character can manifest a personal range power on his psicrystal even though normally he can manifest such a power only on himself.

A psicrystal is treated as a construct for the purposes of all effects that depend on its type.

A psicrystal grants special abilities to its owner, as shown on the Psicrystal Special Abilities table below. In addition, a psicrystal has a personality (being a fragment of the owner's personality), which gives its owner a bonus on certain types of checks or saving throws, as given on the Psicrystal Personalities table below. These special abilities and bonuses apply only when the owner and the psicrystal are within 1 mile of each other.

Psicrystal abilities are based on the owner's levels in psionic classes. Levels from other classes do not count toward the owner's level for purposes of psicrystal abilities.

A psicrystal can speak one language of its owner's choice (so long as it is a language the owner knows). A psicrystal can understand all other languages known by its owner, but cannot speak them. This is a supernatural ability.

Psicrystal Basics

Use the statistics for a psicrystal, but make the following changes.

Saving Throws: A psicrystal uses its owner's base saving throw bonuses and ability modifiers on saves, though it doesn't enjoy any other bonuses its owner might have (from magic items or feats, for example).

Abilities: When its self-propulsion ability is not activated, a psicrystal has no Strength score and no Dexterity score.

Skills: A psicrystal has the same skill ranks as its owner, except that it has a minimum of 4 ranks each in Spot, Listen, Move Silently, and Search. (Even if its owner has no ranks in these skills, a psicrystal has 4 ranks in each.) A psicrystal uses its own ability modifiers on skill checks.

Psicrystal Special Abilities :

Owner Level	Natural Armor Adj.	Int Adj.	Special
1st-2nd	+0	+0	Alertness, improved evasion, personality, self-propulsion, share powers, sighted, telepathic link
3rd-4th	+1	+1	Deliver touch powers
5th-6th	+2	+2	Telepathic speech

Natural Armor Adj.: This number noted here is an improvement to the psicrystal's natural armor bonus (normally 0). It represents a psicrystal's preternatural durability.

Int Adj.: Add this value to the psicrystal's Intelligence score. Psicrystals are as smart as people (though not necessarily as smart as smart people).

Alertness: The presence of a psicrystal sharpens its master's senses. While a psicrystal is within arm's reach (adjacent to or in the same square as its owner), its owner gains the Alertness feat.

Improved Evasion: If a psicrystal is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Personality: Every psicrystal has a personality. See the table below.

Self-Propulsion: As a standard action, its owner can will a psicrystal to form spidery, ectoplasmic legs that grant the psicrystal a land speed of 30 feet and a climb speed of 20 feet. The legs fade into nothingness after one day (or sooner, if the owner desires).

Share Powers: At the owner's option, he can have any power (but not any psi-like ability) he manifests on himself also affect his psicrystal. The psicrystal must be within 5 feet of him at the time of the manifestation to receive the benefit. If the power has a duration other than instantaneous, it stops affecting the psicrystal if it moves farther than 5 feet away, and will not affect the psicrystal again, even if it returns to its owner before the duration expires.

Additionally, the owner can manifest a power with a target of "You" on his psicrystal (as a touch range power) instead of on himself. The owner and psicrystal cannot share powers if the powers normally do not affect creatures of the psicrystal's type (construct).

Sighted: Although it has no physical sensory organs, a psicrystal can telepathically sense its environment as well as a creature with normal vision and hearing. Darkness (even supernatural darkness) is irrelevant, as are areas of supernatural silence, though a psicrystal still can't discern invisible or ethereal beings. A psicrystal's sighted range is 40 feet.

Telepathic Link: The owner has a telepathic link with his psicrystal out to a distance of up to 1 mile. The owner cannot see through the psicrystal's senses, but the two of them can communicate telepathically as if the psicrystal were the target of a mindlink power manifested by the owner. For instance, a psicrystal placed in a distant room could relay the activities occurring in that room.

Because of the telepathic link between a psicrystal and its owner, the owner has the same connection to an item or place that the psicrystal does. For instance, if his psicrystal has seen a room, the owner can teleport into that room as if he has seen it too.

Deliver Touch Powers: If the owner is 3rd level or higher, his psicrystal can deliver touch powers for him. If the owner and psicrystal are in contact at the time the owner manifests a touch power, he can designate his psicrystal as the "toucher." The psicrystal can then deliver the touch power just as the owner could. As usual, if the owner manifests another power before the touch is delivered, the touch power dissipates.

Telepathic Speech: If the owner is 5th level or higher, the psicrystal can communicate telepathically with any creature that has a language and is within

30 feet of the psicrystal, while the psicrystal is also within 1 mile of the owner.

Psicrystal Personality: Each psicrystal has a distinct personality, chosen by its owner at the time of its creation from among those given on the following table. At 1st level, its owner typically gets a feel for a psicrystal's personality only through occasional impulses, but as the owner increases in level the psicrystal's personality becomes more pronounced. At higher levels, it is not uncommon for a psicrystal to constantly ply its owner with observations and advice, often severely slanted toward the psicrystal's particular worldview. The owner always sees a bit of himself in his psicrystal, even if magnified and therefore distorted.

Psicrystal Personalities :

Personality	Benefit to Owner
Artiste	+3 bonus on Craft checks
Bully	+3 bonus on Intimidate checks
Coward	+3 bonus on Hide checks
Friendly	+2 bonus on Diplomacy checks
Hero	+2 bonus on Fortitude saves
Liar	+3 bonus on Bluff checks
Meticulous	+3 bonus on Search checks
Nimble	+2 bonus on Initiative checks
Observant	+3 bonus on Spot checks
Poised	+3 bonus on Balance checks
Resolved	+2 bonus on Will saves
Sage	+3 bonus on checks involving any one Knowledge skill owner already knows; once chosen, this does not vary
Single-minded	+3 bonus on Concentration checks
Sneaky	+3 bonus on Move Silently checks
Sympathetic	+3 bonus on Sense Motive checks

Psion Uncarnate

Hit Die: d4

Skills: Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Craft (any) (Int), Disguise (Cha), Knowledge (the planes) (Int), Knowledge (psionics) (Int), Psicraft (Int), Sense Motive (Wis)

Skills/Level: 2 + Int modifier

LVL	BAB	F	R	W	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1	0	0	0	2	Incorporeal touch, uncarnate armor	2	1	1st
2	1	0	0	3	Shed body	6	2	1st
3	1	1	1	3	Assume equipment, assume likeness	10	3	1st
4	2	1	1	4	Uncarnate shell	15	4	2nd
5	2	1	1	4	Telekinetic force, uncarnate bridge	19	5	2nd
6	3	2	2	5	Uncarnate	26	6	2nd

Weapon and Armor Proficiency: Psion uncarnates are proficient with light armor.

Power Points/Day: A psion uncarnate's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on the table above. In addition, he receives bonus power points per day if he has a high Wisdom score. His race may also provide bonus power points per day, as may certain feats and items. A 1st-level psion uncarnate gains no power points for his class level, but he gains bonus power points (if he is entitled to any), and can manifest the single power he knows with those power points.

Powers Known: A psion uncarnate begins play knowing one psion power of your choice. Each time he achieves a new level, he unlocks the knowledge of a new power.

Choose the powers known from the psion power list. A psion uncarnate can manifest any power that has a power point cost equal to or lower than his manifest level.

The total number of powers a psion uncarnate can manifest in a day is limited only by his daily power points.

A psion uncarnate simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against psion uncarnate powers is 10 + the power's level + the psion uncarnate's Wisdom modifier.

Incorporeal Touch(Su): Beginning at 1st level, a psion uncarnate can make melee touch attacks that deal 1d6 points of damage per two class levels (rounded down) if they hit. The character's Strength modifier is not applied to this attack, but it is effective against incorporeal creatures (and against corporeal creatures while the psion uncarnate is incorporeal) The character's hand and arm seem to become slightly translucent when he makes these attacks.

Uncarnate Armor: A psion uncarnate wearing armor (or using inertial armor or a similar effect) gets his armor bonus to AC even when he becomes incorporeal (see Shed Body, below). However, unlike other incorporeal creatures, a psion uncarnate does not gain a deflection bonus to Armor Class from his Charisma modifier. This ability works even if the armor being worn becomes incorporeal (such as through the use of the assume equipment ability described below).

Shed Body: Starting at 2nd level, a psion uncarnate can become incorporeal (or "uncarnate") once per day per level as a standard action. The character can remain uncarnate for up to 1 minute. During this time, the character's body fades into an immaterial form that retains the character's basic likeness. While uncarnate, the character gains the incorporeal subtype (see below). His material armor remains in place and continues to provide its armor bonus to AC (see Uncarnate Armor, above). His material weapons also remain corporeal. Losing his physical form allows the character to more easily access his mental abilities, and he gains a +1 bonus on all save DCs for powers he manifests while uncarnate.

He can use equipment normally, deriving benefits from items that enhance his capabilities; however, all his equipment remains material even when the character is uncarnate (but see the assume equipment ability, described below).

Often, a psion uncarnate appears almost like a ghost wearing items of the material world. This doesn't make his equipment more susceptible to attack (the normal rules for attended objects apply), but it does make it impossible for the character to enter or pass through solid objects (or use his uncarnate shell ability) while wearing solid equipment. If he drops his material equipment, he can pass through solid objects at will as described below.

While using this ability the psion uncarnate gains the incorporeal subtype and all of its associated abilities except: * Unlike other incorporeal creatures, a psion uncarnate does not gain a deflection bonus from his Charisma modifier. * A psion uncarnate does not gain any other forms of movement, but floats just off the ground. While he remains within 1 foot of a flat surface of any solid or liquid, he can take normal actions, make normal attacks, and move at his normal speed (he can even "run" at up to four times his normal speed). At distances higher than 1 foot he falls, but may slow his speed to a mere 60 feet per round (if he chooses), and does not take fall damage. * A psion uncarnate who is submerged in water may move his base speed undaunted in any direction he chooses.

Assume Equipment: Beginning at 3rd level, a psion uncarnate can designate a number of pieces of his worn equipment (including armor and weapons) equal to his psion uncarnate level to become incorporeal when he uses his shed body ability. This has no effect on the equipment's function, but now when the psion uncarnate is incorporeal, he can enter or pass through solid objects while wearing nothing other than the designated equipment. Once designated, the equipment automatically changes to incorporeal when the character sheds his body, and it returns to corporeality when the character does. The character can change his designations as he desires.

Assume Likeness: At 3rd level and higher, while incorporeal, a psion uncarnate can assume the likeness of any Small, Medium, or Large creature as a standard action that does not provoke attacks of opportunity. The character's abilities do not change, but he appears to be the creature that he assumes the likeness of, allowing him the ability to effectively disguise himself and bluff those who might wonder at his true nature. Each physical interaction with a creature requires a successful Bluff check (opposed by the creature's Sense Motive check) to convince the creature of the psion uncarnate's new appearance. The psion uncarnate must not do anything to give away his true (incorporeal) nature in order for the bluff to be successful; for instance, if he accepts an item from another creature only to have it fall through his immaterial hands, the Bluff check automatically fails. However, a Bluff check would be allowed if the psion uncarnate uses his telekinetic force ability (see below) to hold the received item.

Uncarnate Shell(Su): Beginning at 4th level, while incorporeal, a psion uncarnate can enter the body of a willing being. The psion uncarnate must be in a space adjacent to the creature to be entered, and expend a standard action. In order for a creature to be a valid target for this ability it must not be undead, not be incorporeal, not be a construct, and have an Intelligence score.

The psion uncarnate and its shell creature can communicate telepathically. If the shell creature needs to make a Will saving throw he may use the psion uncarnate's save instead of his own. Additionally the psion uncarnate may make any mental (Intelligence, Wisdom, or Charisma based) skill checks for the shell creature. Use of uncarnate shell is not noticeable with only the naked eye, however use of the detect psionics power will reveal the psion uncarnate.

During combat the shell creature and the psion uncarnate roll initiative separately. The shell creature acts normally. On the psion uncarnate's turn he may use a single standard action to either use one of his powers, his telekinetic force ability, or uncarnate bridge (see below). If the psion uncarnate acts before the shell creature then the shell creature is no longer considered flat footed.

Once inside the shell creature the psion uncarnate cannot be the target of attacks or effects and cannot take any form of damage. However if the shell creature suffers any damage the psion uncarnate must make a concentration check of DC 5 + damage dealt or the effect ends and the psion uncarnate is ejected from the shell creature.

The effect ends if the concentration check described above is failed, the psion uncarnate's use of shed body expires, the shell creature dies, the shell creature chooses to eject the psion uncarnate (a free action), or the psion uncarnate chooses to end the effect (a free action). When this occurs, the psion uncarnate is shunted into an open space adjacent to the shell creature. If there are no adjacent open spaces then the psion uncarnate is placed in the nearest open space to the shell creature and suffers 1d6 damage for each 5 feet (after the first) traveled this way.

Telekinetic Force: Beginning at 5th level, while incorporeal, a psion uncarnate can use a telekinetic force effect as a standard action that does not provoke attacks of opportunity. The save DC is equal to 14 + the psion uncarnate's Wisdom modifier. The character's manifester level is the manifester level

of the effect.

Even while corporeal, a psion uncarnate can use this ability, but only three times per day (uses while he is uncarnate do not count against this use limit).

Uncarnate Bridge: At 5th level, as a creature of almost pure mind, a psion uncarnate becomes more closely attuned to the minds of other creatures. He gains the ability to transport himself via the minds of living creatures. Once per day as a standard action while incorporeal, he can seamlessly enter any living creature with an Intelligence score and pass to another living creature with an Intelligence score that is within line of sight of the first creature.

The psion uncarnate must be in a space adjacent to the entry creature before transporting, and he appears in a space adjacent to the destination creature after transporting. Alternatively a shell creature (gained via the uncarnate shell ability) may be used as the entry creature. The entry and destination creatures need not be familiar to the character. A psion uncarnate cannot use himself as the entry or destination creature. Neither creature need be a willing participant.

When exiting the destination creature, the psion uncarnate chooses an adjacent square in which to appear. Entering and leaving a creature is painless, unless the psion uncarnate wishes otherwise (see below). In most cases, though, the destination creature finds being the endpoint of a mental bridge surprising and quite unsettling.

If he desires, a psion uncarnate can destructively exit the destination creature. If the creature fails a Will save (DC 13 + psion uncarnate's Wisdom modifier), the exiting psion uncarnate tunes his mental form to destructively interfere with the target's mind. He bursts forth explosively from the creature's body, dealing it 6d6 points of damage.

Uncarnate(Ex): At 6th level, a psion uncarnate becomes a being of pure psionic consciousness. This ability functions like shed body, except the character is permanently incorporeal (and gains that subtype). If the character desires, he can become corporeal once per day for up to 1 minute, but he spends the rest of his time as an entity of mind untethered by the physical world.

Psychic Warrior

Hit Die: d8

Skills: Autohypnosis (Wis), Climb (Str), Concentration (Con), Craft (Int), Jump (Str), Knowledge (psionics) (Int), Profession (Wis), Ride (Dex), Search (Int), Swim (Str)

Skills/Level: 2 + Int modifier

LVL	BAB	F	R	W	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1	1	2	0	2	Bonus feat	2	1	1st
2	2	3	0	3		6	2	1st
3	3	3	1	3	Bonus feat	10	3	1st
4	4	4	1	4		15	4	2nd
5	5	4	1	4	Bonus feat	19	5	2nd
6	6/1	5	2	5	Bonus feat	26	6	2nd

Weapon and Armor Proficiency: Psychic warriors are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Power Points/Day: A psychic warrior's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on the table above. In addition, he receives bonus power points per day if he has a high Wisdom score. His race may also provide bonus power points per day, as may certain feats and items. A 1st-level psychic warrior gains no power points for his class level, but he gains bonus power points (if he is entitled to any), and can manifest the single power he knows with those power points.

Powers Known: A psychic warrior begins play knowing one psychic warrior power of your choice. Each time he achieves a new level, he unlocks the knowledge of a new power.

Choose the powers known from the psychic warrior power list. A psychic warrior can manifest any power that has a power point cost equal to or lower than his manifester level.

The total number of powers a psychic warrior can manifest in a day is limited only by his daily power points.

A psychic warrior simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against psychic warrior powers is 10 + the power's level + the psychic warrior's Wisdom modifier.

Maximum Power Level Known: A psychic warrior begins play with the ability to learn 1st-level powers. As he attains higher levels, he may gain the ability to master more complex powers.

To learn or manifest a power, a psychic warrior must have a Wisdom score of at least 10 + the power's level.

Bonus Feats: At 1st level, a psychic warrior gets a bonus combat-oriented feat in addition to the feat that any 1st level character gets and the bonus feat

granted to a human character. The psychic warrior gains an additional bonus feat at 3rd, 5th, and 6th level. These bonus feats must be drawn from the feats noted as fighter bonus feats or psionic feats. The psychic warrior must still meet all prerequisites for the bonus feat, including ability score and base attack bonus minimums as well as class requirements. A psychic warrior cannot choose feats that specifically require levels in the fighter class unless he is a multiclass character with the requisite levels in the fighter class.

These bonus feats are in addition to the feats that a character of any class gains every three levels. A psychic warrior is not limited to fighter bonus feats and psionic feats when choosing these other feats.

Soulknife

Hit Die: d8

Skills: Autohypnosis (Wis), Climb (Str), Concentration (Con), Craft (Int), Hide (Dex), Jump (Str), Knowledge (psionics) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), Tumble (Dex)

Skills/Level: 4 + Int modifier

LVL	BAB	F	R	W	Special
1	0	0	2	2	Mind Blade, martial weapon proficiency
2	1	0	3	3	Throw mind blade
3	2	1	3	3	Free draw
4	3	1	4	4	Mind blade enhancement
5	3	1	4	4	+1 mind blade
6	4	2	5	5	Mind blade enhancement

Weapon and Armor Proficiency: Soulknives are proficient with all simple weapons, with light armor, medium armor, and shields (except tower shields).

Although a soulknife may become proficient with other forms of armor, wearing heavy armor prevents them from creating a mind blade.

Mind Blade(Su): As a move action, a soulknife can create a semisolid weapon composed of psychic energy distilled from his own mind. The weapon is identical in all ways (except visually) to a normal weapon of its size and type. Despite being referred to as a mind blade, this can be any variety of weapon.

The mind blade can be broken (it has hardness 10 and 10 hit points); however, a soulknife can simply create another on his next move action. The moment he relinquishes his grip on his mind blade, it dissipates (unless he intends to throw it; see below). A mind blade is considered a magic weapon for the purpose of overcoming damage reduction.

A soulknife can use feats such as Power Attack or Combat Expertise in conjunction with the mind blade just as if it were a normal weapon.

Even in places where psionic effects do not normally function (such as within a null psionics field), a soulknife can attempt to sustain his mind blade by making a DC 20 Will save. On a successful save, the soulknife maintains his blade for a number of rounds equal to his class level before he needs to check again. On an unsuccessful attempt, the blade vanishes. As a move action on his turn, the soulknife can attempt a new Will save to rematerialize his blade while he remains within the psionics negating effect.

A soulknife can dual wield a mind blade and a normal weapon, however a mind blade cannot be treated as an off-hand weapon.

At 5th mind blades manifested by the soulknife gain a +1 enhancement bonus to attack and damage rolls.

Martial Weapon Proficiency: A soulknife gains Martial Weapon Proficiency as a bonus feat, she may select any weapon for this feat. The benefits from this feat apply to manifested mind weapons of the appropriate type.

Throw Mind Blade: A soul knife of 2nd level or higher can throw his mind blade as a ranged weapon with a range increment of 30 feet.

Whether or not the attack hits, a thrown mind blade then dissipates. A soulknife of 3rd level or higher can make a psychic strike (see below) with a thrown mind blade and can use the blade in conjunction with other special abilities.

Free Draw: At 3rd level, a soulknife becomes able to materialize his mind blade as a free action instead of a move action. He can make only one attempt to materialize the mind blade per round, however.

Mind Blade Enhancement: At 4th level, a soulknife gains the ability to enhance his mind blade. He can add any one of the weapon special abilities listed below. At 6th level he may apply another.

The weapon ability or abilities remain the same every time the soulknife materializes his mind blade (unless he decides to reassign its abilities; see below). The ability or abilities apply to any form the mind blade takes, including the use of the shape mind blade or bladewind class abilities.

A soulknife can reassign the ability or abilities he has added to his mind blade. To do so, he must first spend 8 hours in concentration. After that period, the mind blade materializes with the new ability or abilities selected by the soulknife.

- * The weapon's threat range is doubled. This benefit doesn't stack with any other effect that expands the threat range of a weapon.

- * A soulknife who kills an enemy with a melee attack using his mind blade may take a 5-foot step and make another melee attack at the same bonus.

- * The mind blade deals an additional 1d6 force damage.

- * The mind blade deals an additional 2d6 force damage, however on successful hits the soulknife takes 1d6 force damage.

- * The soulknife gains the benefit of the feat Improved Sunder on sunder attempts made with a mind blade.

- * On a successful critical hit using the mind blade, the soul knife gains 5 temporary hit points. These hitpoints expire after 10 minutes, and the number of temporary hitpoints gained through this ability at any one time cannot exceed 10.

- * The soulknife gains a +4 bonus to initiative rolls.

- * The mind blade deals an additional 2d8 damage to undead creatures.

- * The soulknife gains blindsight out to 30 feet.

- * The soulknife adds his base attack bonus as an enhancement bonus to his Armor Class.

Wilder

Hit Die: d6

Skills: Autohypnosis (Wis), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Knowledge (psionics) (Int), Listen (Wis), Profession (Wis), Psicraft (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex)

Skills/Level: 4 + Int modifier

LVL	BAB	F	R	W	Special	Power Points/Day	Powers Known	Maximum Power Level Known
1	0	0	0	2	Wild surge +1, psychic enervation, psicrystal affinity, discipline	4	3	1st
2	1	0	0	3	Elude touch	11	3	1st
3	2	1	1	3	Wild surge +2	18	3	1st
4	3	1	1	4	Surging euphoria	27	4	2nd
5	3	1	1	4	Bonus feat	37	4	2nd
6	4	2	2	5	Wild surge +3	50	5	2nd

Weapon and Armor Proficiency: Wilders are proficient with all simple weapons, with light armor, and with shields (except tower shields).

Power Points/Day: A wilder's ability to manifest powers is limited by the power points she has available. Her base daily allotment of power points is given on table above. In addition, she receives bonus power points per day if she has a high Charisma score. Her race may also provide bonus power points per day, as may certain feats and items.

Powers Known: A wilder begins play knowing one wilder power of your choice. At every even-numbered class level after 1st, she unlocks the knowledge of new powers.

Choose the powers known from the wilder power list. A wilder can manifest any power that has a power point cost equal to or lower than her manifester level.

The total number of powers a wilder can manifest in a day is limited only by her daily power points.

A wilder simply knows her powers; they are ingrained in her mind. She does not need to prepare them (in the way that some spellcasters prepare their spells), though she must get a good night's sleep each day to regain all her spent power points.

The Difficulty Class for saving throws against wilder powers is 10 + the power's level + the wilder's Charisma modifier.

Maximum Power Level Known: A wilder begins play with the ability to learn 1st-level powers. As she attains higher levels, she may gain the ability to master more complex powers.

To learn or manifest a power, a wilder must have a Charisma score of at least 10 + the power's level.

Wild Surge: A wilder can let her passion and emotion rise to the surface in a wild surge when she manifests a power. During a wild surge, a wilder gains phenomenal psionic strength, but may harm herself by the reckless use of her power (see Psychic Enervation, below).

A wilder can choose to invoke a wild surge whenever she manifests a power. When she does so, she gains +1 to her manifester level with that manifestation of the power. The manifester level boost gives her the ability to augment her powers to a higher degree than she otherwise could; however, she pays no extra power point for this wild surge. Instead, the additional 1 power point that would normally be required to augment the power is effectively supplied by the wild surge.

Level-dependent power effects are also improved, depending on the power a wilder manifests with her wild surge.

This improvement in manifester level does not grant her any other benefits (psicrystal abilities do not advance, she does not gain higher-level class abilities, and so on).

She cannot use the Overchannel psionic feat and invoke her wild surge at the same time.

At 3rd level, a wilder can choose to boost her manifester level by two instead of one, and at 6th level she can boost her manifester level by up to three.

In all cases, the wild surge effectively pays the extra power point cost that is normally required to augment the power; only the unaugmented power point cost is subtracted from the wilder's power point reserve.

Psychic Enervation: Pushing oneself by invoking a wild surge is dangerous. Immediately following each wild surge, a wilder may be overcome by the strain of her effort. The chance of suffering psychic enervation is equal to 5% per manifester level added with the wild surge.

A wilder who is overcome by psychic enervation is dazed until the end of her next turn.

Psicrystal Affinity: A 1st level wilder gains the feat Psicrystal Affinity. Allowing them to gain a psicrystal.

Discipline: Every wilder must decide at 1st level which psionic discipline he will specialize in. Choosing a discipline provides a wilder with access to the powers restricted to that discipline. However, choosing a discipline also means that the wilder cannot learn powers that are restricted to other disciplines. He can't even use such powers by employing psionic items.

Unlike a psion, a wilder's selection of class skills is not affected by the discipline he chooses.

Elude Touch: Starting at 2nd level, a wilder's intuition supersedes her intellect, alerting her to danger from attacks (including touch attacks). She gains a dodge bonus to Armor Class against all attacks equal to her Charisma bonus.

Surging Euphoria: Starting at 4th level, when a wilder uses her wild surge ability, she gains a +1 morale bonus on attack rolls, damage rolls, and saving throws for a number of rounds equal to the intensity of her wild surge.

If a wilder is overcome by psychic enervation following her wild surge, she does not gain the morale bonus for this use of her wild surge ability.

Bonus Feat: A wilder gains a bonus feat at 5th level. This feat must be a psionic feat, a metapsionic feat, or a psionic item creation feat.

Psionic Prestige Classes

Cerebremancer

Metamind

Psionic Fist

Slayer

Hit Die: d8

Requirements

To qualify to become a slayer, a character must fulfill one of the following criteria.

Base Attack Bonus: +4

Skills: Concentration 7 ranks

Skills: Bluff (Cha), Concentration (Con), Knowledge (dungeoneering) (Int), Listen (Wis), Psicraft (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis)

Skills/Level: 4 + Int modifier

LVL	BAB	F	R	W	Special
1	1	0	2	2	Brain nausea, combat style, enemy sense, favored enemy, lucid buffer
2	2	0	3	3	Blast feedback

Weapon and Armor Proficiency: Slayers are proficient with all simple and martial weapons and with all types of armor.

Brain Nausea:

Combat Style: At 1st level, a slayer must select one of two combat styles to pursue, psionics or psionic defense.

If the slayer selects psionics, then each slayer level gained grants additional power points per day and access to new powers as if he had also gained a level in a manifesting class he belonged to before adding the prestige class.

If the slayer selects psionic defense, at 2nd level he gains an immunity to all mind-affecting devices, powers, and spells.

Enemy Sense: A slayer can sense the presence of her favored enemy within 60 feet of herself, even if they are hidden by darkness or walls, but she cannot discern their exact location.

Favored Enemy: When she enters the class, a slayer formally declares a type of psionic creature as the enemy she detests above all others. Due to her extensive study of her foes and training in the proper techniques for combating them, she gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against her favored enemy.

Likewise, she gets a +2 bonus on weapon damage rolls, and a +1 enhancement to critical range against creatures of this kind.

Lucid Buffer: A slayer becomes especially skilled at resisting mental attacks. She gains a +4 competence bonus on saving throws against all compulsions and mind-affecting effects. This ability is active even if the slayer is unconscious, stunned, or otherwise helpless.

Blast Feedback: At 2nd level, if a slayer makes her saving throw when attacked with mind blast, the mind blast rebounds upon the attacker. Only the original attacker is targeted in the rebound effect. If the original attacker fails a Will saving throw (DC equal to that of the original attack), the attacker is affected normally by the mind blast.

Thrallherd

War Mind